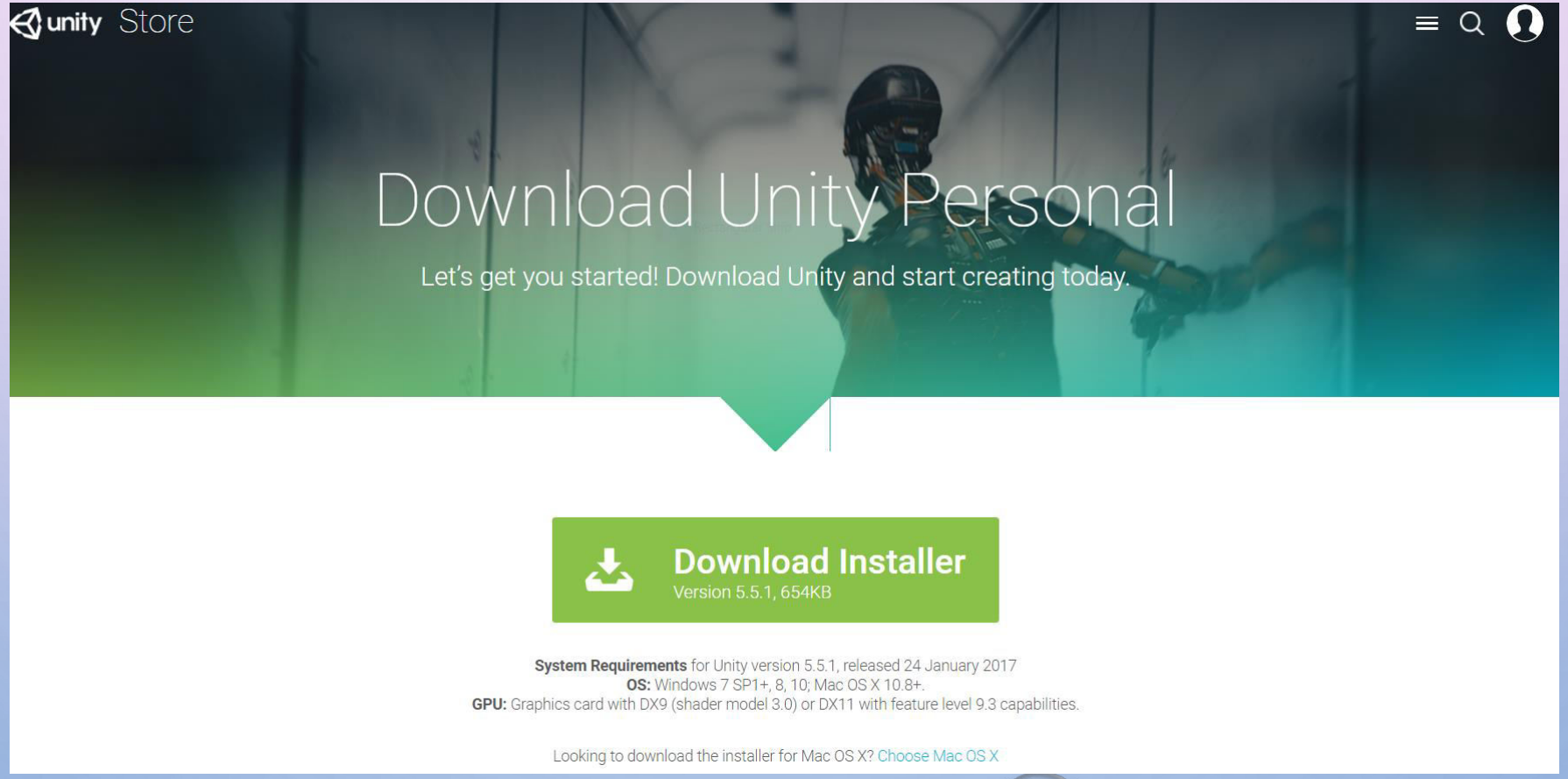
MAKING VR

BY: DANIEL WILLIS

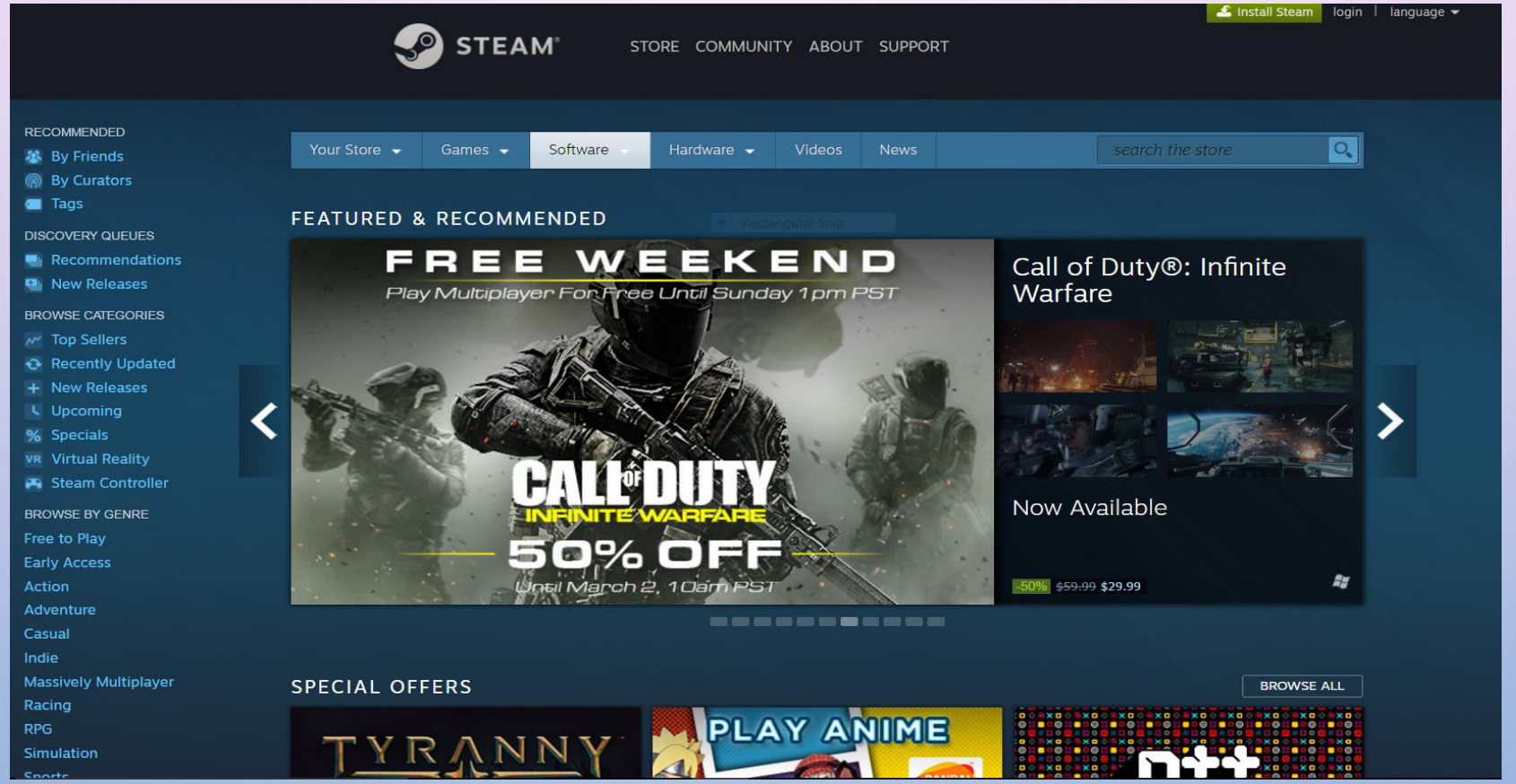
INSTALLING UNITY

UNITY3D.COM

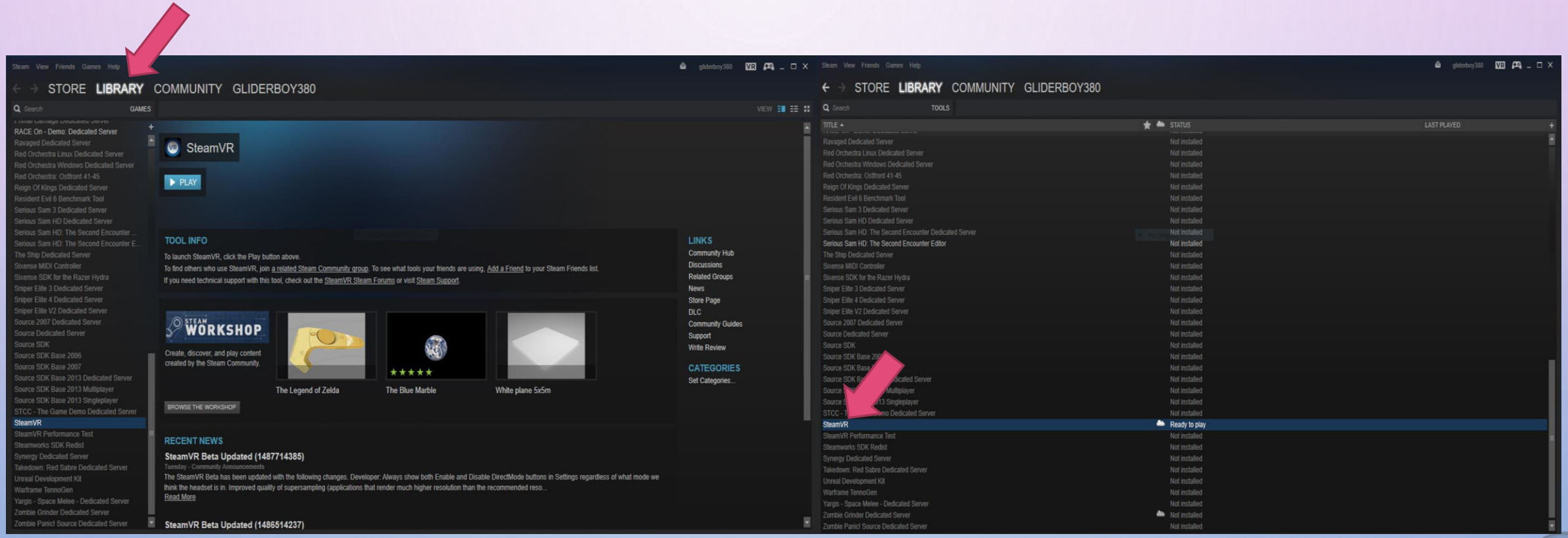


INSTALLING STEAM

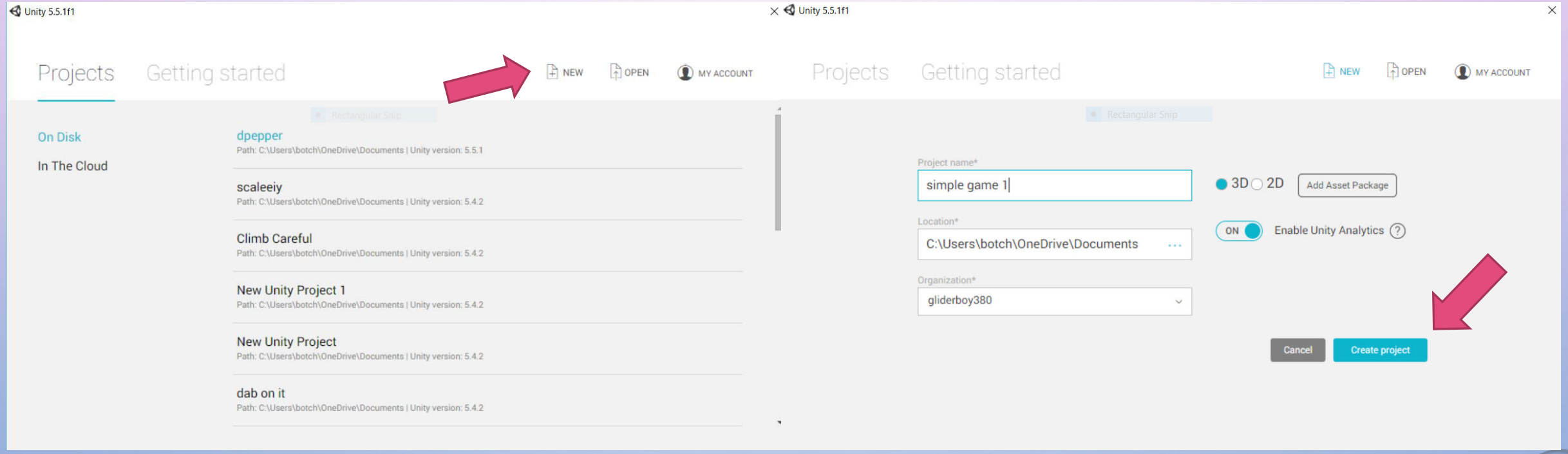
STORE.STEAMPOWERED.COM



INSTALLING STEAM VR



OPENING UNITY 3D



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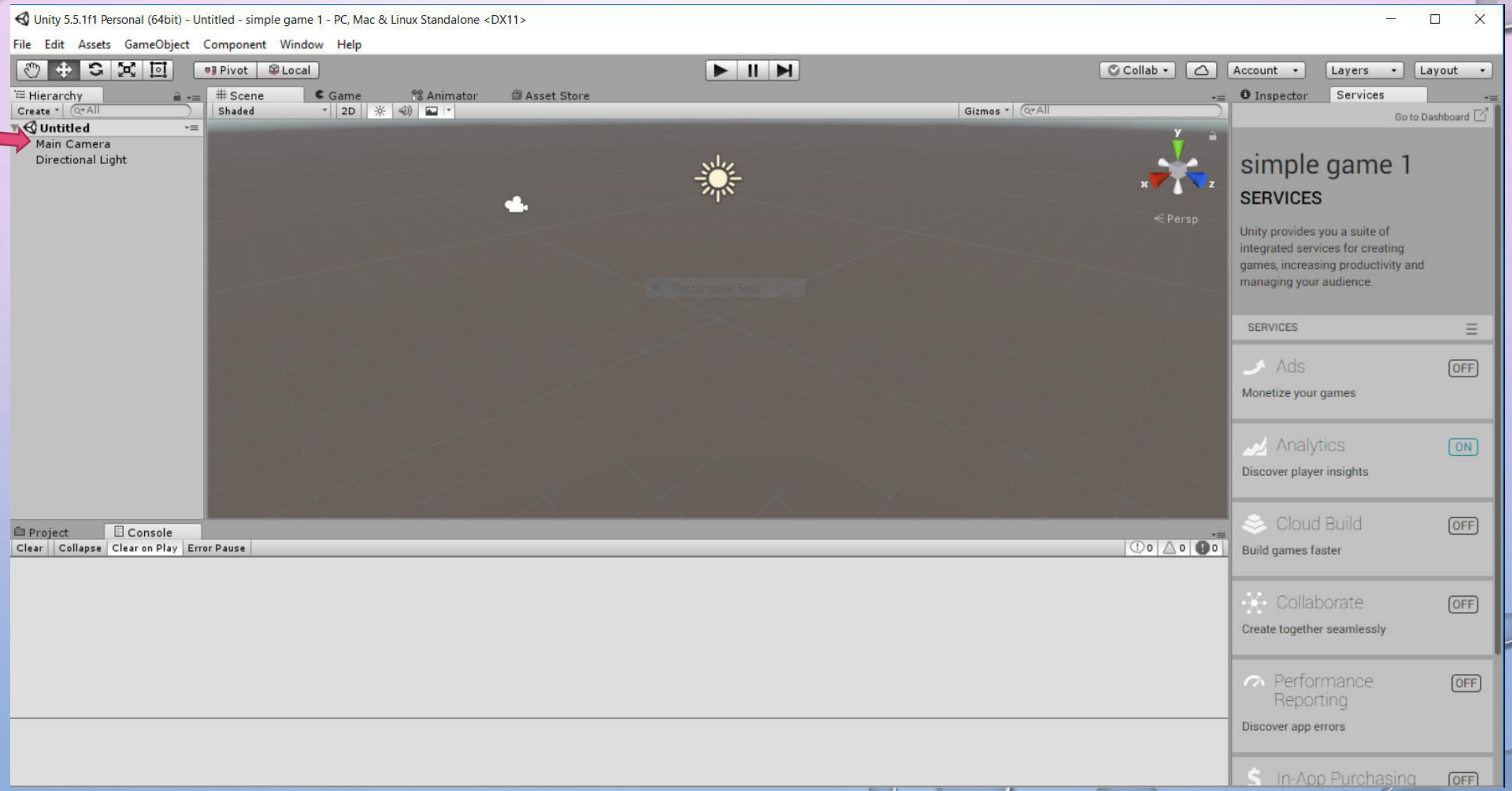
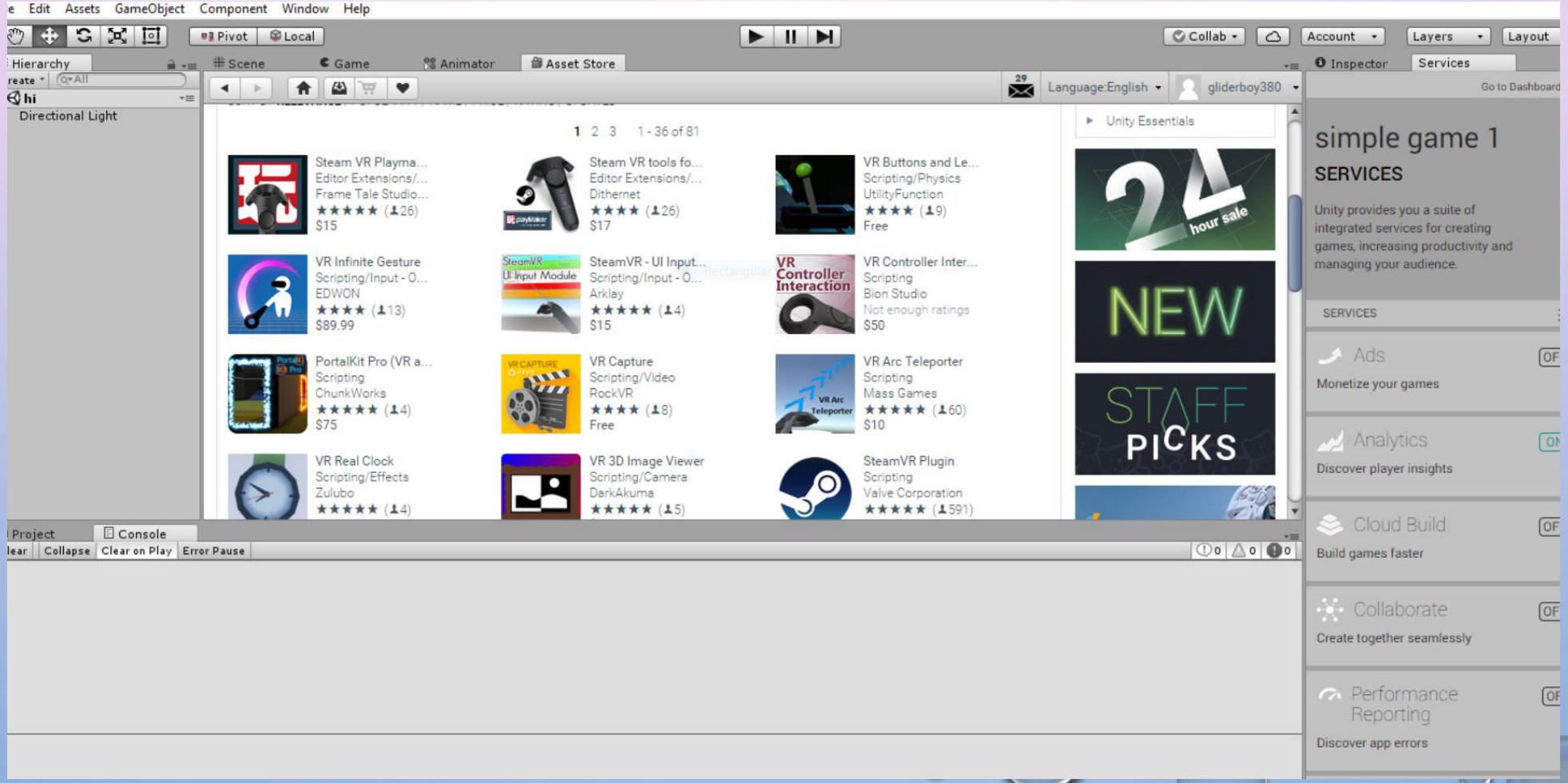
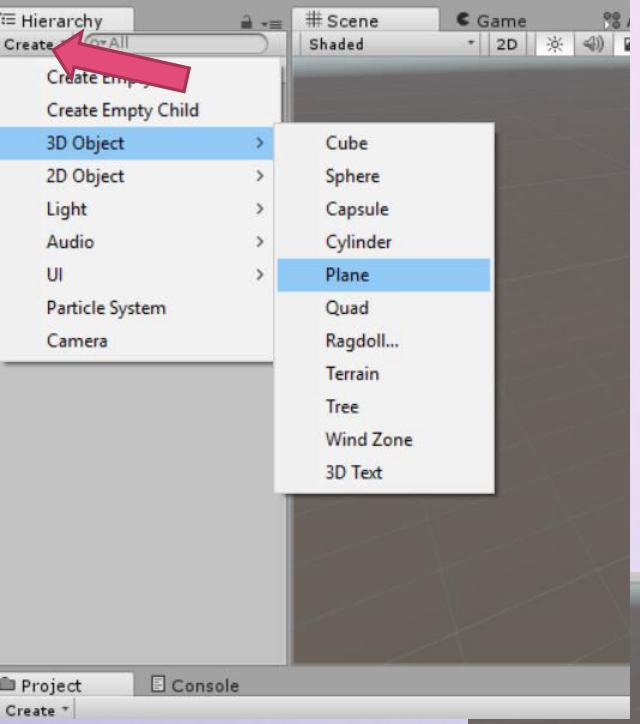


