Gaze Interaction System

I based my system on the same approach used in the Unity XR Interaction Toolkit.

So, we have one GazeInteractor that communicates with GazeInteractables scattered through the environment.

The GazeInteractor is a child of a Camera that sends raycasts looking for GazeInteractables. These in turn, when interacted with, invoke events that we can connect to other objects.

Setup

1. Add a GazeInteractor as a child of the main Camera;
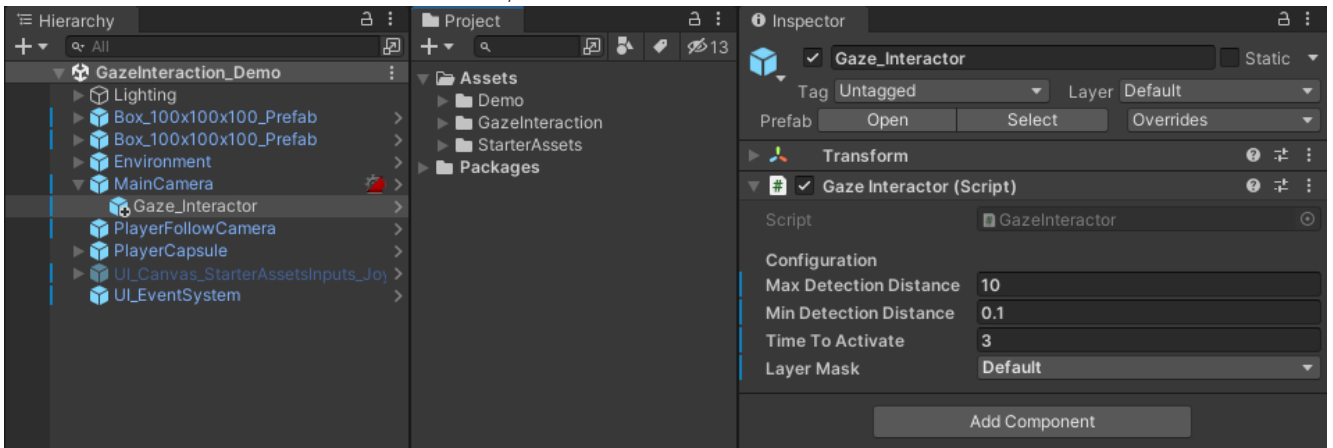
2. Add GazeInteractables and connect the events to trigger the desired behaviours.
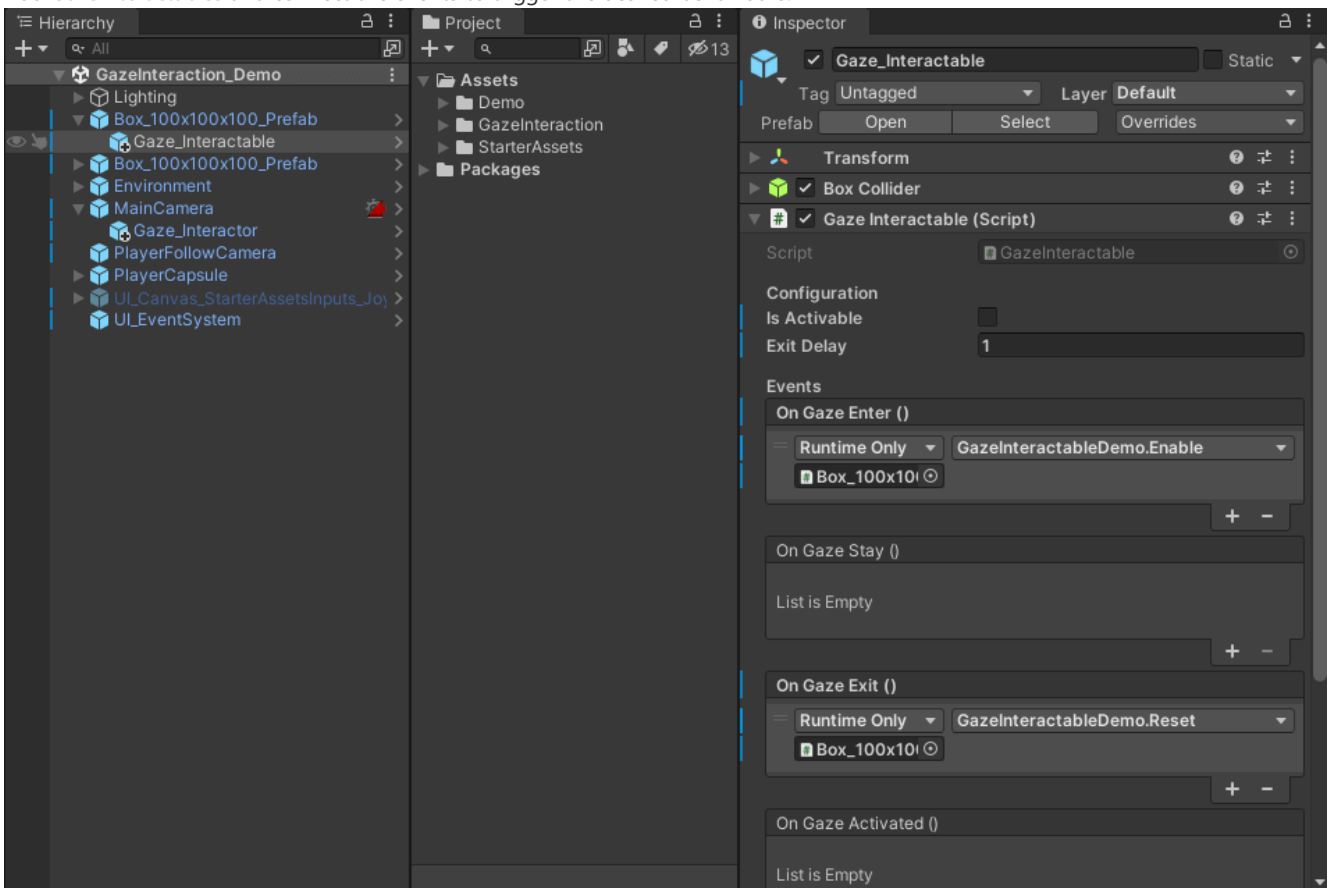
The basic setup is quite simple. But, you have many options in each component to configure it even further.

If you want to include it in your own project, download the package from GitHub.

All feedback and contributions are more than welcome.