

MAKING VR

BY: DANIEL WILLIS

INSTALLING UNITY

UNITY3D.COM



The screenshot shows the Unity Store interface. At the top left is the 'unity Store' logo. At the top right are icons for a menu, search, and user profile. The main banner features a 3D character in a futuristic setting with the text 'Download Unity Personal' and 'Let's get you started! Download Unity and start creating today.' Below the banner is a large green button with a download icon and the text 'Download Installer' and 'Version 5.5.1, 654KB'. Underneath the button are the system requirements for Unity version 5.5.1, released on 24 January 2017. At the bottom, there is a link to 'Choose Mac OS X' for users looking to download the installer for that platform.

unity Store

Download Unity Personal

Let's get you started! Download Unity and start creating today.

 **Download Installer**
Version 5.5.1, 654KB

System Requirements for Unity version 5.5.1, released 24 January 2017
OS: Windows 7 SP1+, 8, 10; Mac OS X 10.8+.
GPU: Graphics card with DX9 (shader model 3.0) or DX11 with feature level 9.3 capabilities.

Looking to download the installer for Mac OS X? [Choose Mac OS X](#)

INSTALLING STEAM

STORE.STEAMPOWERED.COM

The screenshot shows the Steam store homepage. At the top, the Steam logo is on the left, and navigation links for 'STORE', 'COMMUNITY', 'ABOUT', and 'SUPPORT' are in the center. On the right, there are links for 'Install Steam', 'login', and 'language'. Below the navigation is a search bar with the text 'search the store' and a magnifying glass icon. The main content area is titled 'FEATURED & RECOMMENDED' and features a large banner for 'Call of Duty: Infinite Warfare'. The banner includes the text 'FREE WEEKEND Play Multiplayer For Free Until Sunday 1pm PST' and '50% OFF Until March 2, 10am PST'. To the right of the banner, there is a section for 'Call of Duty®: Infinite Warfare' with the text 'Now Available' and a price tag showing a 50% discount from \$59.99 to \$29.99. On the left side of the page, there is a sidebar with various navigation options: 'RECOMMENDED' (By Friends, By Curators, Tags), 'DISCOVERY QUEUES' (Recommendations, New Releases), 'BROWSE CATEGORIES' (Top Sellers, Recently Updated, New Releases, Upcoming, Specials, Virtual Reality, Steam Controller), and 'BROWSE BY GENRE' (Free to Play, Early Access, Action, Adventure, Casual, Indie, Massively Multiplayer, Racing, RPG, Simulation, Sports). At the bottom of the page, there is a 'SPECIAL OFFERS' section with a 'BROWSE ALL' button and a row of featured items including 'TYRANNY', 'PLAY ANIME', and 'n++'.

INSTALLING STEAM VR

The screenshot shows the Steam Library interface for the user 'GLIDERBOY380'. The 'LIBRARY' tab is selected, and the 'GAMES' section is active. On the left, a list of games is shown, with 'SteamVR' highlighted in blue. A red arrow points to the 'PLAY' button next to 'SteamVR'. In the center, there is a 'TOOL INFO' section for SteamVR, which includes instructions on how to launch it and links to community groups and support. Below this is a 'STEAM WORKSHOP' section with three featured items: 'The Legend of Zelda', 'The Blue Marble', and 'White plane 5x5m'. On the right, a list of tools is displayed, with 'SteamVR' at the bottom highlighted in blue. A second red arrow points to the 'SteamVR' entry in this list. The status of 'SteamVR' is shown as 'Ready to play'.

Steam View Friends Games Help gliderboy380 VR

STORE LIBRARY COMMUNITY GLIDERBOY380

SEARCH GAMES

SteamVR

PLAY

TOOL INFO

To launch SteamVR, click the Play button above.

To find others who use SteamVR, join a related [Steam Community group](#). To see what tools your friends are using, [Add a Friend](#) to your Steam Friends list.