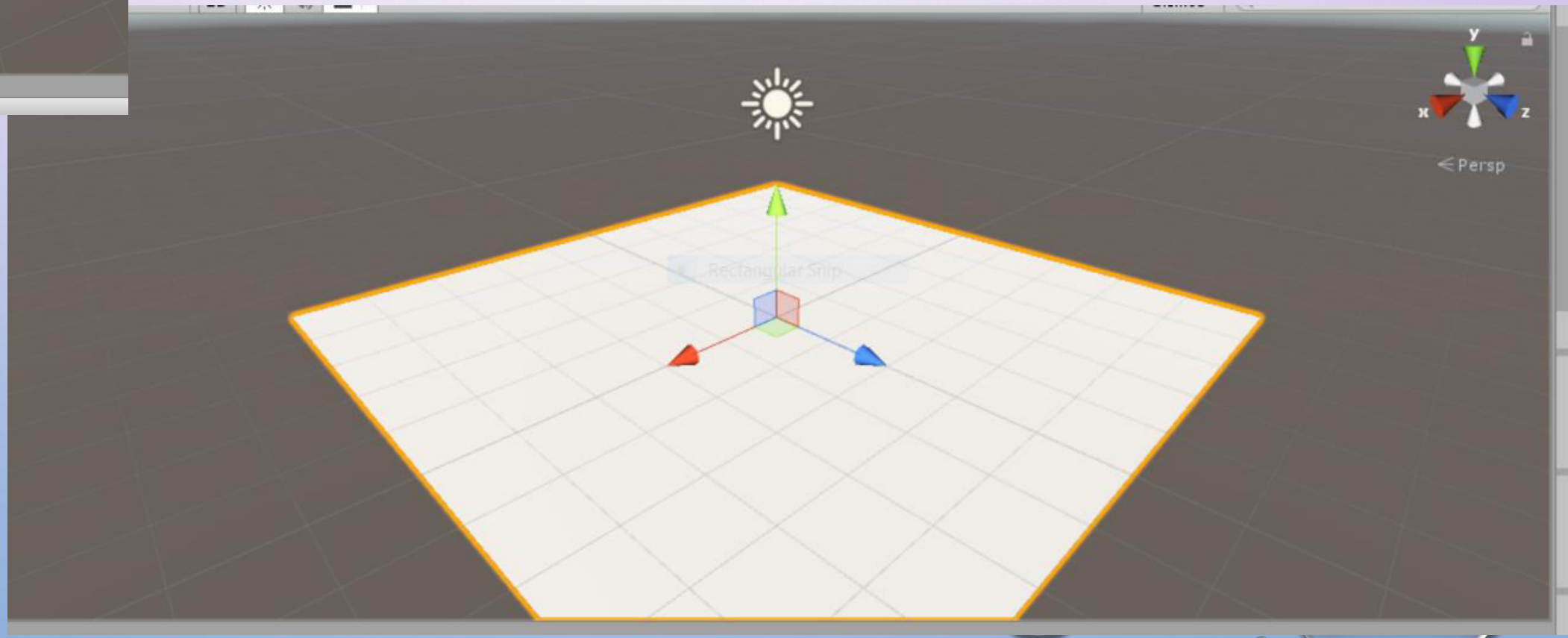
DOWNLOAD STEAM VR PLUGIN IN THE UNITY ASSET STORE



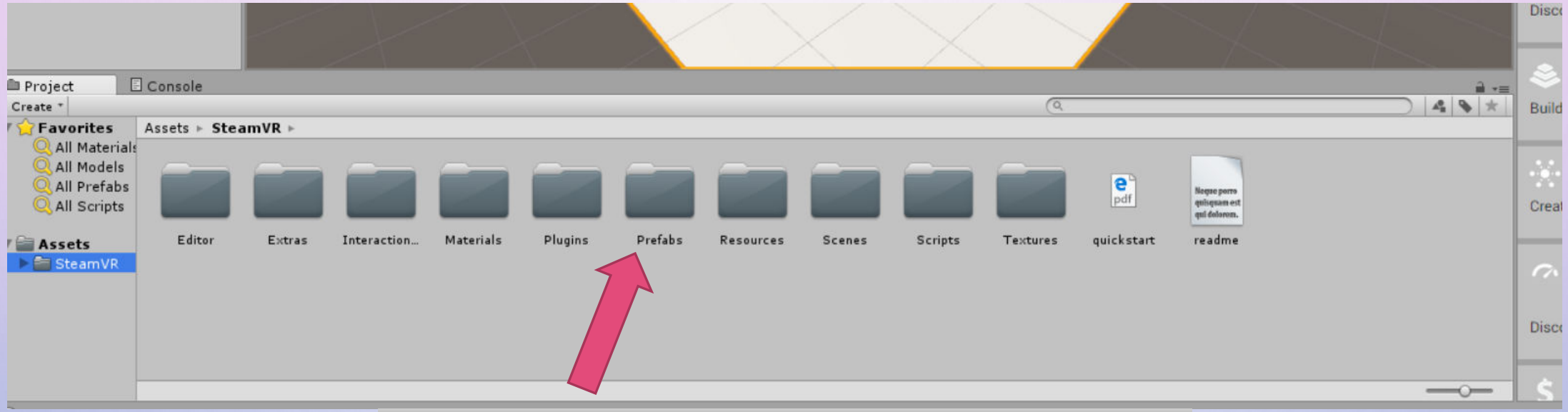
DOWNLOAD STEAM VR PLUGIN IN THE UNITY ASSET STORE

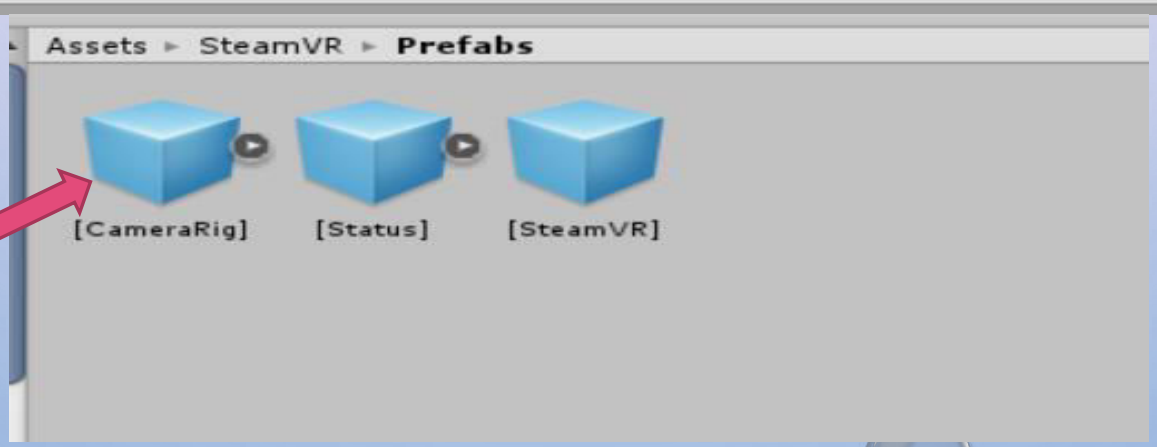
MAKING A PLANE





PUTTING IN THE CAMERA RIG





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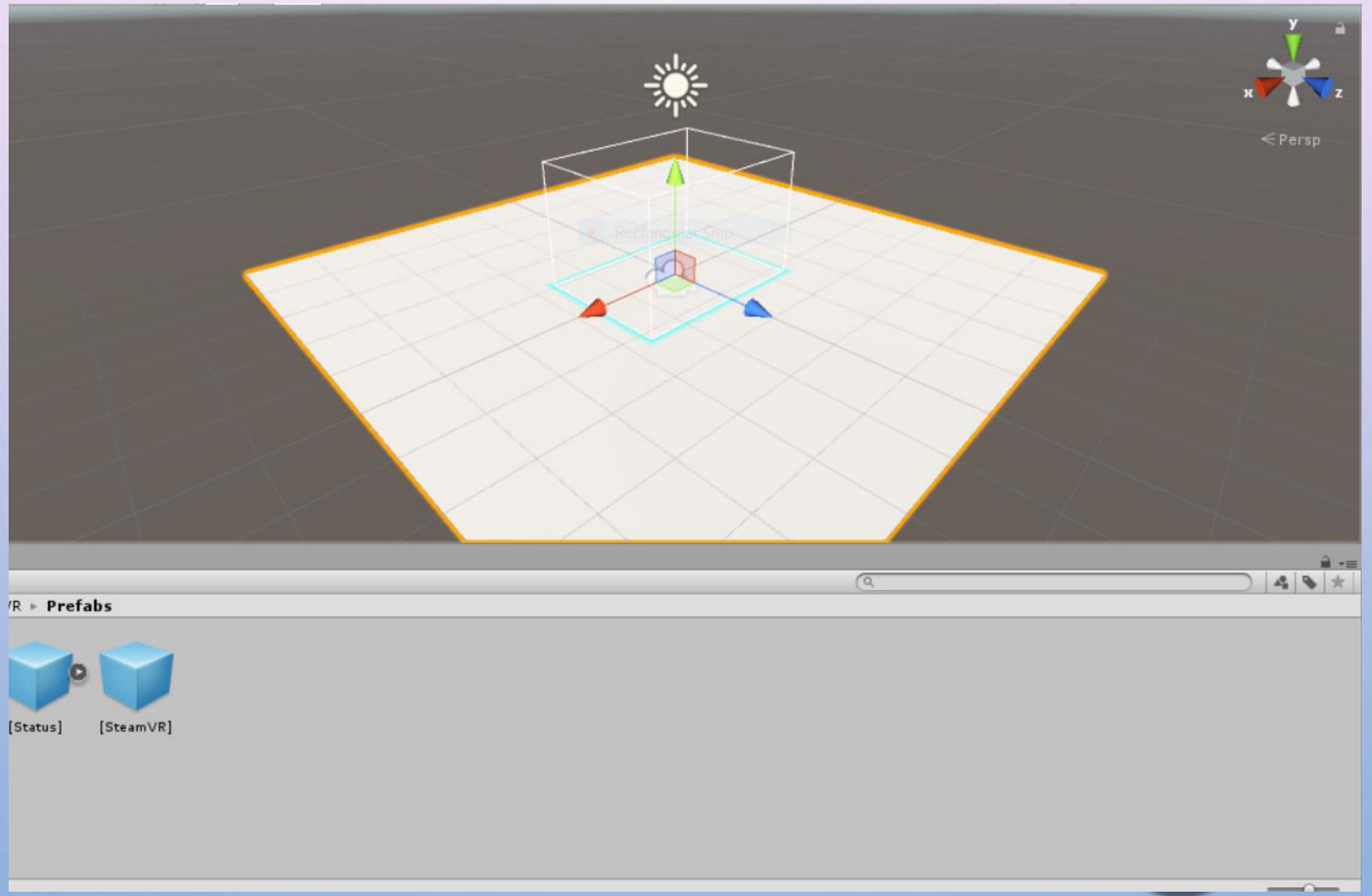
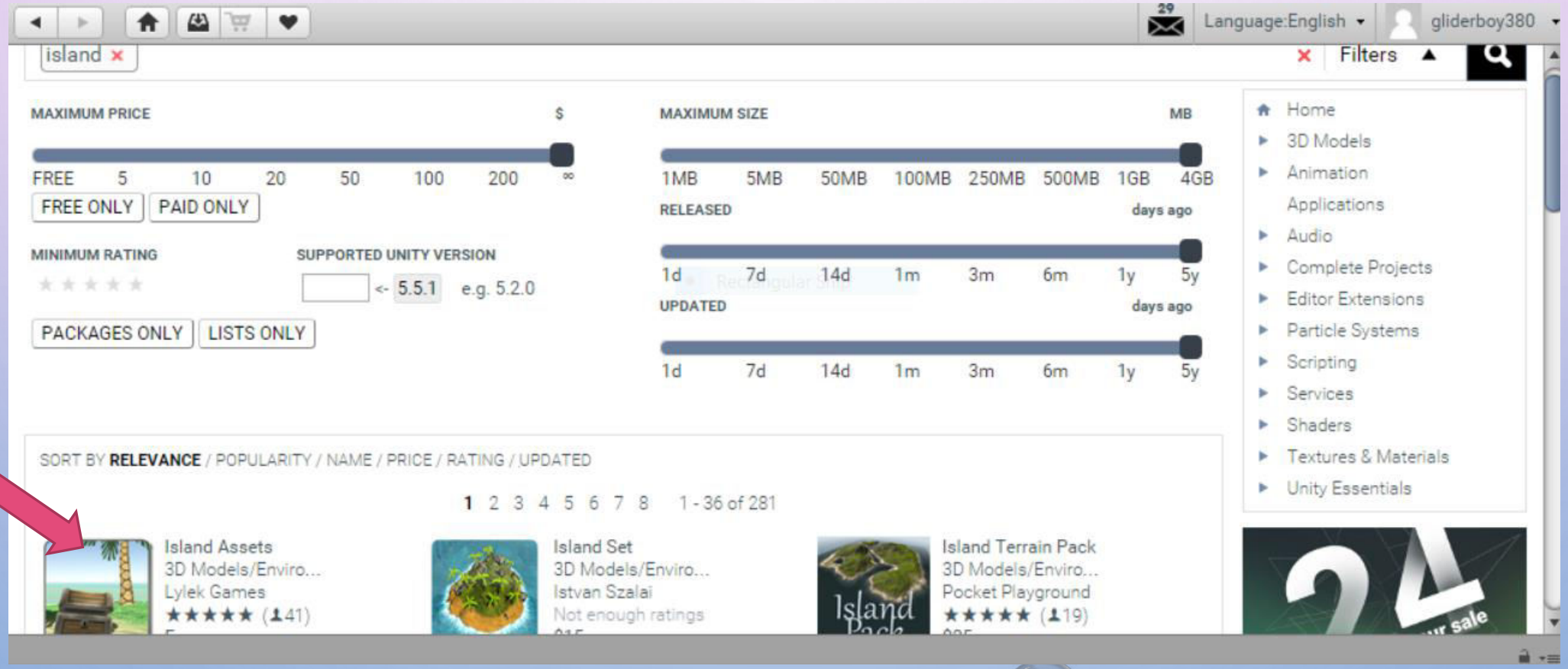


