

CSE 566 Virtual Reality Spring 2020

Assignment 0: Warm-up

https://drive.google.com/open?id=1uXPim-XD32sdPOb4NIOIO_IENYixITLR

- **Your name and Stony Brook ID**

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- **Unity version**

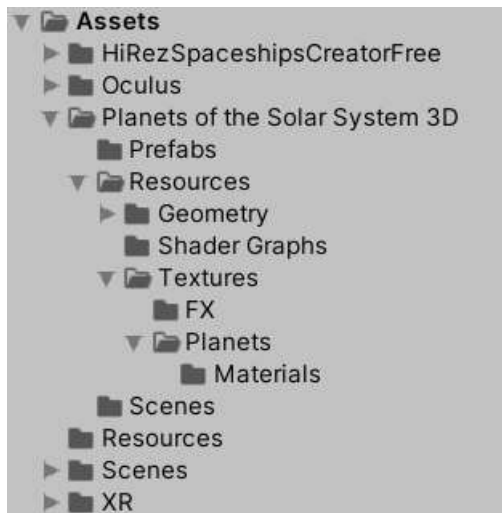
Unity 2019.3.0f6 (64-bit)

- **Hardware used**

PC: Windows 10; Inter(R)Core(TM)i7-9750H @2.60GHz

Device: Oculus Quest

- **Directory hierarchy**



- **Any extra functionalities/ features**

None.

- **Details on implementation:**

I put 2 cameras in the skybox. One is the main camera, the other is inside the interior of the spaceship. Players can see the sun, the moon and the earth through both the inside and outside view. There is a directional light in the middle of the universe to shed light on the planets.

References to the downloaded 3D models:

The solar system: <https://assetstore.unity.com/packages/3d/environments/planets-of-the-solar-system-3d-90219>

Spaceship: <https://assetstore.unity.com/packages/3d/vehicles/space/hi-rez-spaceships-creator-free-sample-153363>