If you need technical support with this tool, check out the [SteamVR Steam Forums](#) or visit [Steam Support](#).

LINKS

- Community Hub
- Discussions
- Related Groups
- News
- Store Page
- DLC
- Community Guides
- Support
- Write Review

CATEGORIES

Set Categories...

STEAM WORKSHOP

Create, discover, and play content created by the Steam Community.

BROWSE THE WORKSHOP

RECENT NEWS

SteamVR Beta Updated (1487714385)
Tuesday - Community Announcements
The SteamVR Beta has been updated with the following changes. Developer: Always show both Enable and Disable DirectMode buttons in Settings regardless of what mode we think the headset is in. Improved quality of supersampling (applications that render much higher resolution than the recommended res...). [Read More](#)

SteamVR Beta Updated (1486514237)

TOOLS

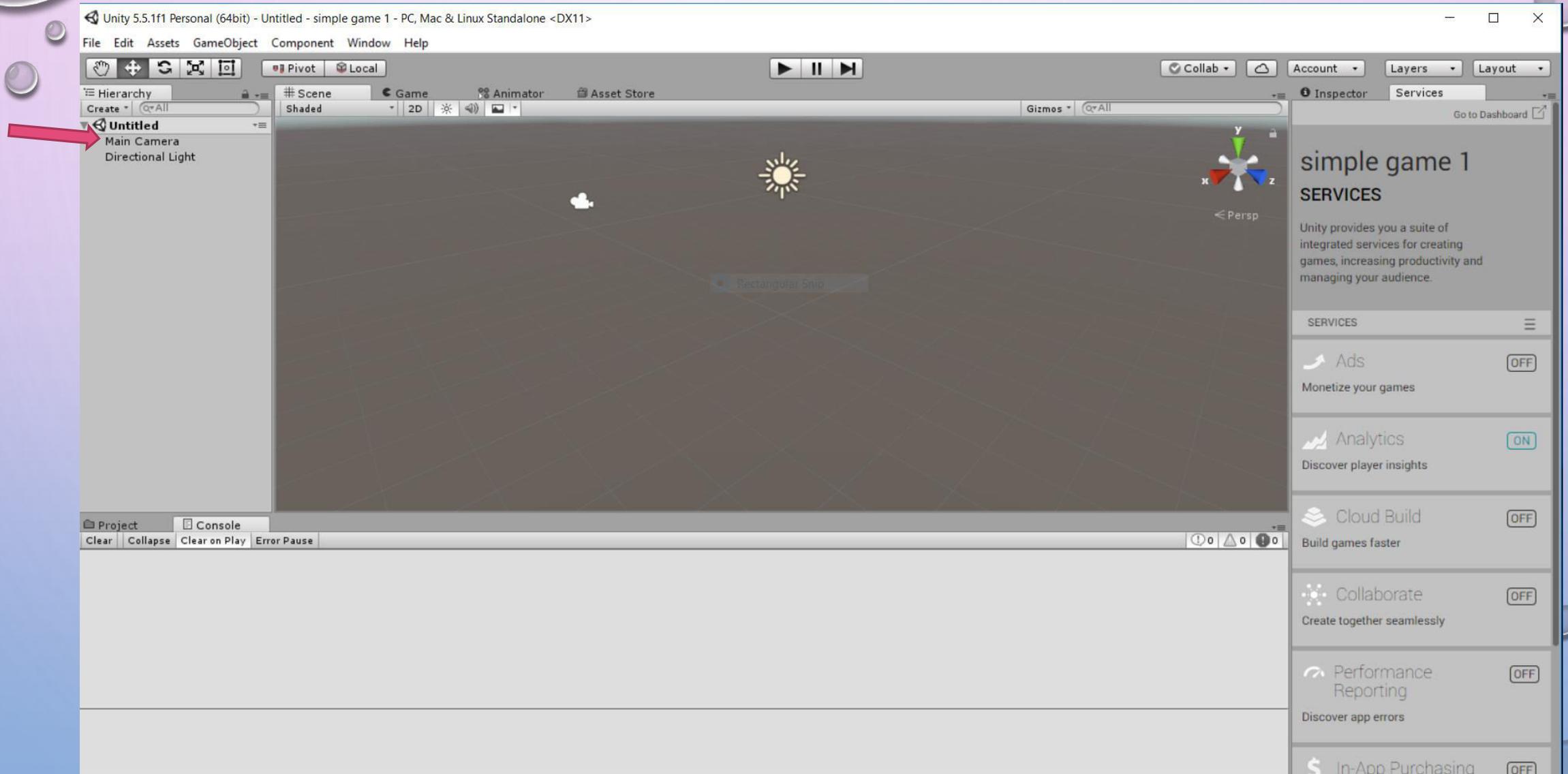
TITLE	STATUS	LAST PLAYED
Ravaged Dedicated Server	Not installed	
Red Orchestra Linux Dedicated Server	Not installed	
Red Orchestra Windows Dedicated Server	Not installed	
Red Orchestra: Ostfront 41-45	Not installed	
Reign Of Kings Dedicated Server	Not installed	
Resident Evil 6 Benchmark Tool	Not installed	
Serious Sam 3 Dedicated Server	Not installed	