IMPORTING A ISLAND ASSET



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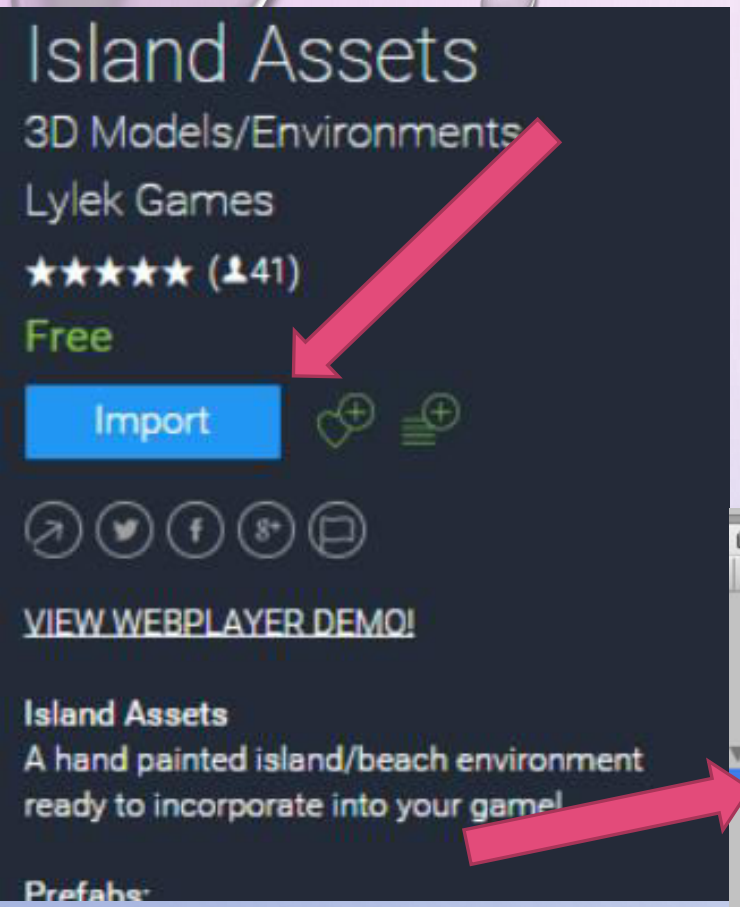
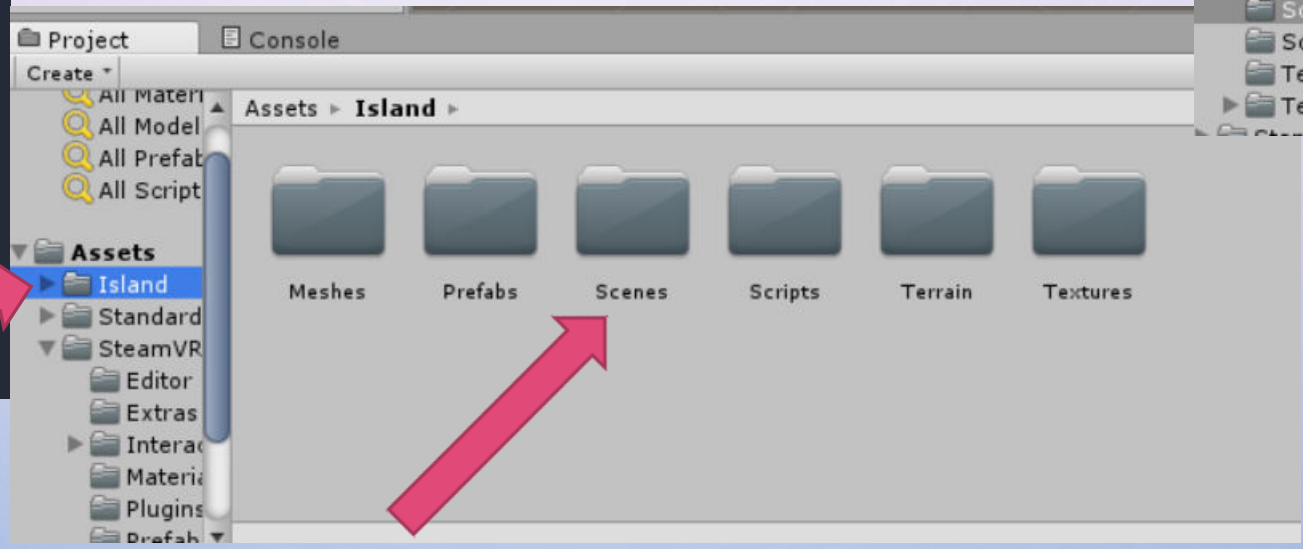
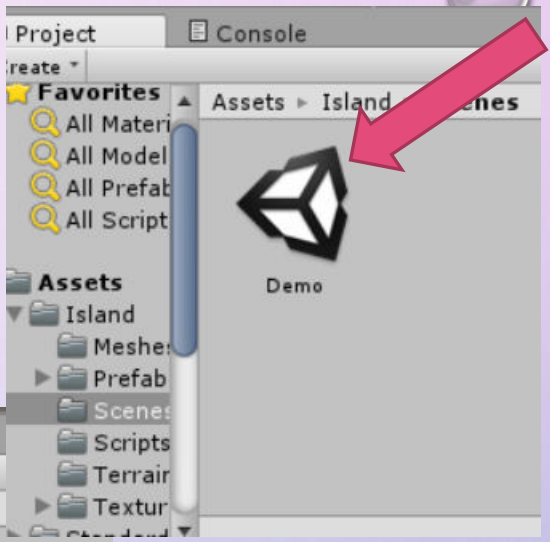
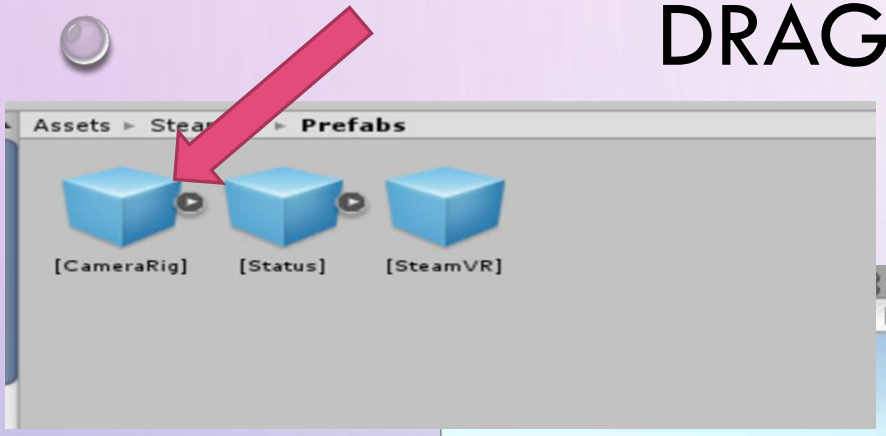
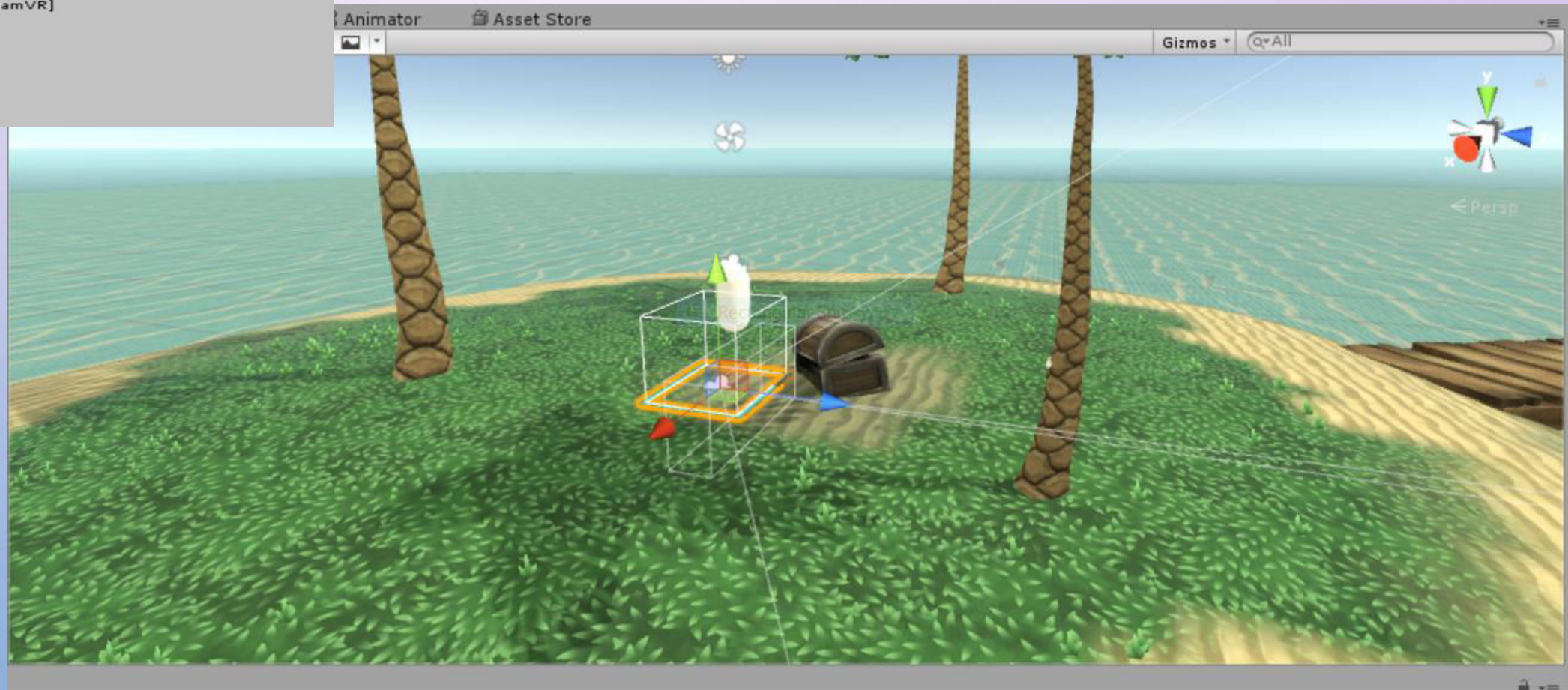






