CSE 566 Virtual Reality, Spring 2020, Assignment 0: Warm-up

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1   Google Drive Link

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2   Background

(1) Unity version:
2018.4.14f1

(2) Hardware used:
Oculus

(3) Directory hierarchy:

FreeExampleRed:The spaceship. There is a OVRCameraRig camera in the spaceship's cockpit
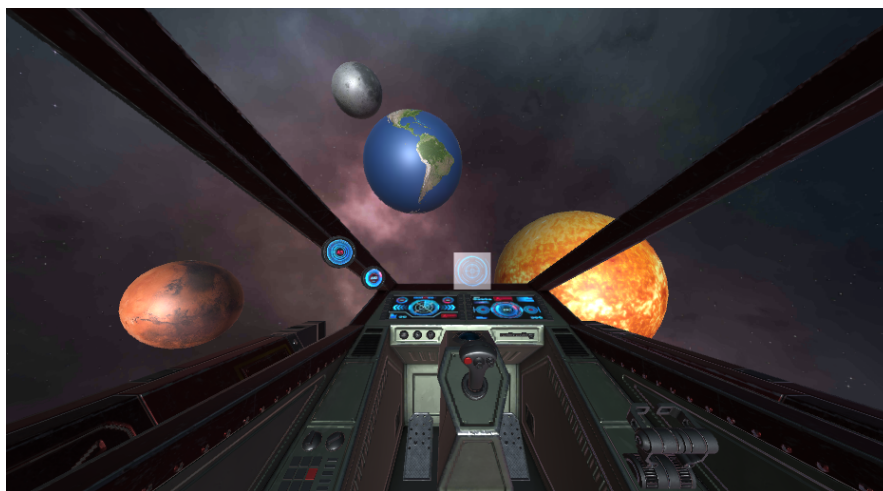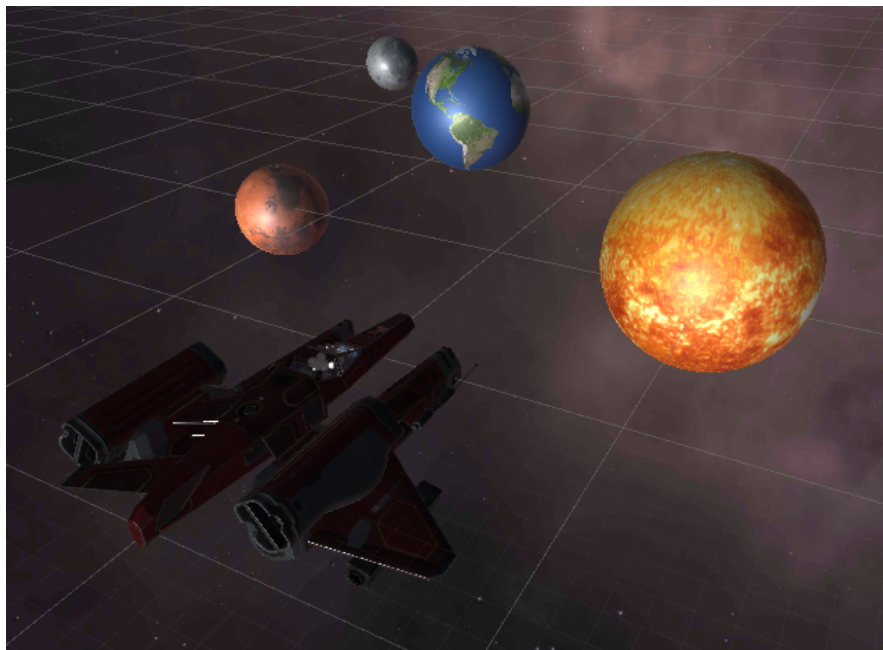Earth:The earth

Moon:The moon

Sun:The sun. There is a directional light in sun to create light

3   Implement

programming language: C#

For this assignment, I first import a skybox asset and set the space into universe. Then I create some 3D spheres and set these spheres' texture into different kinds of planets like the Earth, the Moon, the Sun, the Mars. I also add a directional light in the Sun since the Sun is the only source of light in the solar system. After that, I use the spaceship asset to build a spaceship and move the main camera into the spaceship's cockpit. It looks like someone sitting in the spaceship. In addition, I add a rigidbody and remove the gravity of the camera. Then, I add a c# script to the main camera to let user rotate the camera using the mouse.

4   Reference

(1) Starfield Skybox,PULSAR BYTES, https://assetstore.unity.com/packages/2d/textures-materials/sky/starfield-skybox-92717

(2) SolarSystemPackage,Simon István https://assetstore.unity.com/packages/essentials/legacy-image-effects-83913

(3) HiRezSpaceshipsCreatorFree,Ebal Studios,https://assetstore.unity.com/packages/3d/vehicles/space/hi-rez-spaceships-creator-free-sample-153363

(4) Oculus Integration,Oculus,https://assetstore.unity.com/packages/tools/integration/oculus-integration-82022