Serious Sam HD Dedicated Server	Not installed	
Serious Sam HD: The Second Encounter ...	Not installed	
Serious Sam HD: The Second Encounter E...	Not installed	
The Ship Dedicated Server	Not installed	
Sixense MIDI Controller	Not installed	
Sixense SDK for the Razer Hydra	Not installed	
Sniper Elite 3 Dedicated Server	Not installed	
Sniper Elite 4 Dedicated Server	Not installed	
Sniper Elite V2 Dedicated Server	Not installed	
Source 2007 Dedicated Server	Not installed	
Source Dedicated Server	Not installed	
Source SDK	Not installed	
Source SDK Base 2006	Not installed	
Source SDK Base 2007	Not installed	
Source SDK Base 2013 Dedicated Server	Not installed	
Source SDK Base 2013 Multiplayer	Not installed	
Source SDK Base 2013 Singleplayer	Not installed	
STCC - The Game Demo Dedicated Server	Not installed	
SteamVR	Ready to play	
SteamVR Performance Test	Not installed	
Steamworks SDK Redist	Not installed	
Synergy Dedicated Server	Not installed	
Takedown: Red Sabre Dedicated Server	Not installed	
Unreal Development Kit	Not installed	
Warframe TennoGen	Not installed	
Yargis - Space Melee - Dedicated Server	Not installed	
Zombie Grinder Dedicated Server	Not installed	
Zombie Panic Source Dedicated Server	Not installed	