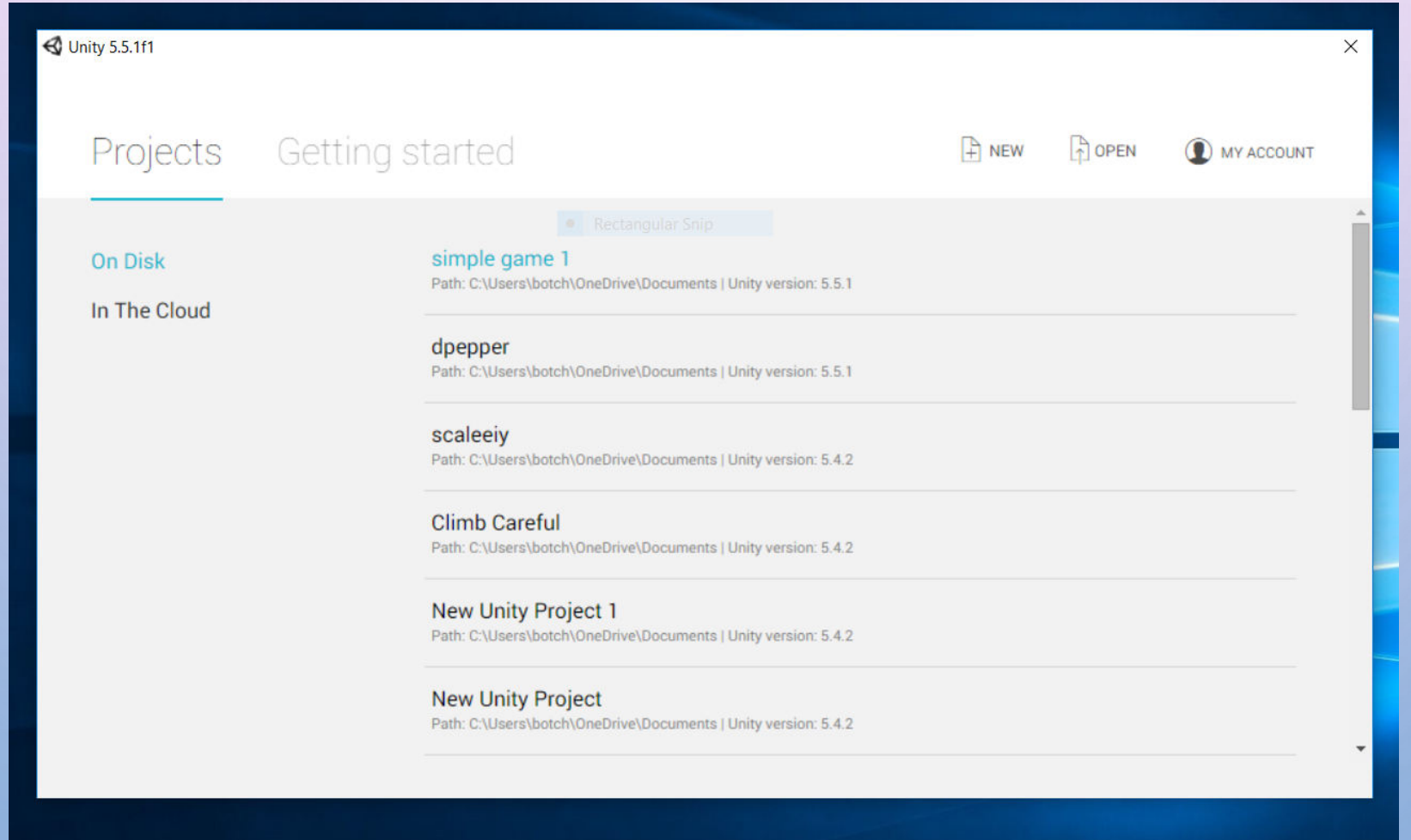
DRAGGING THE CAMERA RIG



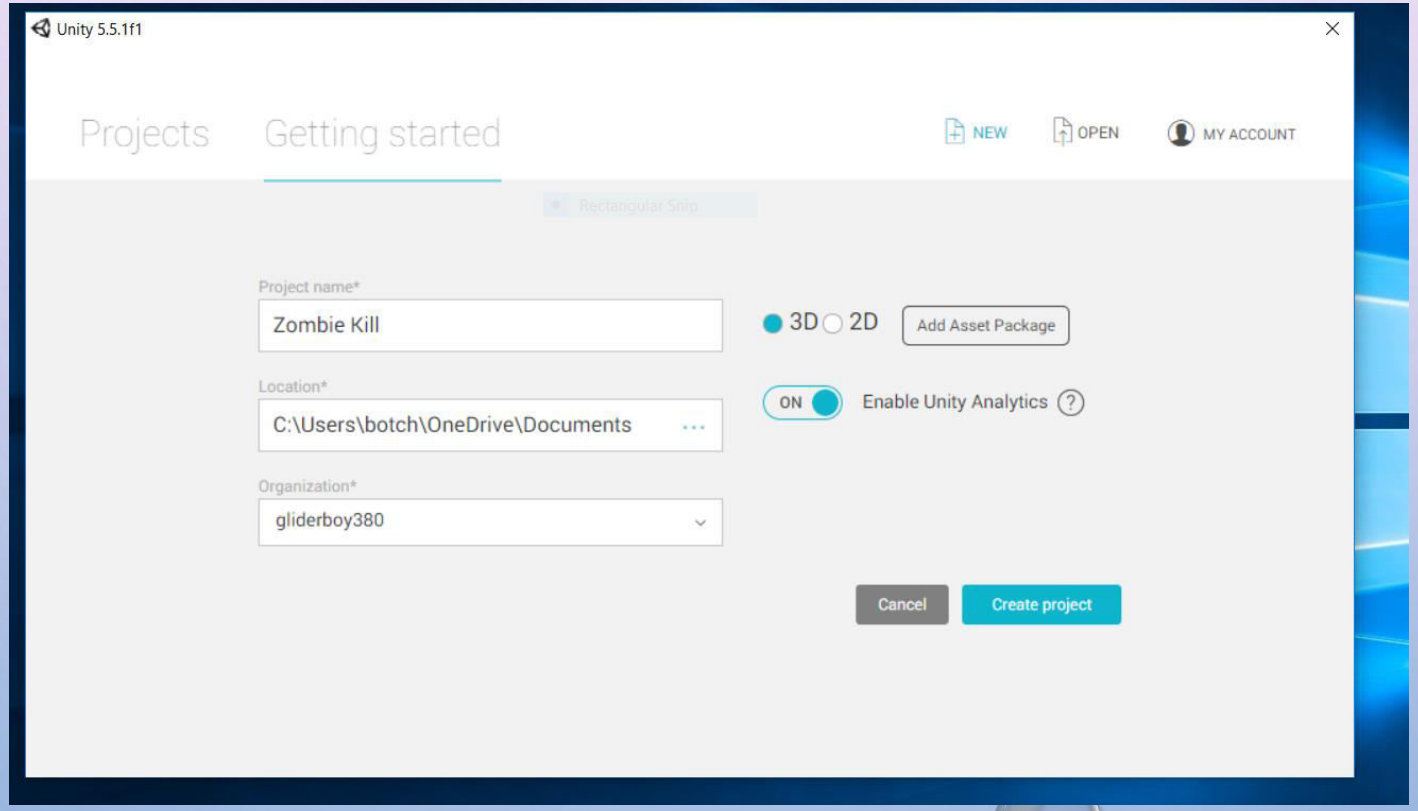


DEMO

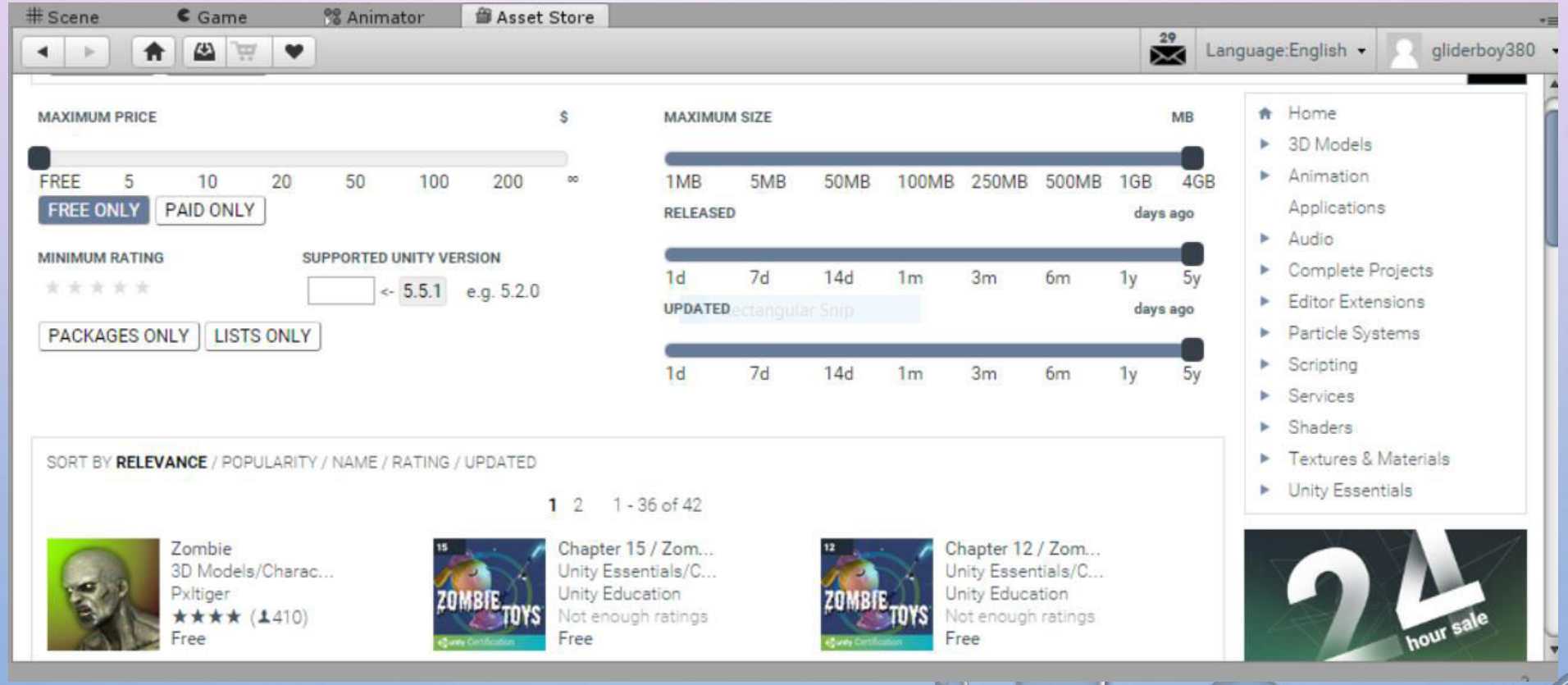
MAKING A ZOMBIE GAME



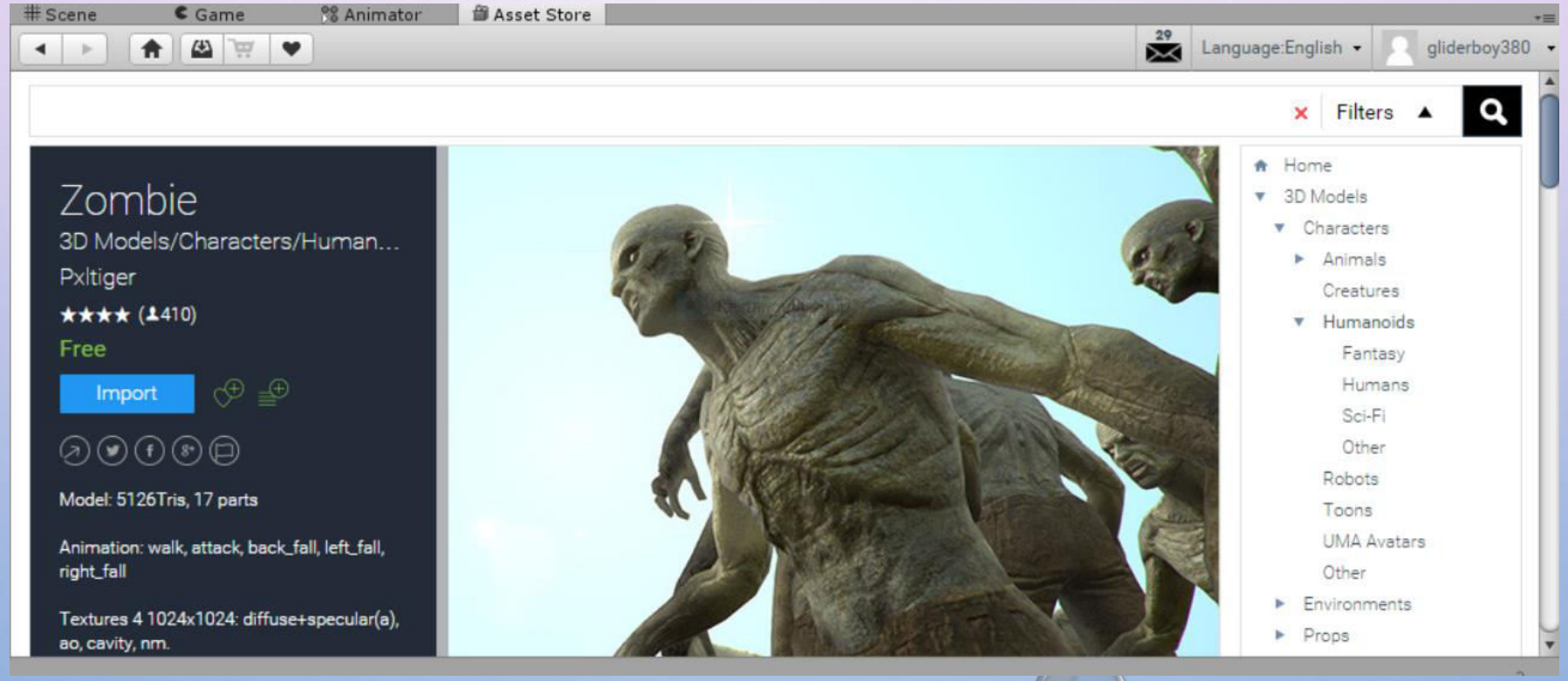
MAKING A ZOMBIE GAME



MAKING A ZOMBIE GAME



MAKING A ZOMBIE GAME



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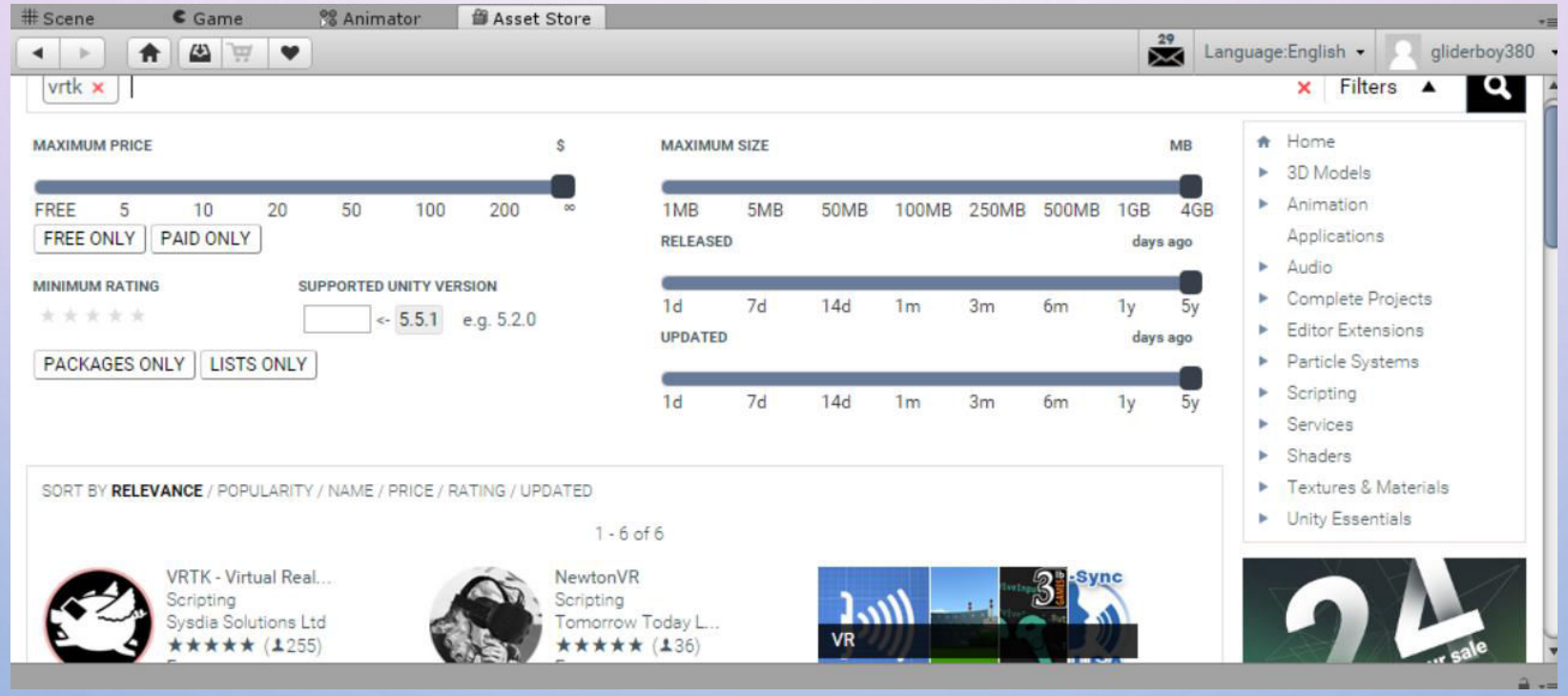

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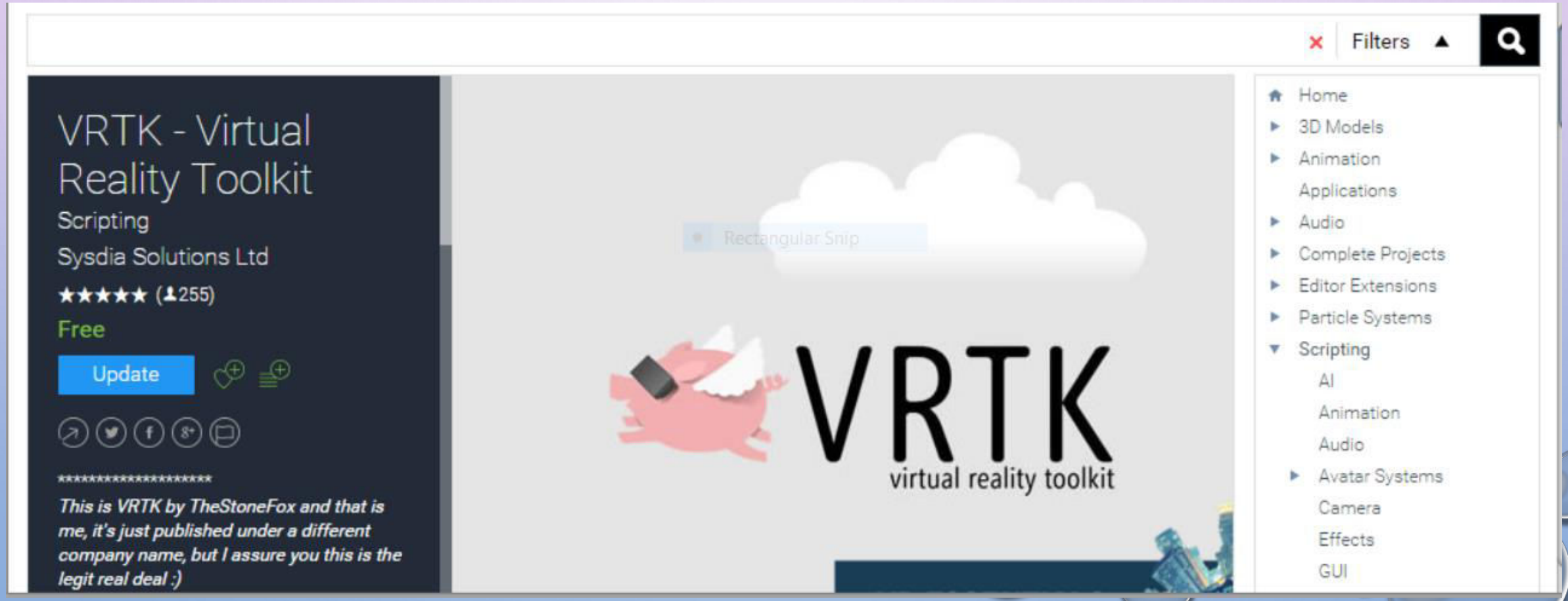

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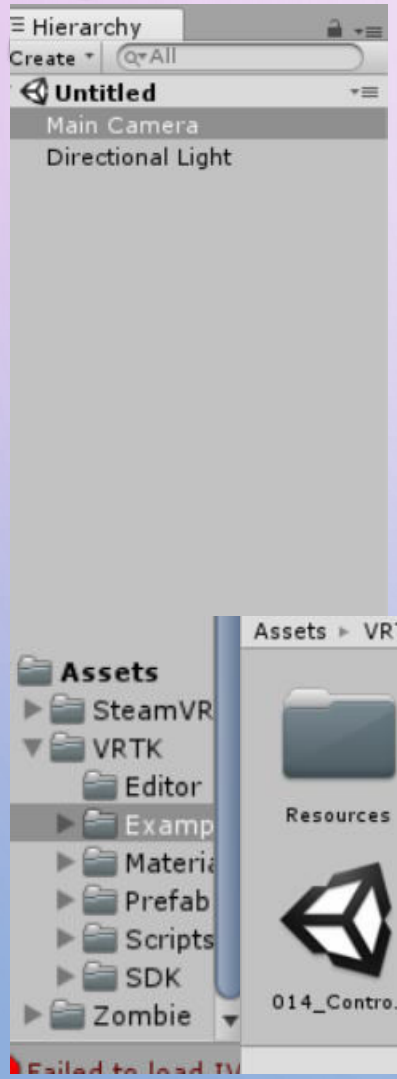

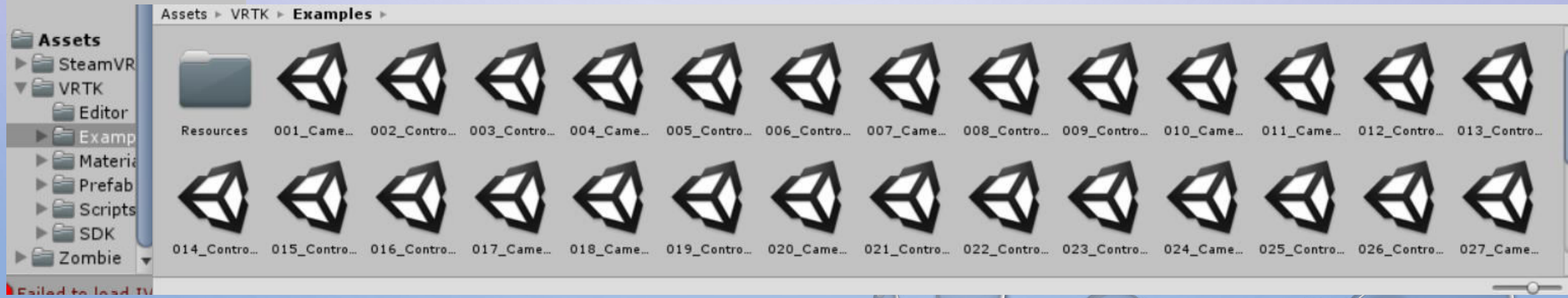

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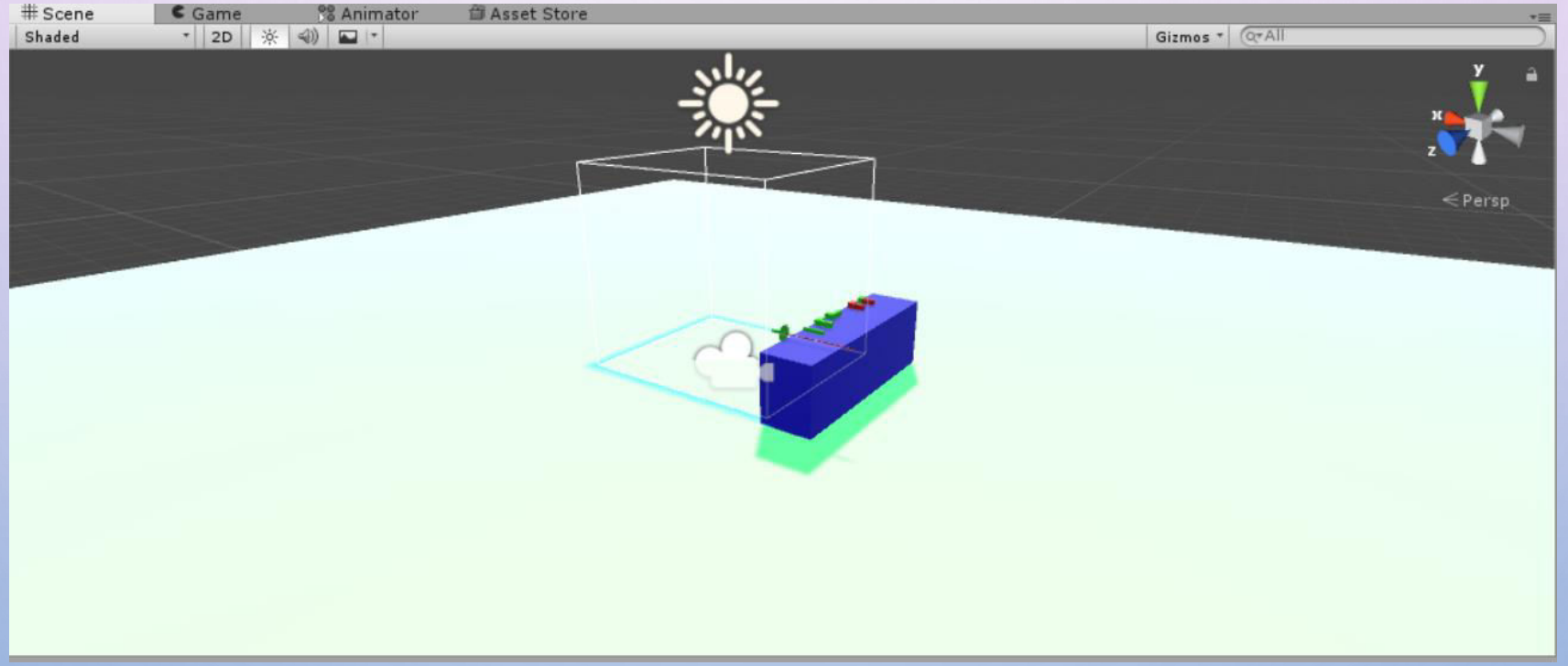

