CAVE Readme

# Development tips

Development of a scene for CNIB’s cave is pretty similar to any other Unity project, only the scene must be projected onto the 4 screens instead of just 1. The basic setup and scripts needed have already been created (link below), but most likely need adjustment for the scene and monitor setup.

## Image projection

Use the CAVE camera rig prefab located at “C:\Users\CNIB\Documents\GitHub\CAVE Camera Rig Prefab”, or download it from <https://github.com/CNIBVRhub/CAVE-Camera-Rig-Prefab>

Import the package into your Unity project and drag the prefab into the scene to use. The prefab includes 4 cameras and a CameraManager that has the multidisplay and perspective shift scripts attached. Position of cameras and the values in the perspective shift script may need to be adjusted depending on the monitor configuration.

## Sound

Sound can make a huge difference in the experience of the CAVE. For the two scenes we already have, setting the sound system volume to around 50-55 is ideal. For the subway scene, a stereo microphone (Zoom H4N) was used to record on site at St. Clair station, to get the most realistic impression of the scene as possible.

## Interaction

Currently, there is a Samsung tablet available for interaction with the CAVE (CRIM’s method). We also have a wireless keyboard and mouse that could be used.