OPENING UNITY 3D

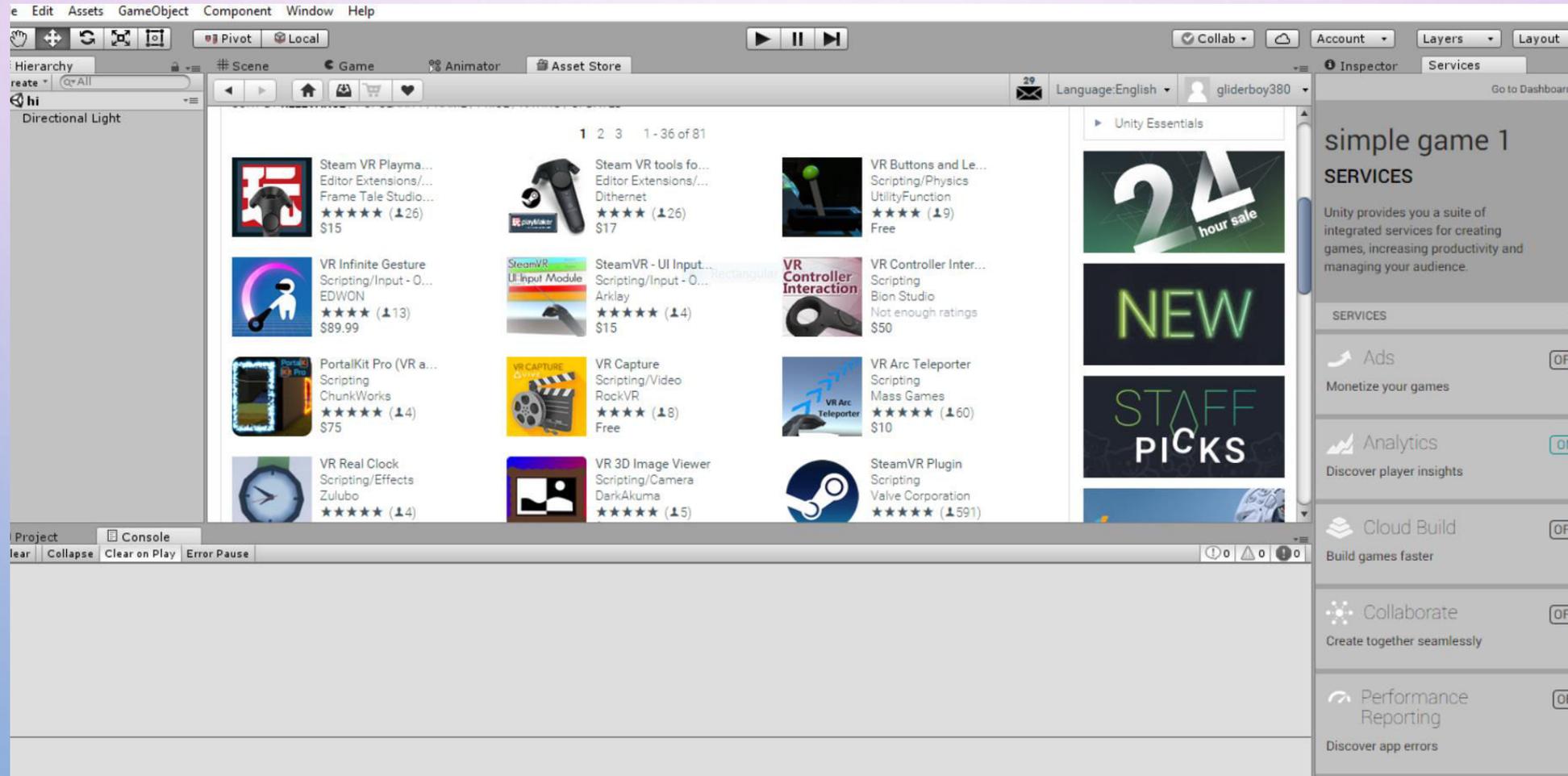
The image shows two side-by-side screenshots of the Unity 5.5.1f1 interface. The left screenshot shows the 'Projects' view with a list of existing projects. A red arrow points to the 'NEW' button in the top navigation bar. The right screenshot shows the 'Create project' dialog box. A red arrow points to the 'Create project' button. The dialog box contains the following fields and options:

- Project name*:** simple game 1|
- Location*:** C:\Users\botch\OneDrive\Documents
- Organization*:** gliderboy380
- 3D/2D:** 3D is selected.
- Enable Unity Analytics:** ON
- Buttons:** Cancel, Create project