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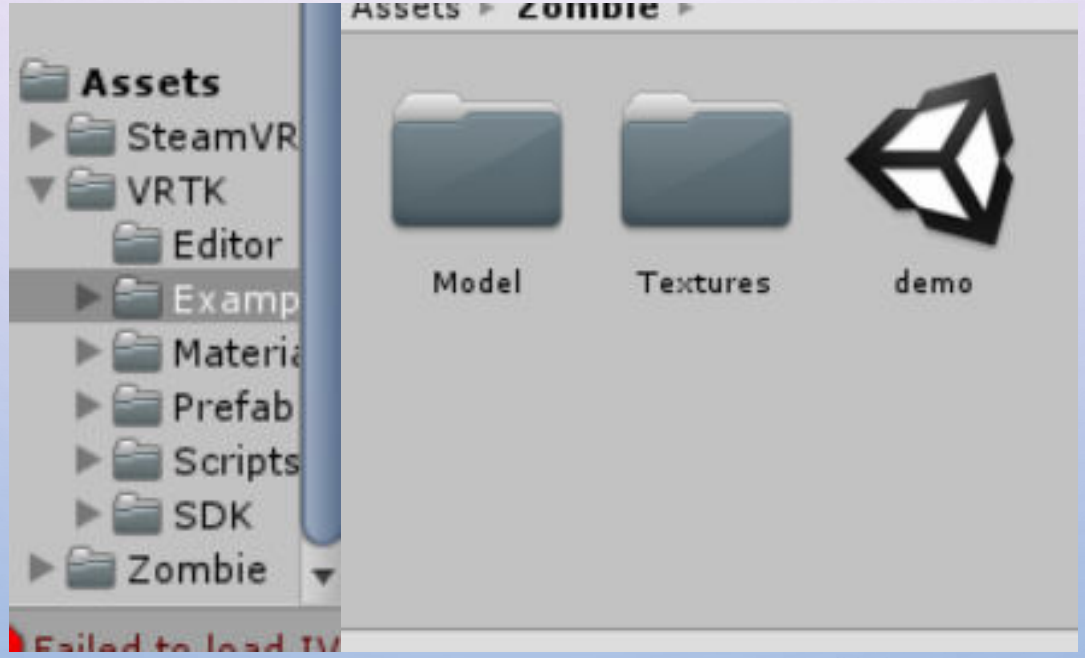

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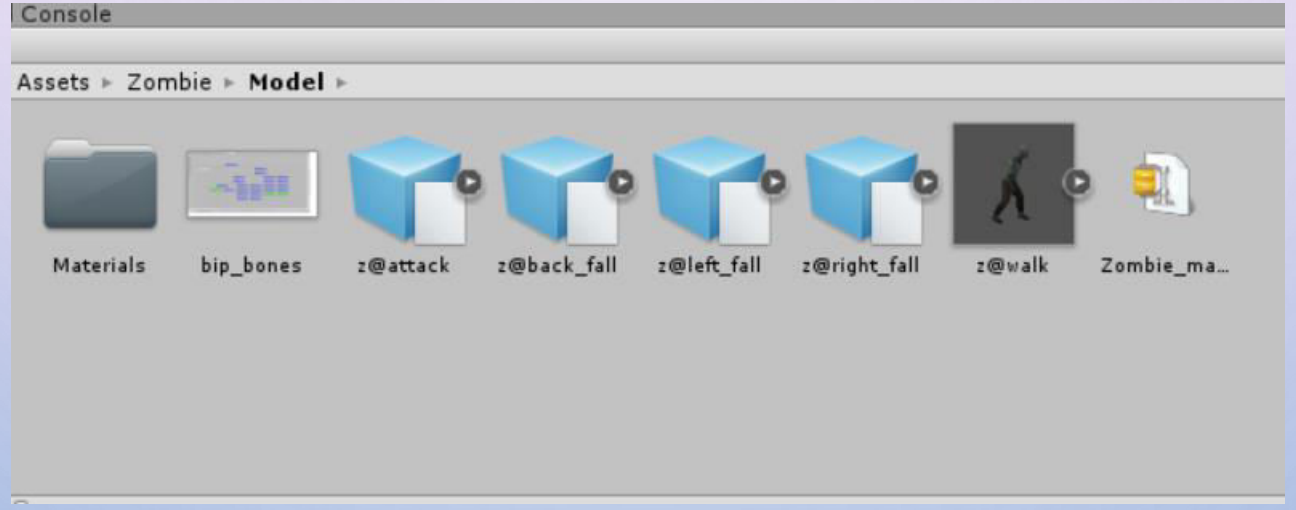

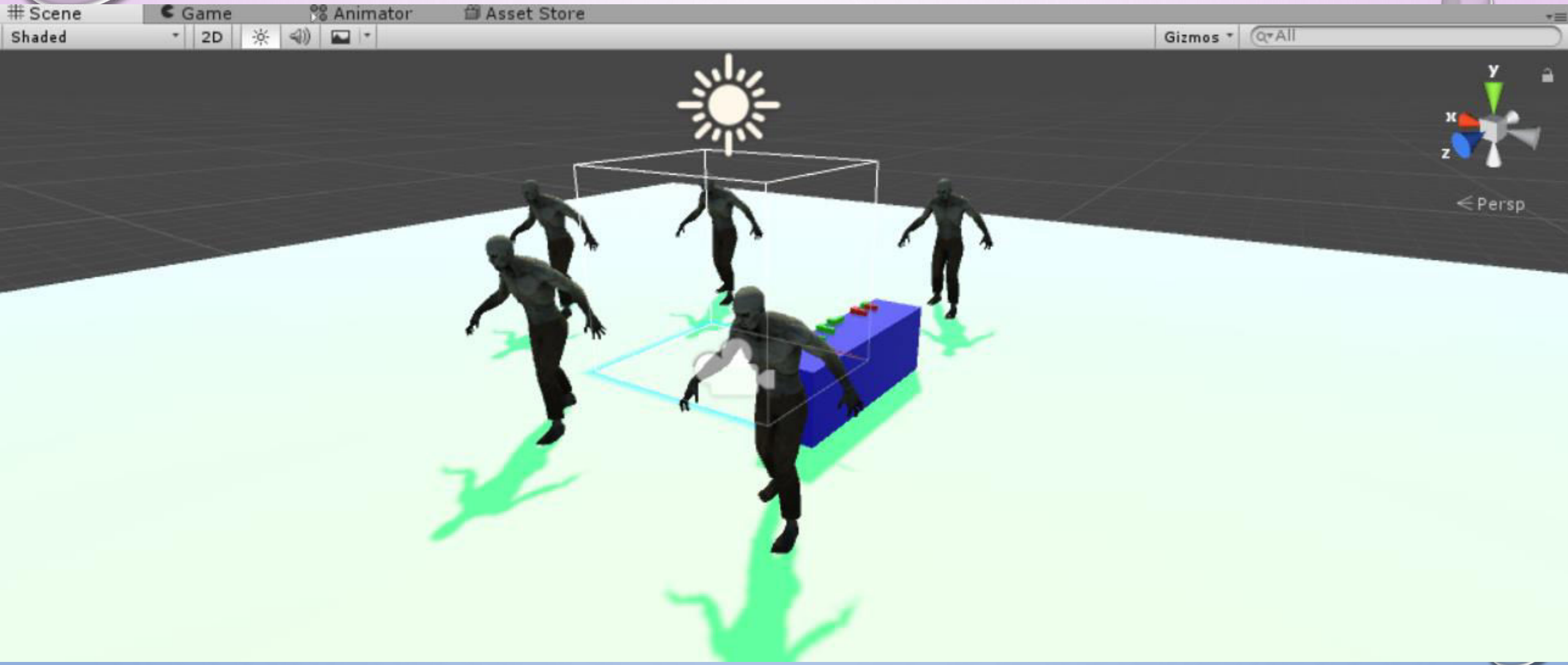
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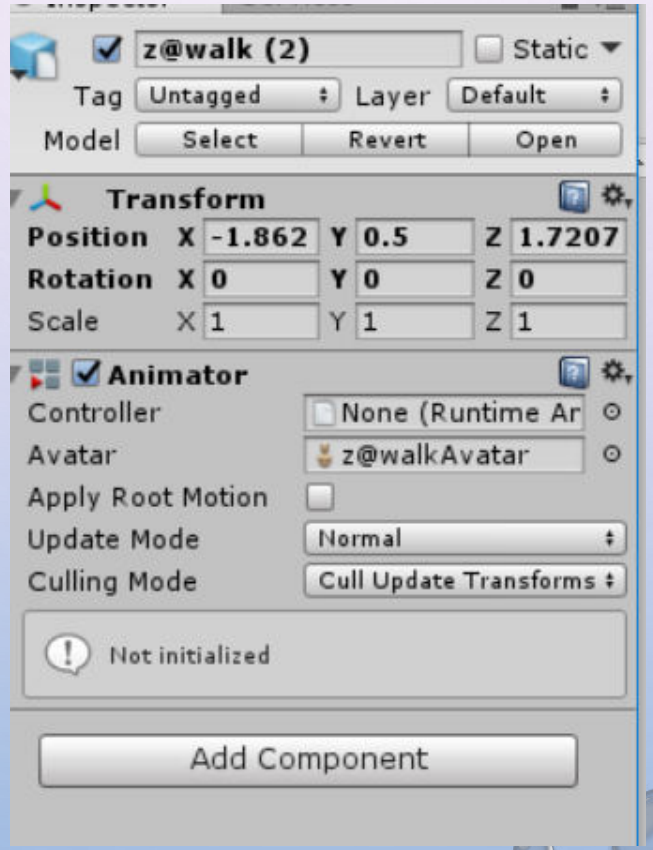
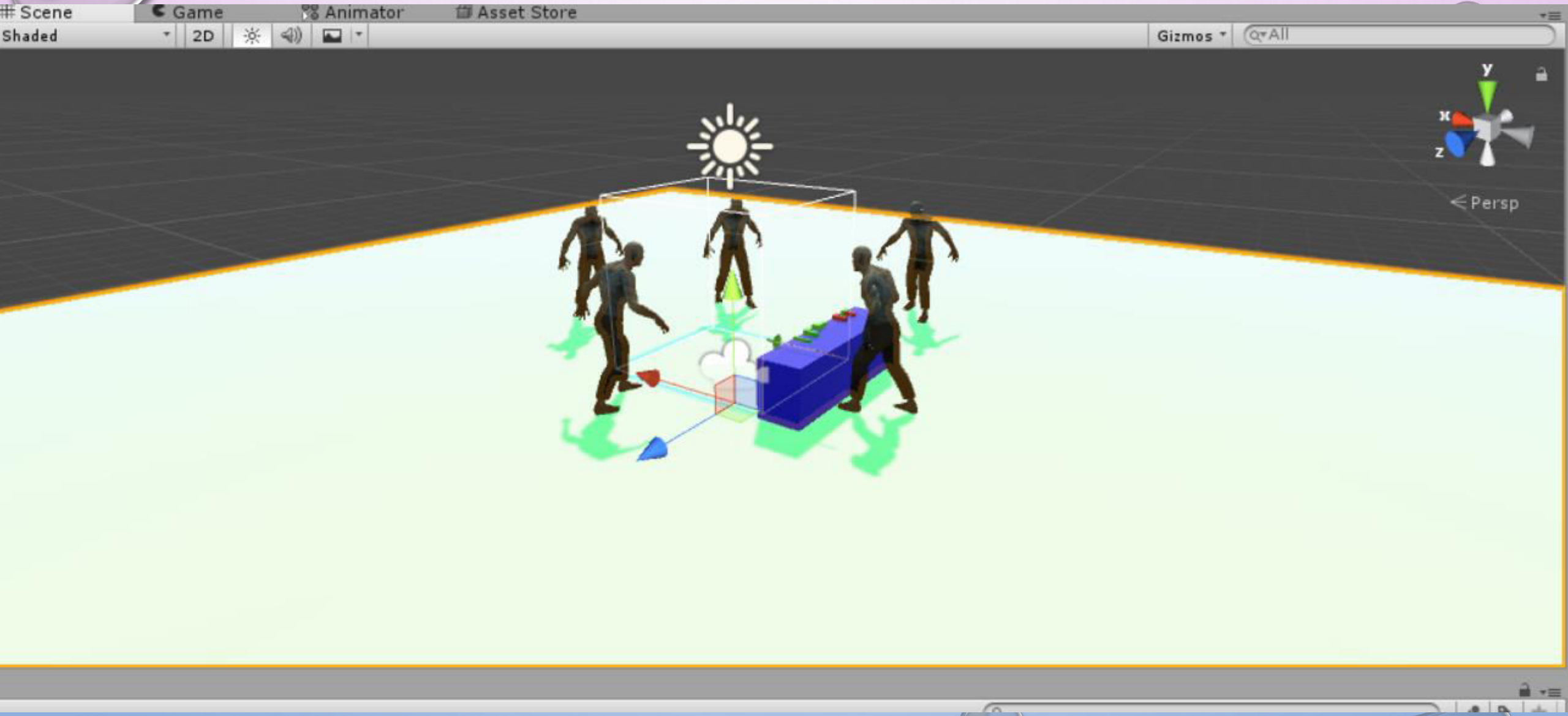
Animator
Asset Store
Shaded
2D
Gizmos
All
y
x
z
Persp

MAKING A ZOMBIE GAME

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Animator
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Gizmos
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y
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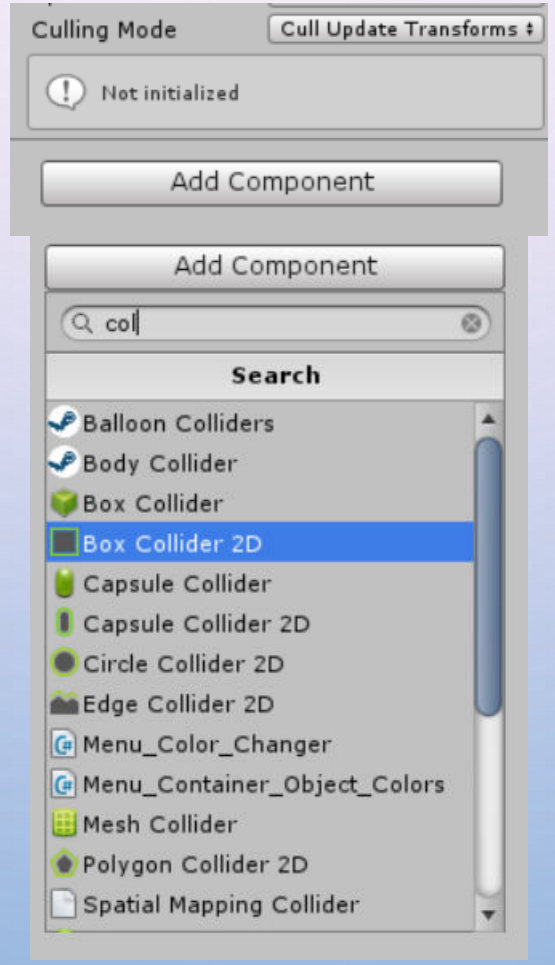
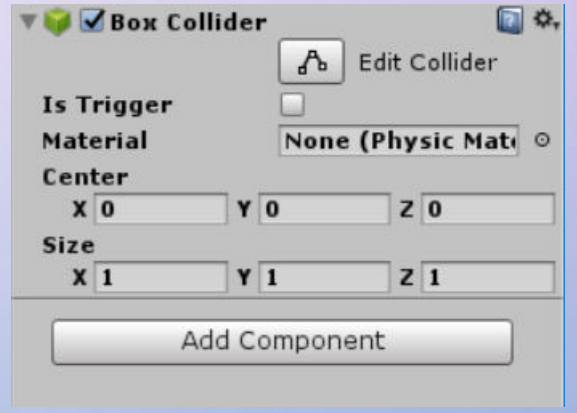
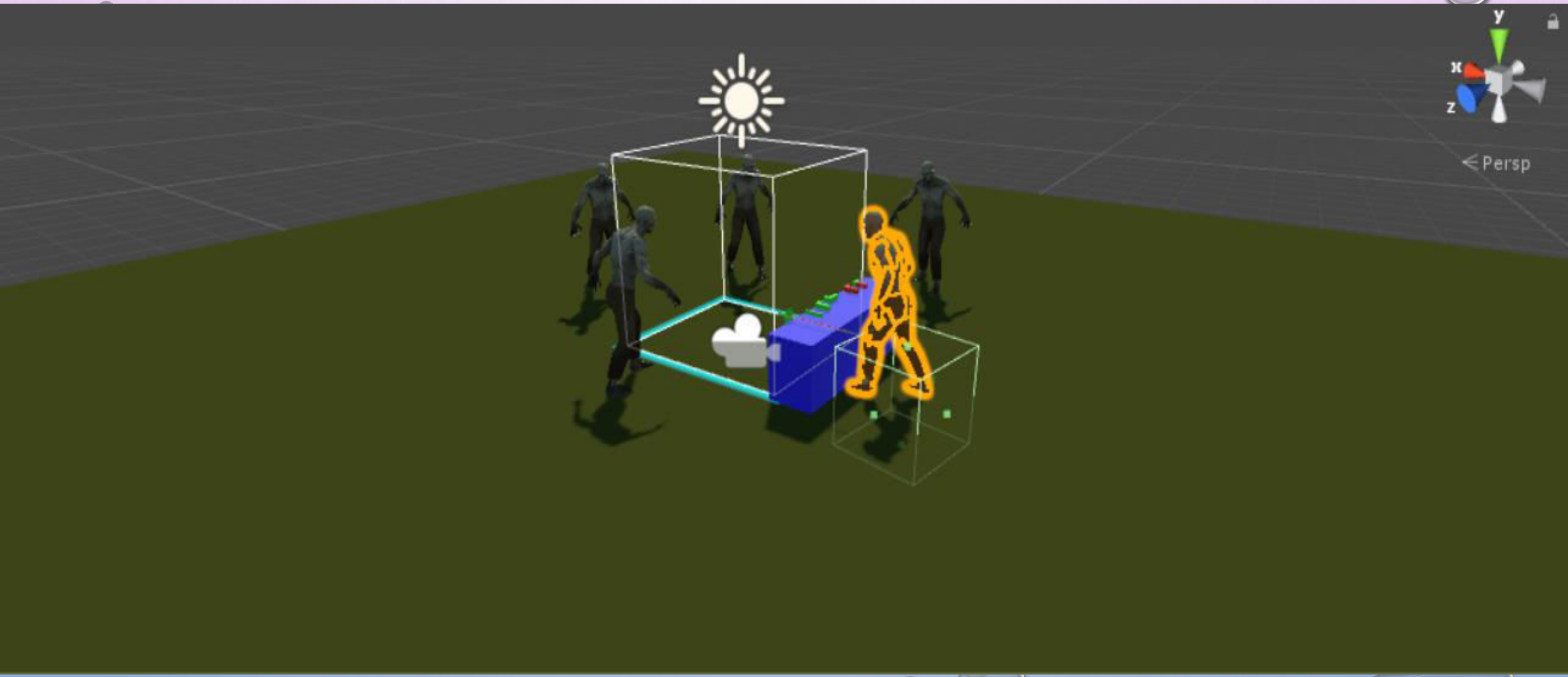
MAKING A ZOMBIE GAME



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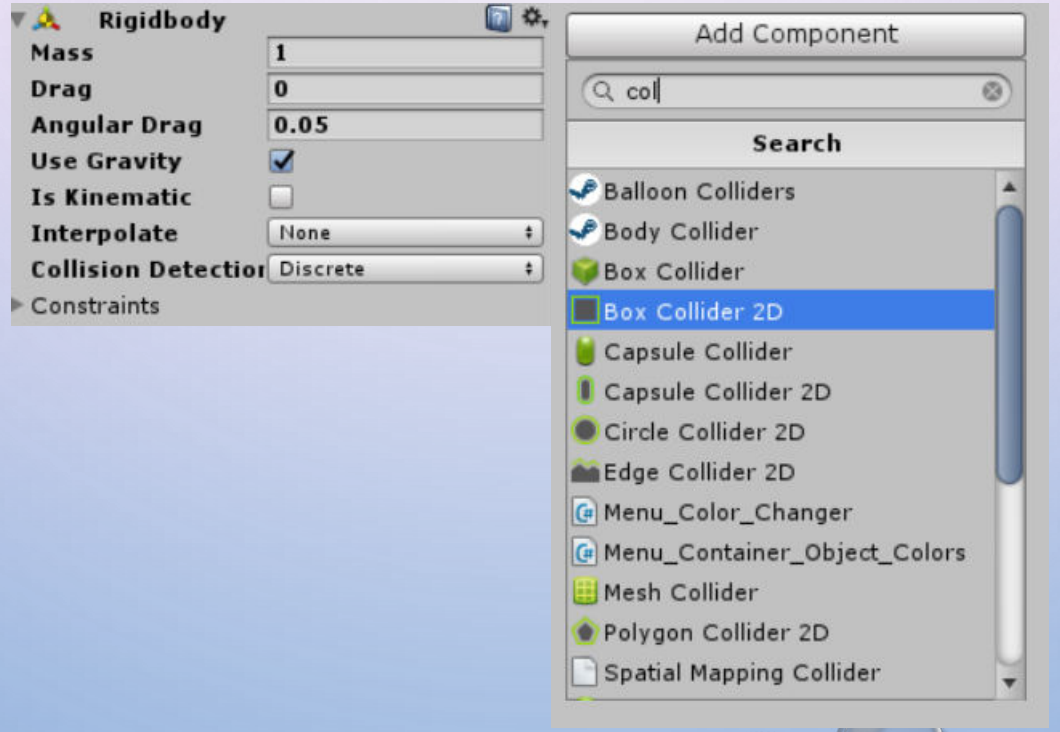
Persp

MAKING A ZOMBIE GAME



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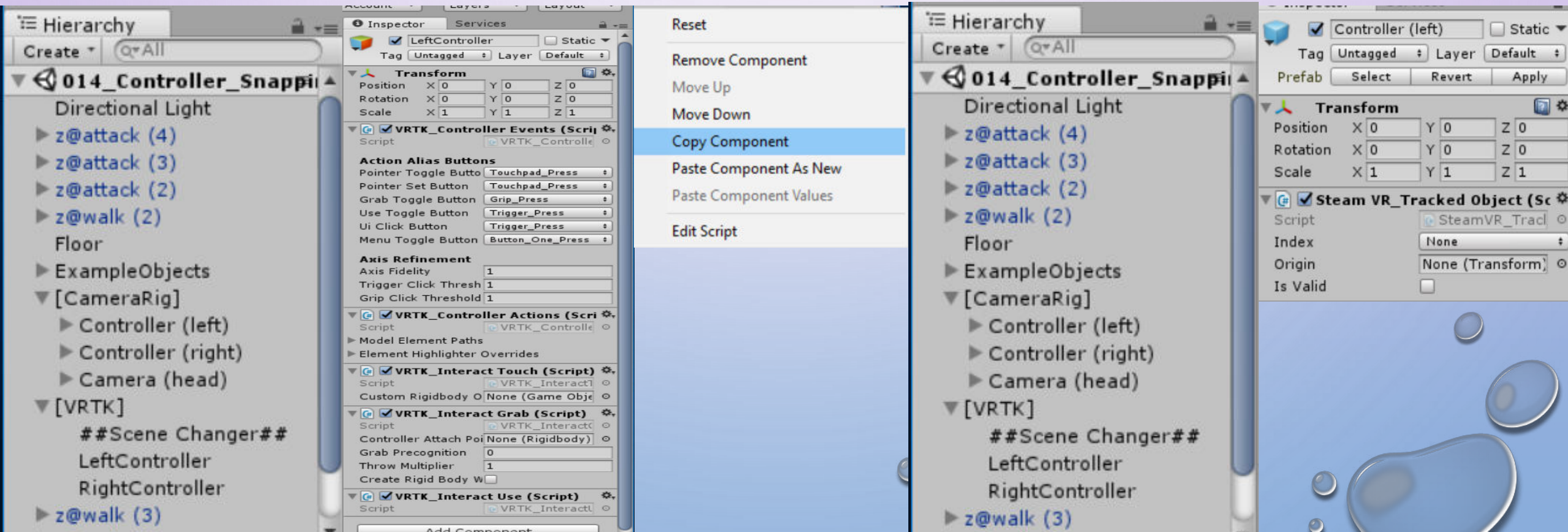
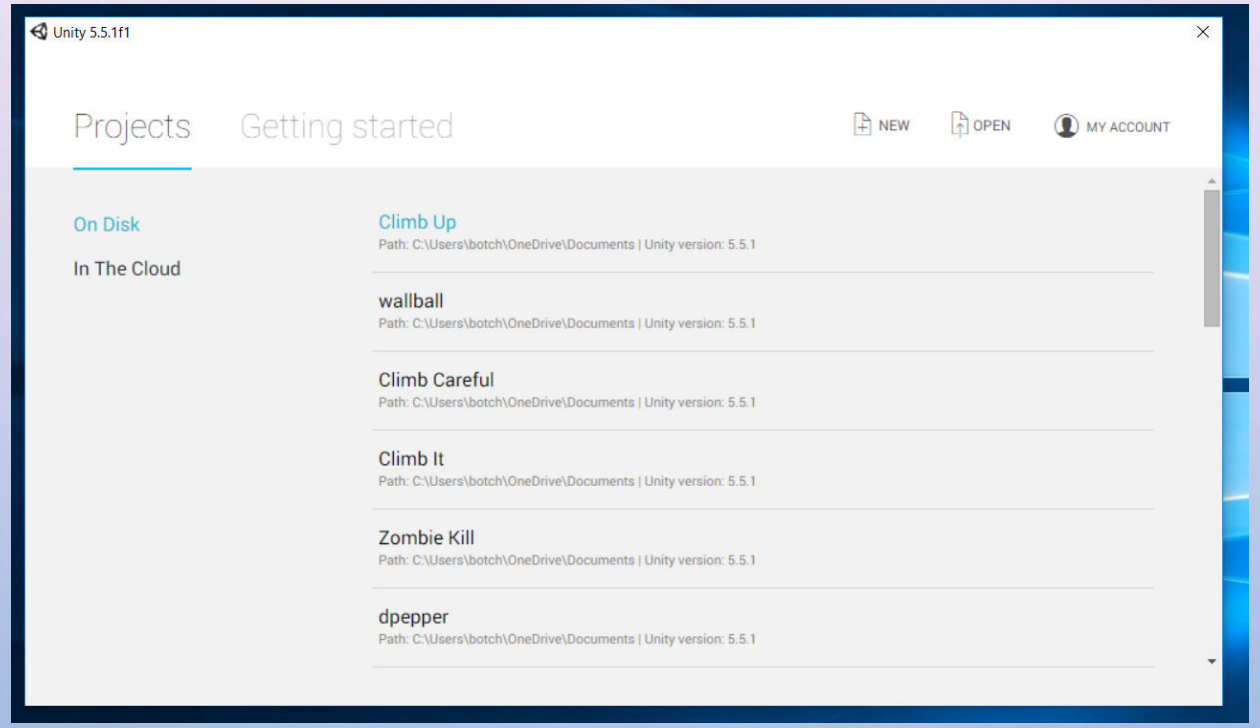
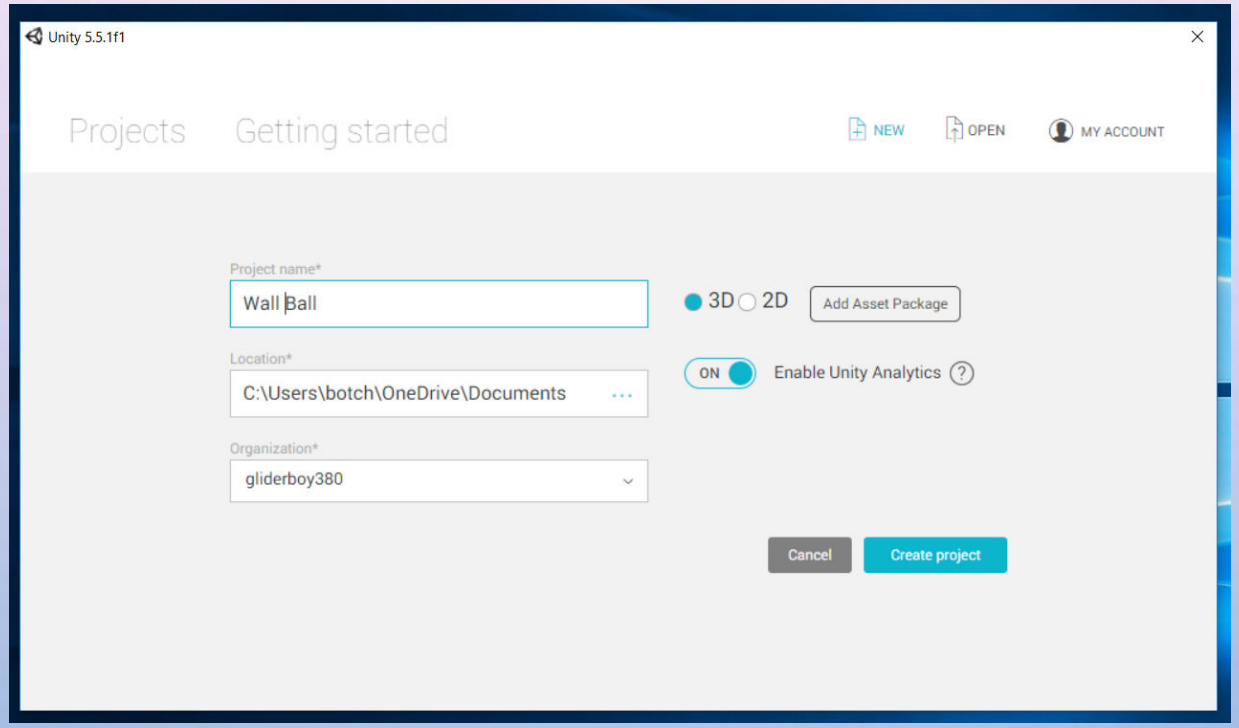


DEMO

MAKING A WALLBALL GAME

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MY ACCOUNT
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2D
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Location*
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Organization*
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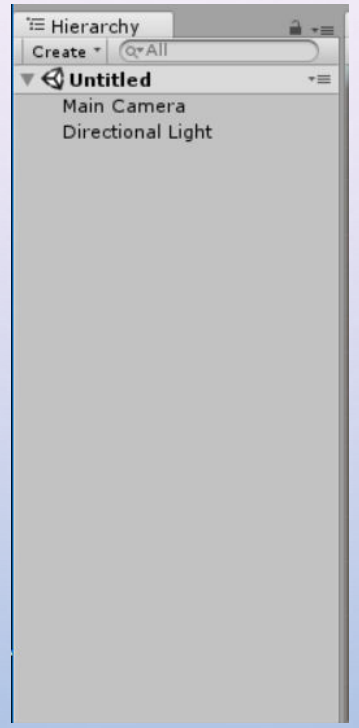
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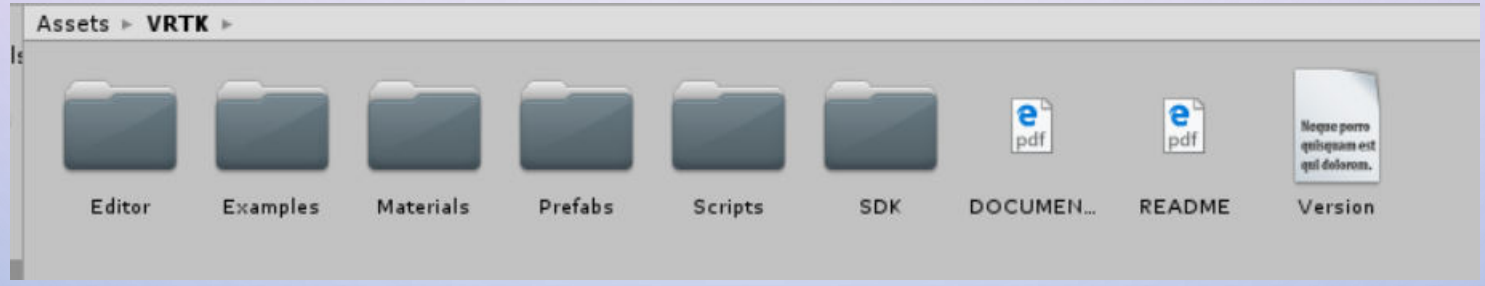
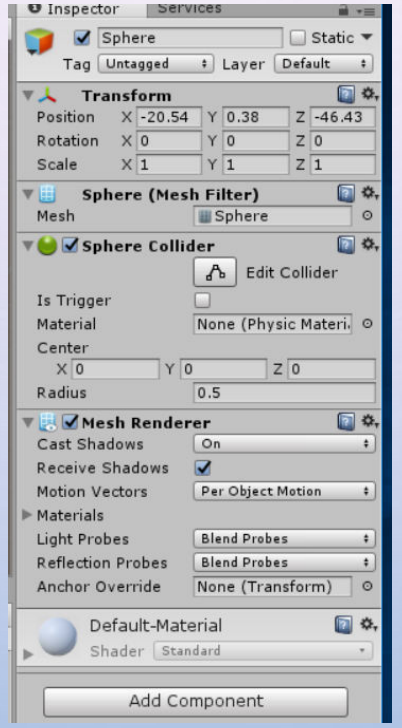
Directional Light

Assets
SteamVR
VRTK


Assets ▸ VRTK ▸
Editor
Examples
Materials
Prefabs
Scripts
SDK
DOCUMEN...
README
Version
Neque porro quisquam est qui dolorem.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Y 0
Z 0
Scale
X 1
Y 1
Z 1
Sphere (Mesh Filter)
Mesh
Sphere
Sphere Collider
Edit Collider
Is Trigger
Material
None (Physic Materi
Center
X 0
Y 0
Z 0
Radius
0.5
Mesh Renderer
Cast Shadows
On
Receive Shadows
Motion Vectors
Per Object Motion
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Light Probes
Blend Probes
Reflection Probes
Blend Probes
Anchor Override
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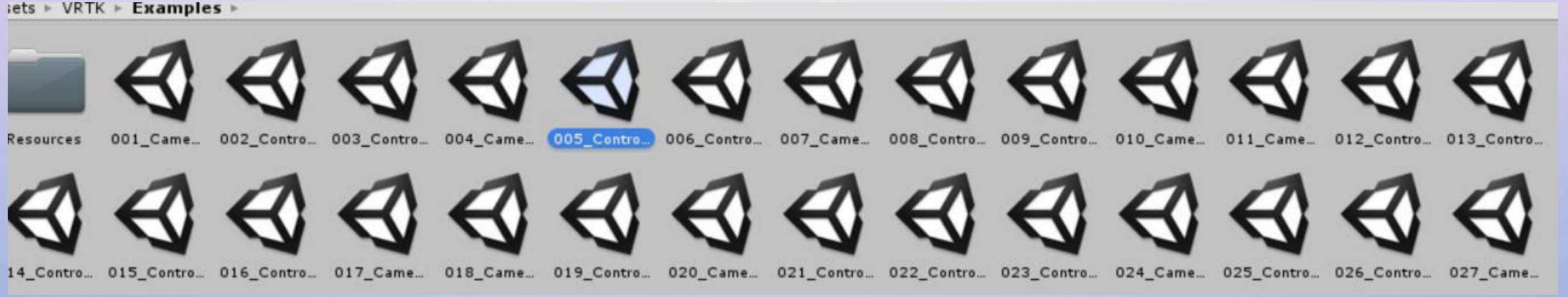
Default-Material
Shader
Standard
Add Component


sets ▸ VRTK ▸ Examples ▸
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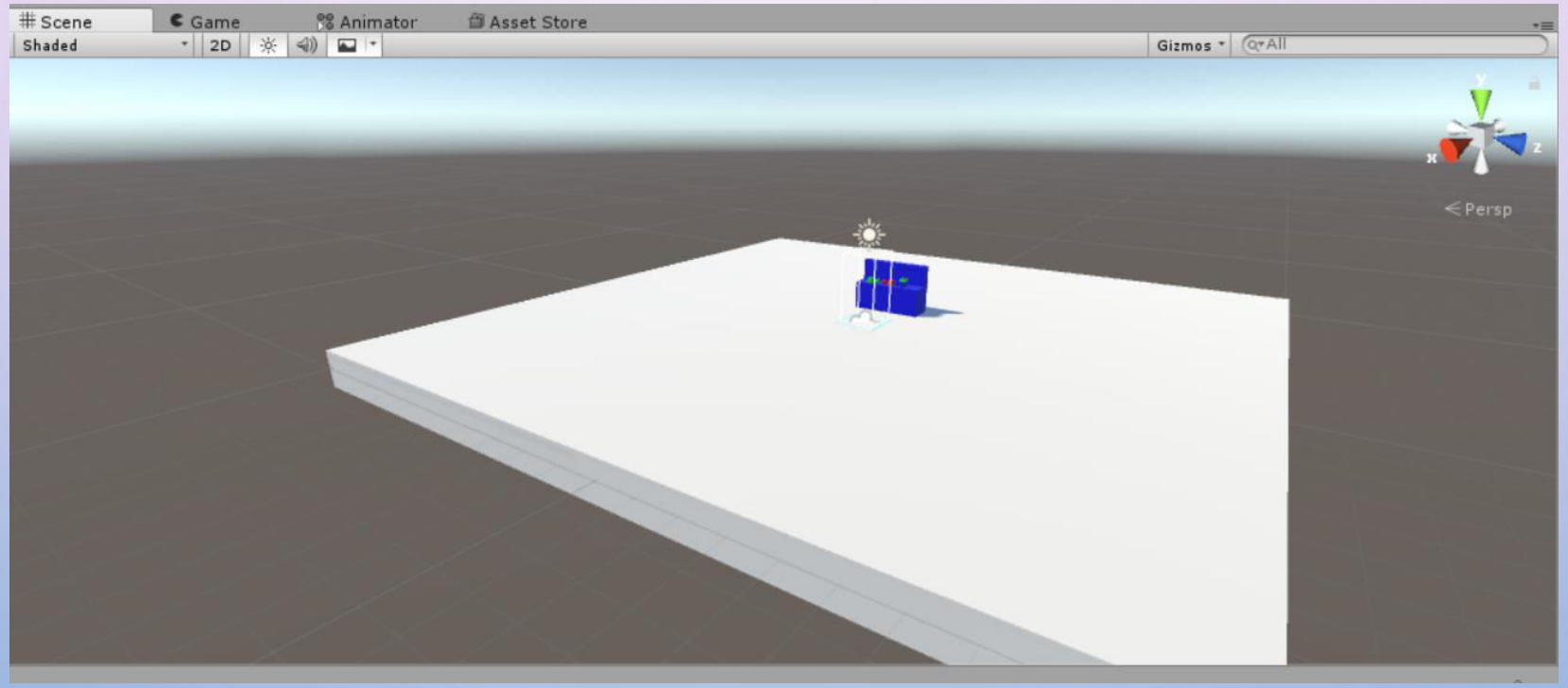
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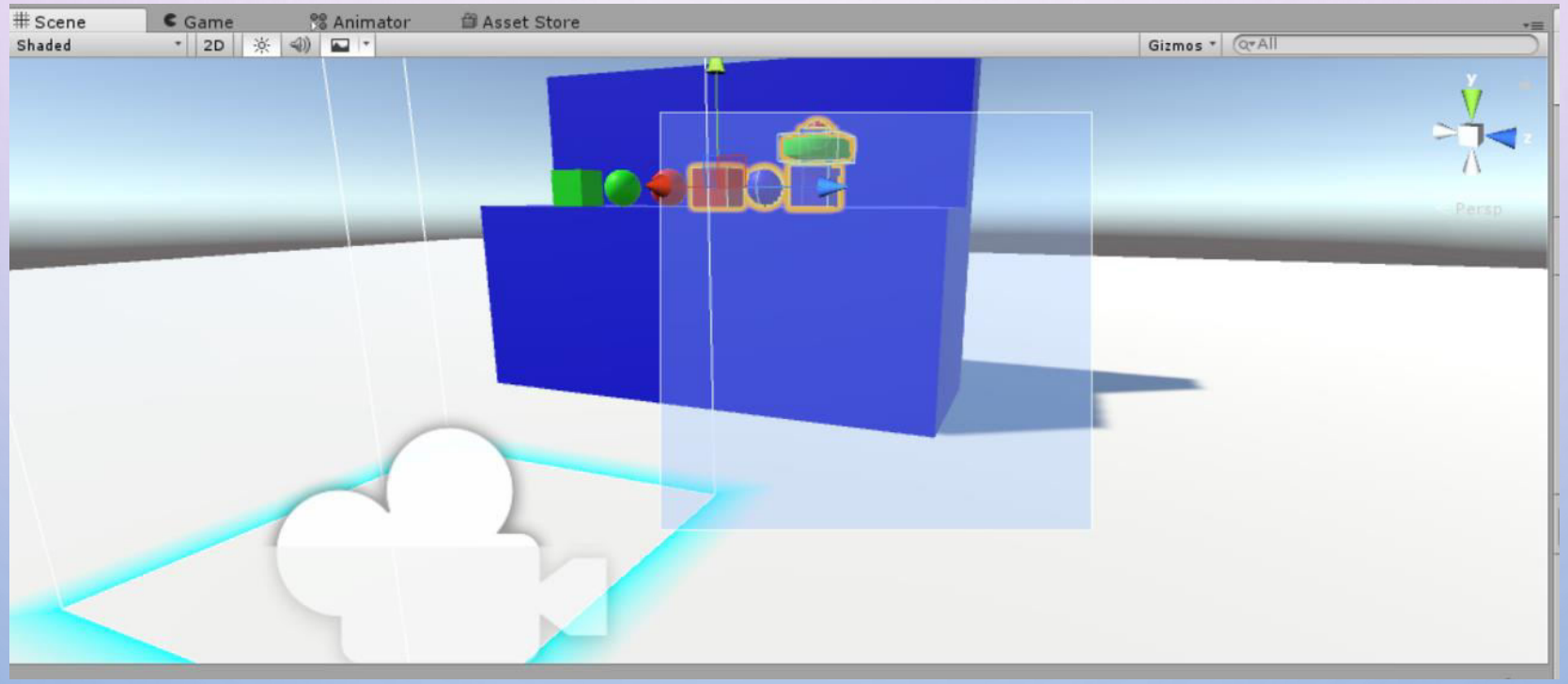
Animator
Asset Store
Shaded
2D
Gizmos
All
Persp


Scene
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Asset Store
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2D
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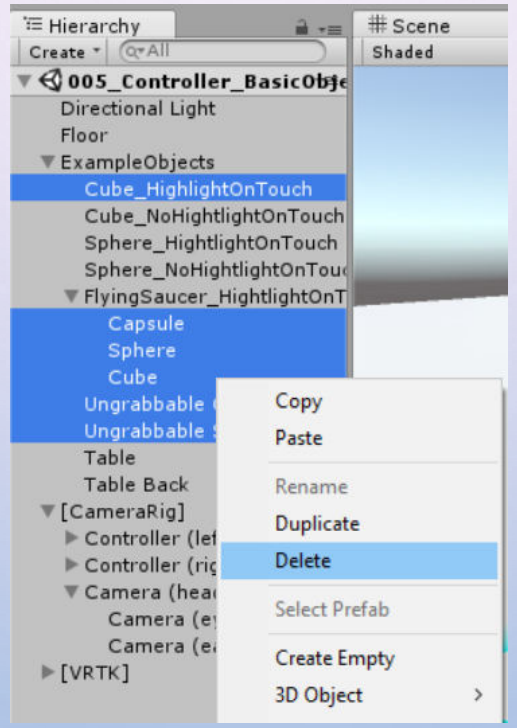
Hierarchy
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Floor
ExampleObjects
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Cube_NoHightlightOnTouch
Sphere_HightlightOnTouch
Sphere_NoHightlightOnTouc
FlyingSaucer_HightlightOnT
Capsule
Sphere
Cube
Ungrabbable
Ungrabbable
Table
Table Back
[CameraRig]
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Controller (rig
Camera (hea
Camera (ey
Camera (ea
[VRTK]
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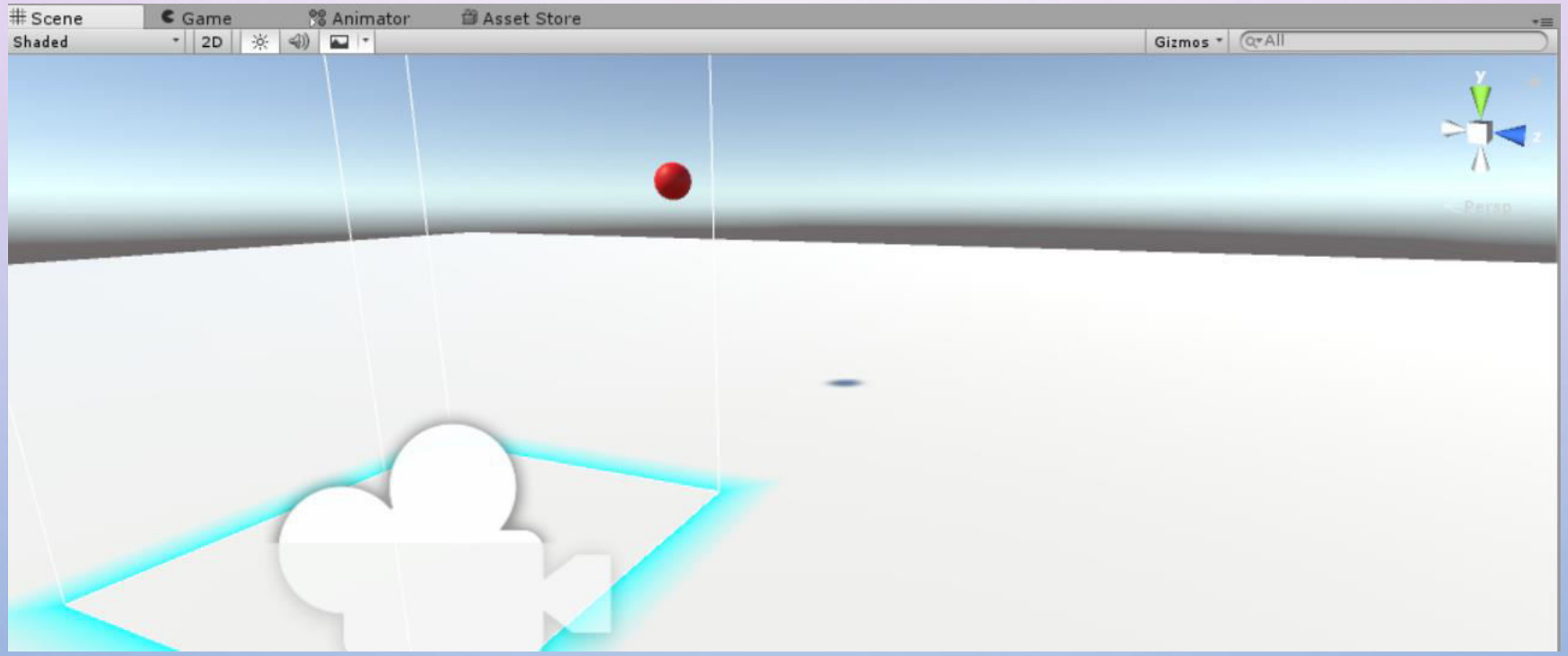
Copy
Paste
Rename
Duplicate
Delete
Select Prefab
Create Empty
3D Object


Scene
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Animator
Asset Store
Shaded
2D
Gizmos
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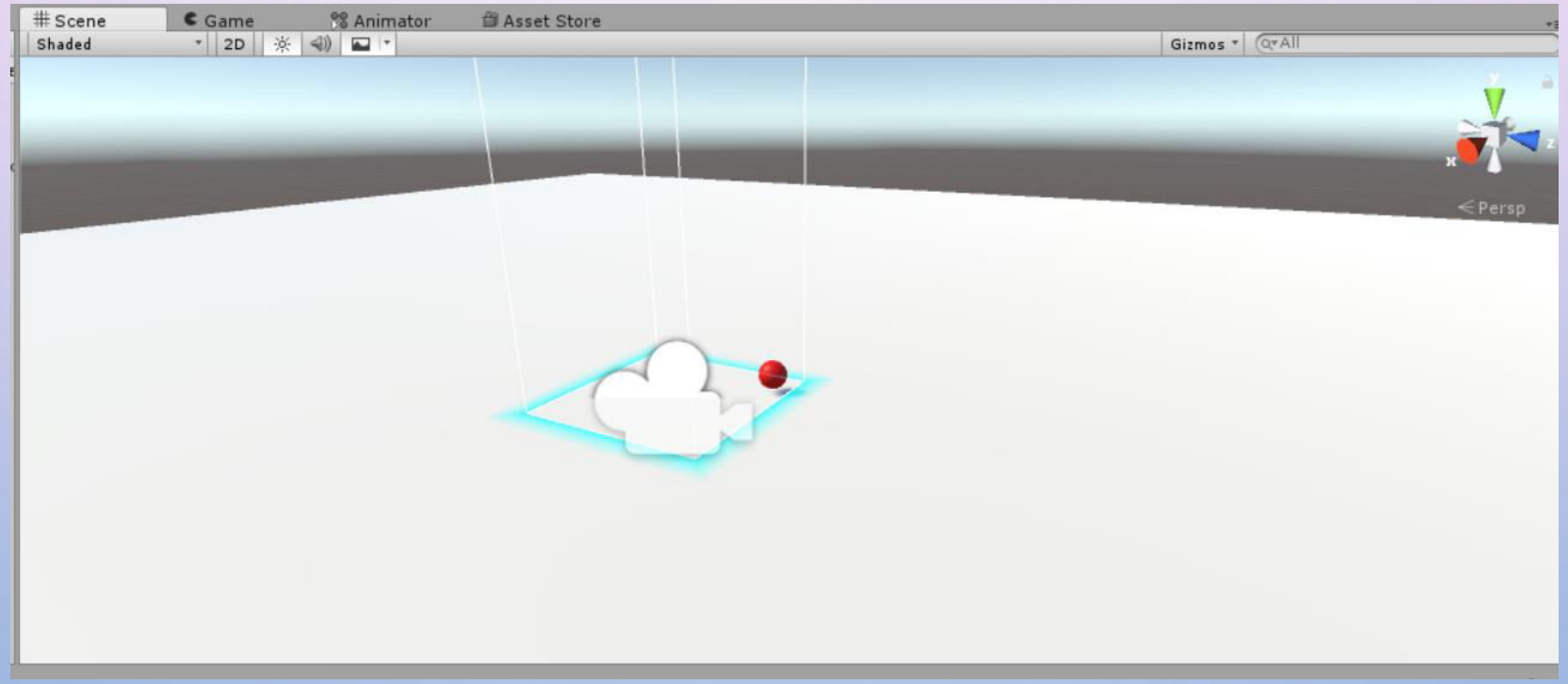
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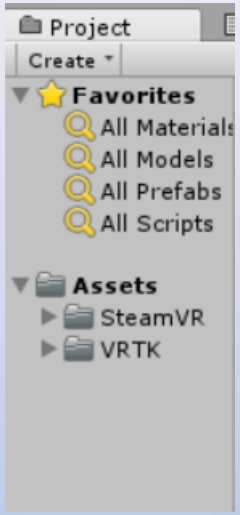
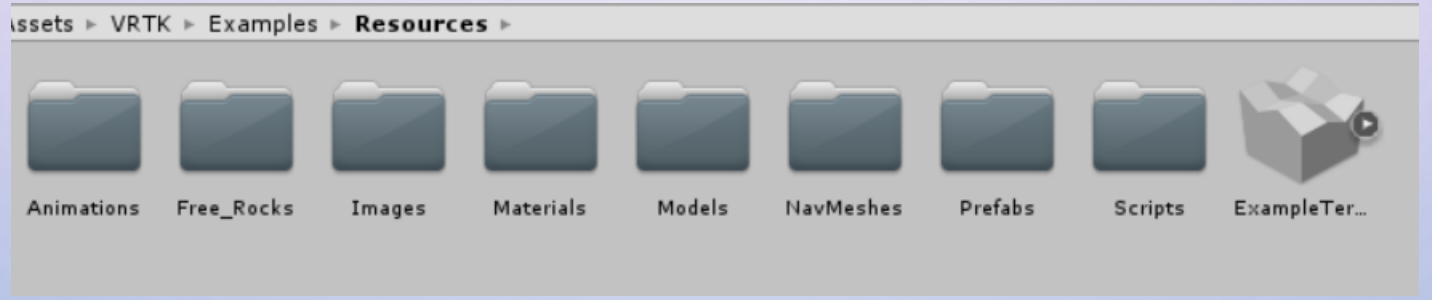
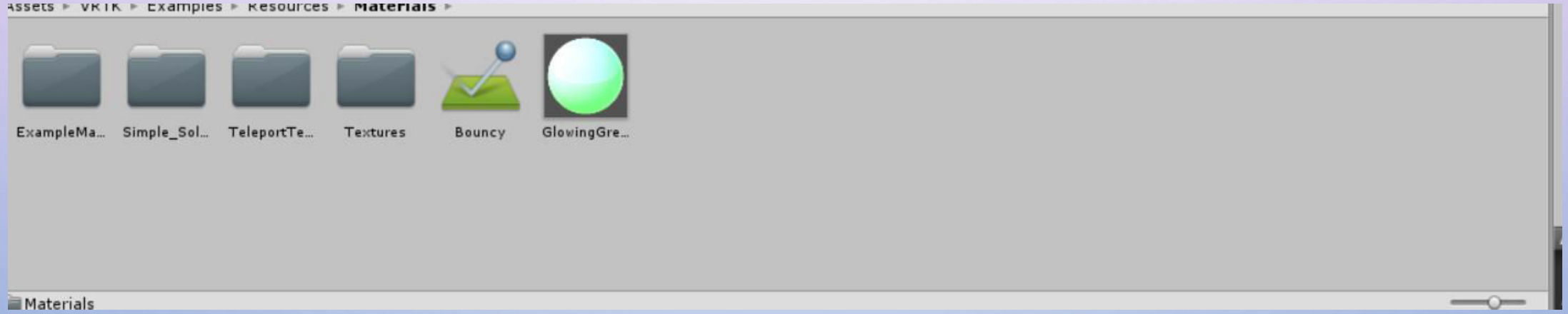
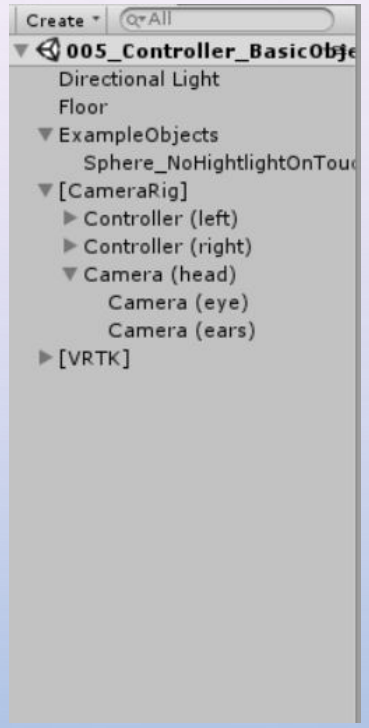
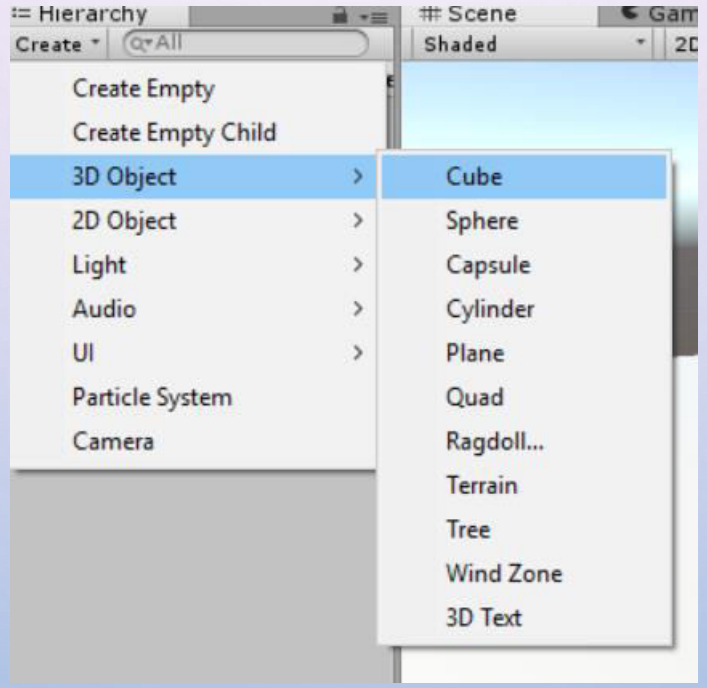
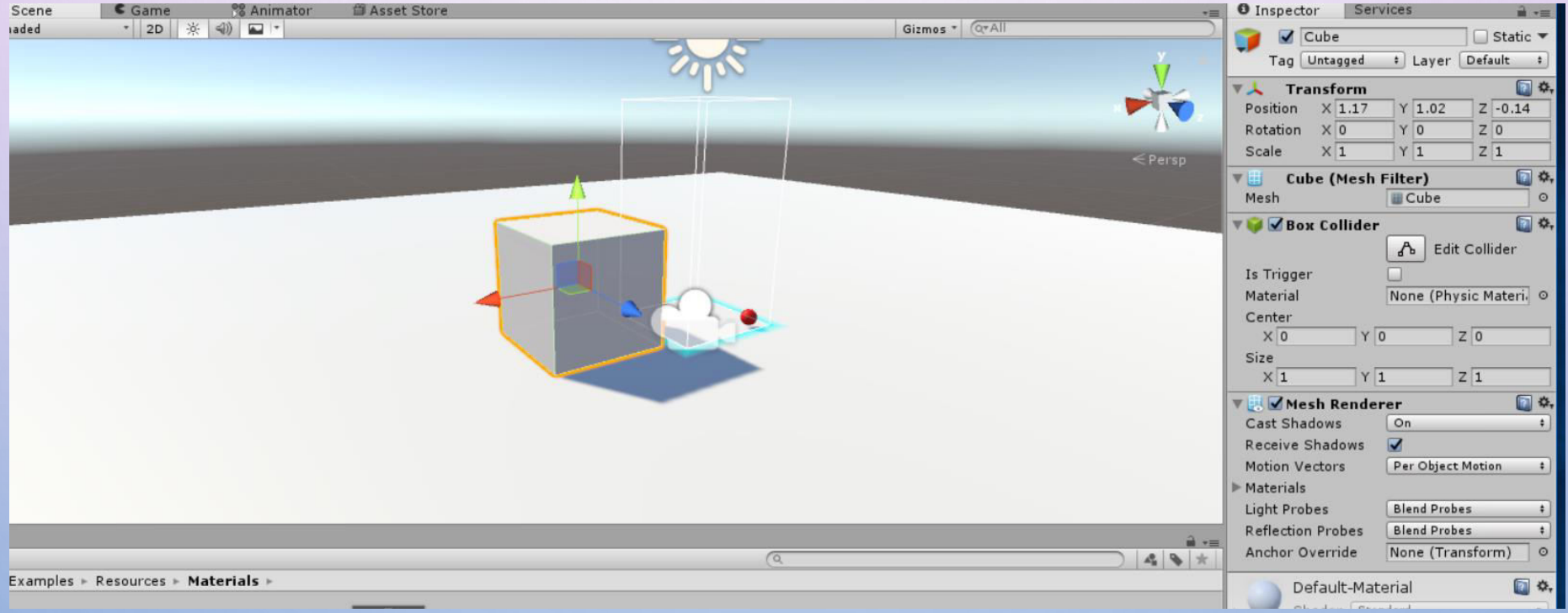

Project
Create
Favorites
All Materials
All Models
All Prefabs
All Scripts
Assets
SteamVR
VRTK

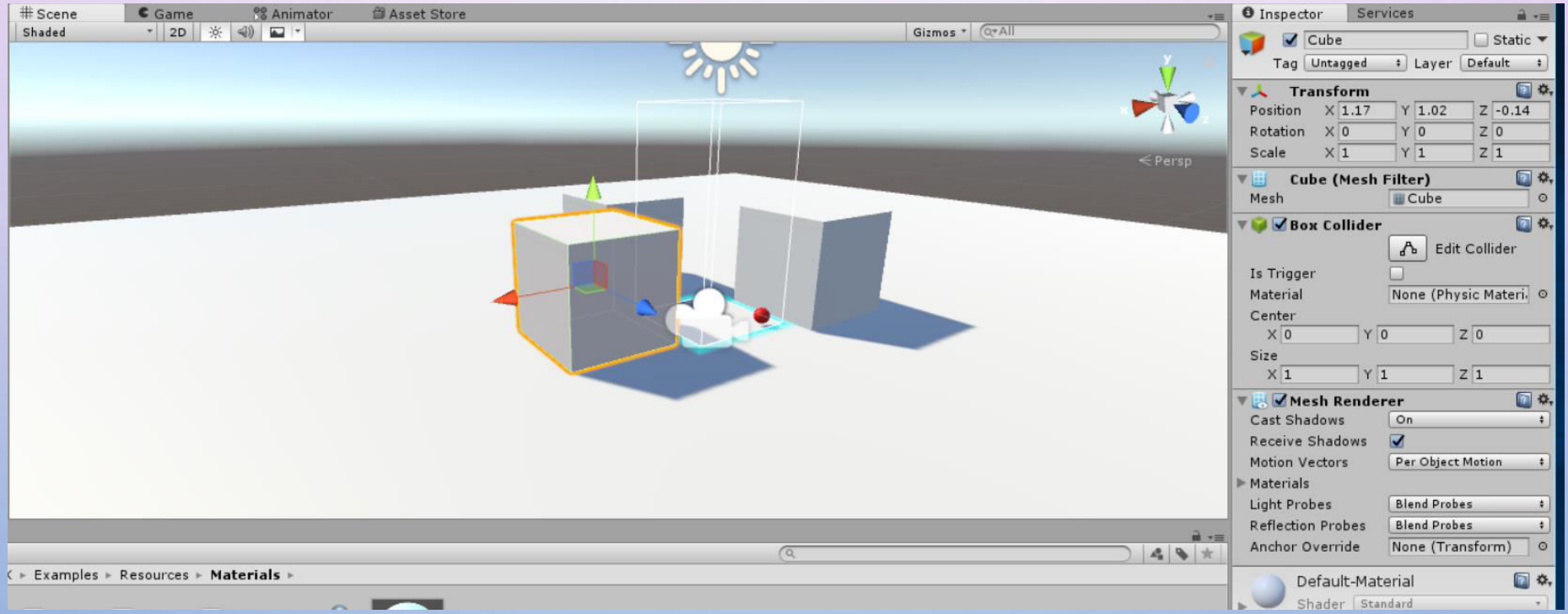

ssets ▸ VRTK ▸ Examples ▸ Resources ▸
Animations
Free_Rocks
Images
Materials
Models
NavMeshes
Prefabs
Scripts
ExampleTer...


Assets ▸ VRTK ▸ Examples ▸ Resources ▸ Materials ▸
ExampleMa...
Simple_Sol...
TeleportTe...
Textures
Bouncy
GlowingGre...
Materials


Create
All
005_Controller_BasicObje
Directional Light
Floor
ExampleObjects
Sphere_NoHightlightOnTou
[CameraRig]
Controller (left)
Controller (right)
Camera (head)
Camera (eye)
Camera (ears)
[VRTK]


Hierarchy
Create
All
Scene
Shaded
Create Empty
Create Empty Child
3D Object
2D Object
Light
Audio
UI
Particle System
Camera
Cube
Sphere
Capsule
Cylinder
Plane
Quad
Ragdoll...
Terrain
Tree
Wind Zone
3D Text


Scene
Game
Animator
Asset Store
2D
Gizmos
Persp
Examples ▸ Resources ▸ Materials
Inspector
Services
Cube
Static
Tag Untagged
Layer Default
Transform
Position X 1.17 Y 1.02 Z -0.14
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Cube (Mesh Filter)
Mesh Cube
Box Collider
Edit Collider
Is Trigger
Material None (Physic Materi
Center
X 0 Y 0 Z 0
Size
X 1 Y 1 Z 1
Mesh Renderer
Cast Shadows On
Receive Shadows
Motion Vectors Per Object Motion
Materials
Light Probes Blend Probes
Reflection Probes Blend Probes
Anchor Override None (Transform)
Default-Material


Scene
Game
Animator
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Shaded
2D
Gizmos
All
Persp
Examples
Resources
Materials
Inspector
Services
Cube
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Z -0.14
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Cube (Mesh Filter)
Mesh
Cube
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Edit Collider
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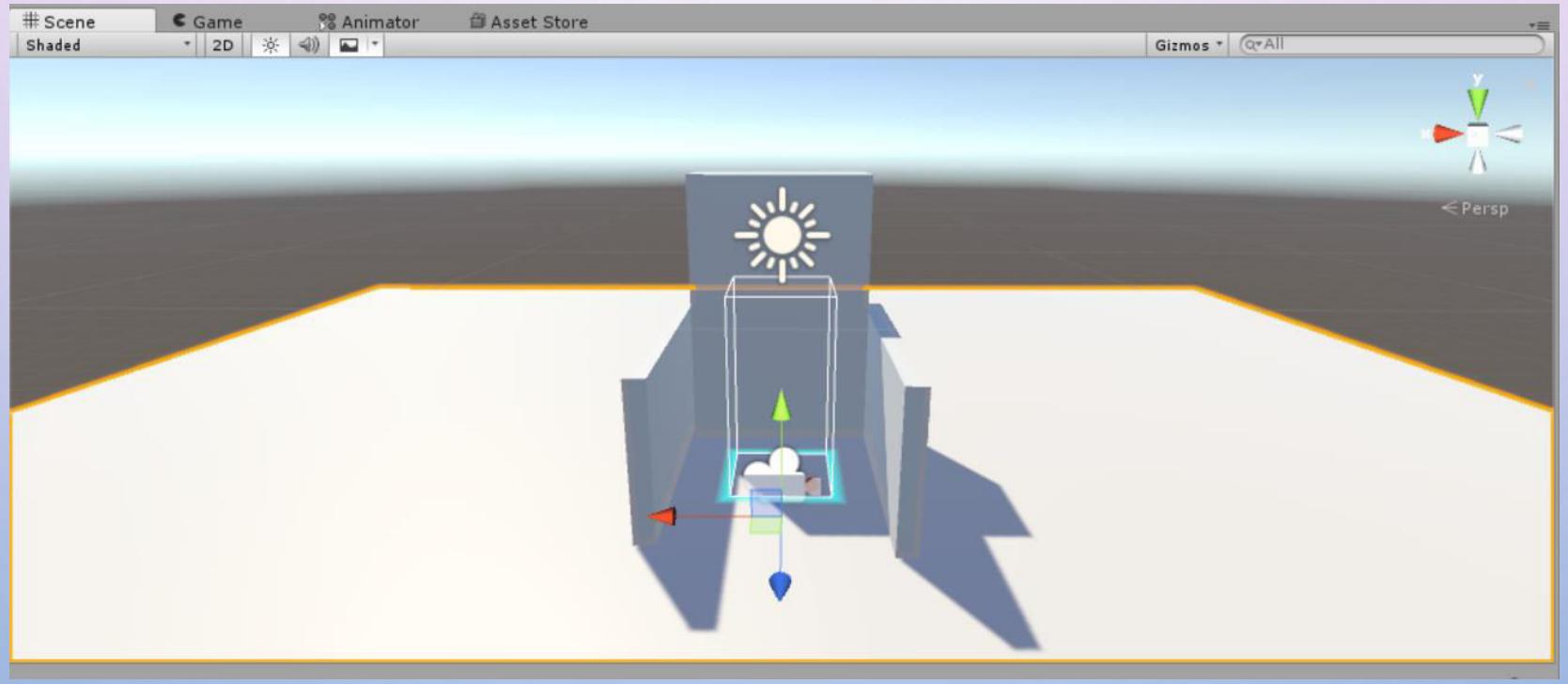
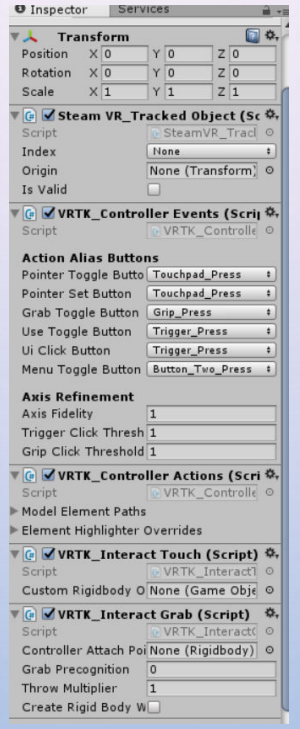
None (Physic Materi
Center
X 0
Y 0
Z 0
Size
X 1
Y 1
Z 1
Mesh Renderer
Cast Shadows
On
Receive Shadows
Motion Vectors
Per Object Motion
Materials
Light Probes
Blend Probes
Reflection Probes
Blend Probes
Anchor Override
None (Transform)
Default-Material
Shader
Standard


Scene
Game
Animator
Asset Store
Shaded
2D
Gizmos
All
Persp


Inspector
Services
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Steam VR_Tracked Object (Sc
Script SteamVR_Tracl
Index None
Origin None (Transform
Is Valid
VRTK_Controller Events (Scri
Script VRTK_Controlle
Action Alias Buttons
Pointer Toggle Butto Touchpad_Press
Pointer Set Button Touchpad_Press
Grab Toggle Button Grip_Press
Use Toggle Button Trigger_Press
Ui Click Button Trigger_Press
Menu Toggle Button Button_Two_Press
Axis Refinement
Axis Fidelity 1
Trigger Click Thresh 1
Grip Click Threshold 1
VRTK_Controller Actions (Scri
Script VRTK_Controlle
Model Element Paths
Element Highlighter Overrides
VRTK_Interact Touch (Script)
Script VRTK_InteractT
Custom Rigidbody O None (Game Obje
VRTK_Interact Grab (Script)
Script VRTK_InteractG
Controller Attach Poi None (Rigidbody)
Grab Precognition 0
Throw Multiplier 1
Create Rigid Body W

DEMO

THANKS FOR WATCHING