FIRST THINGS FIRST

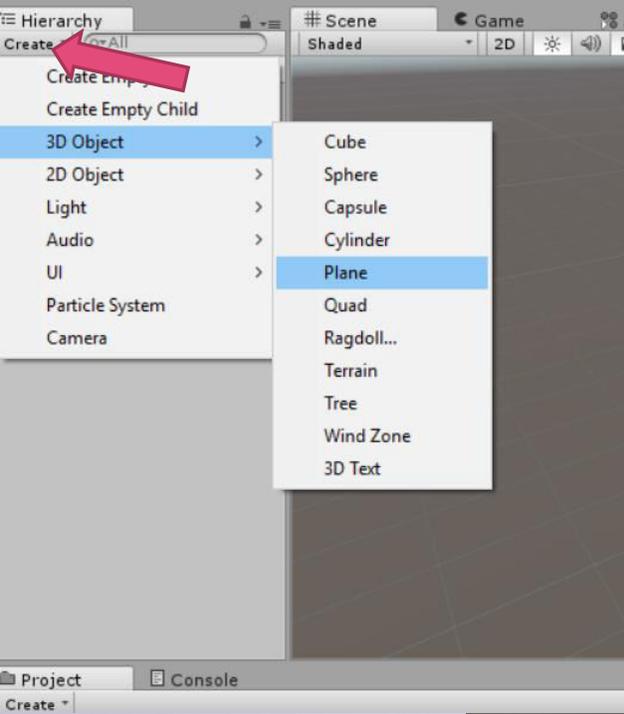


DOWNLOAD STEAM VR PLUGIN IN THE UNITY ASSET STORE

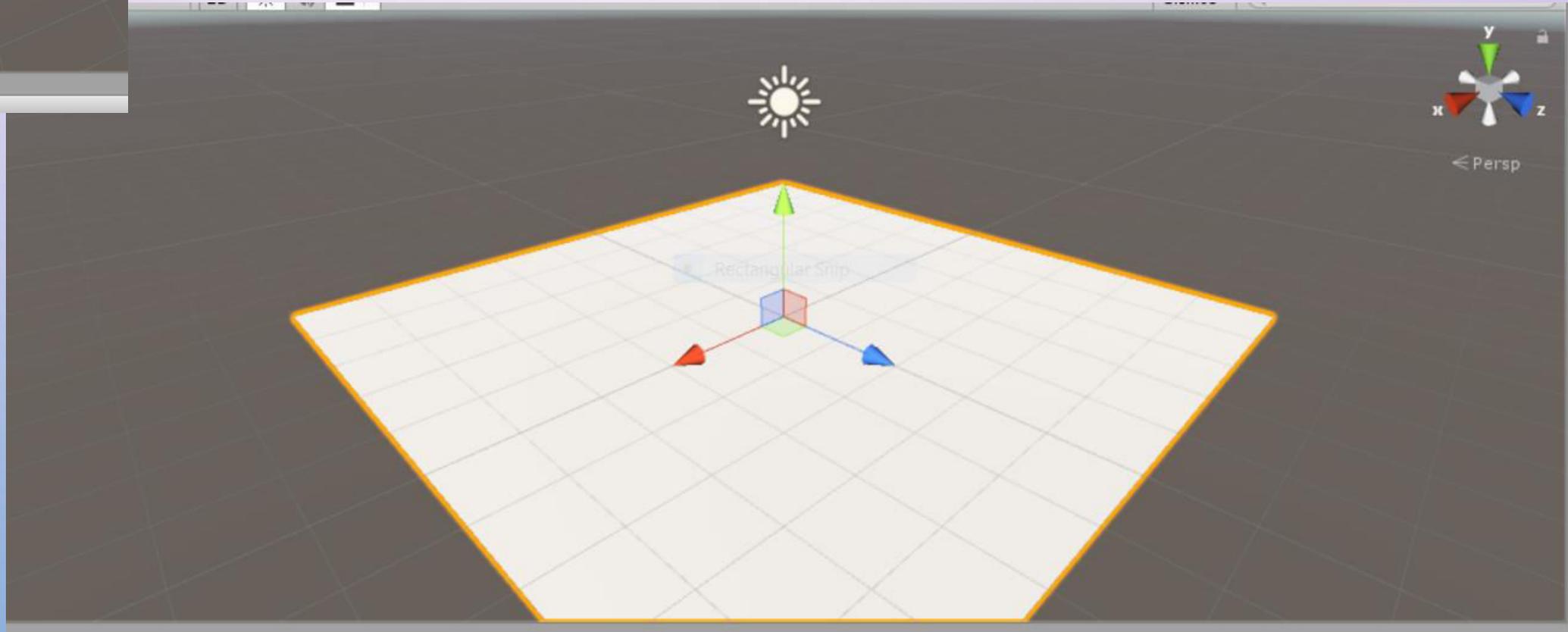


DOWNLOAD STEAM VR PLUGIN IN THE UNITY ASSET STORE

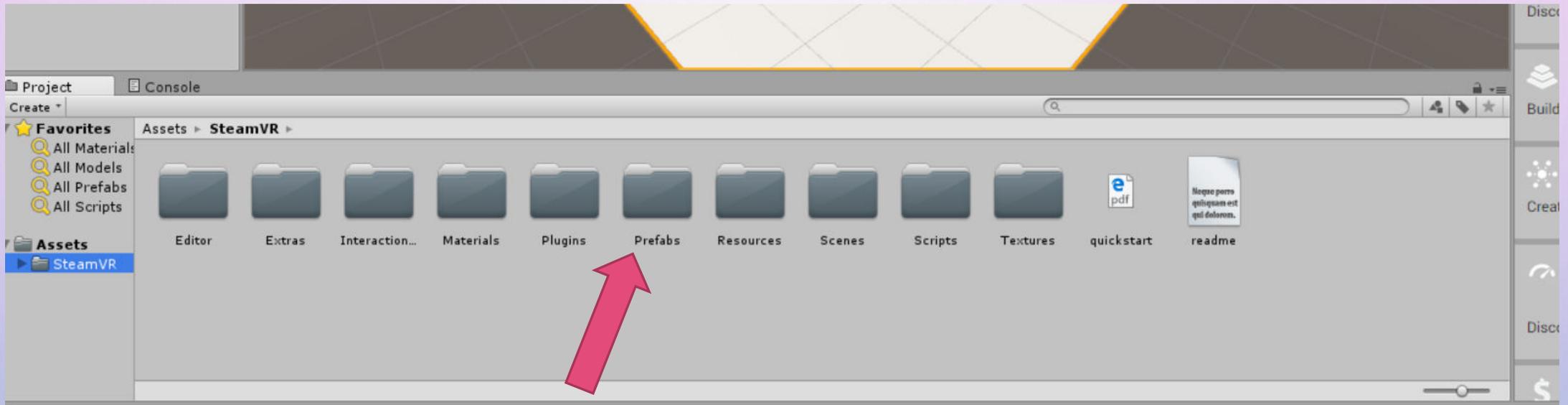




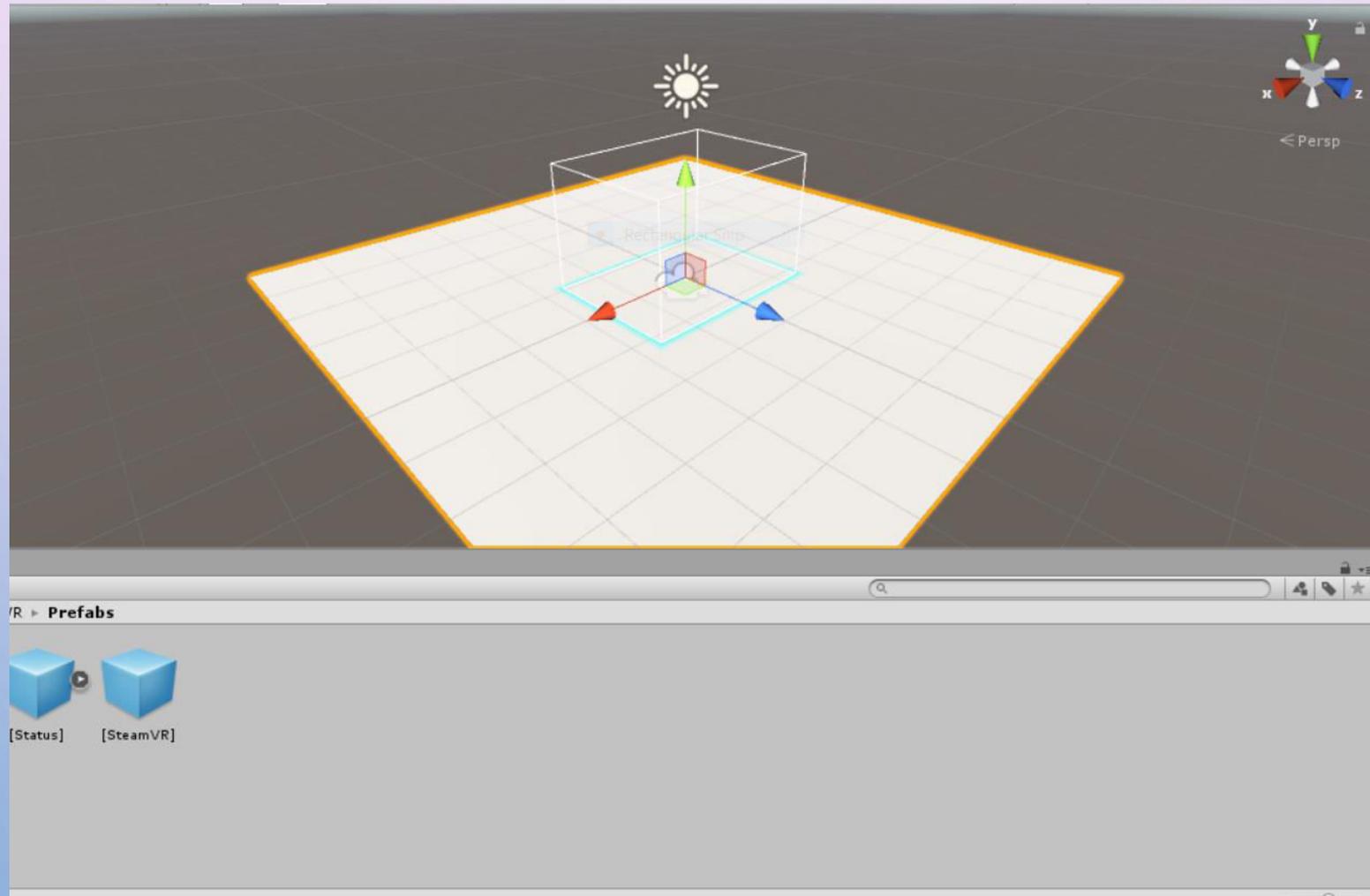
MAKING A PLANE



PUTTING IN THE CAMERA RIG



PUTTING IN THE CAMERA RIG



IMPORTING A ISLAND ASSET

The screenshot shows the Unity Asset Store search results for 'island'. The search bar at the top contains 'island'. The page features several filter sections: 'MAXIMUM PRICE' with a slider from FREE to infinity and buttons for 'FREE ONLY' and 'PAID ONLY'; 'MINIMUM RATING' with a star selector; 'SUPPORTED UNITY VERSION' with a dropdown set to '5.5.1'; 'MAXIMUM SIZE' with a slider from 1MB to 4GB; 'RELEASED' and 'UPDATED' with time range selectors (1d, 7d, 14d, 1m, 3m, 6m, 1y, 5y). A sidebar on the right lists categories like '3D Models', 'Animation', 'Audio', etc. The main content area shows a list of assets, with the first one, 'Island Assets' by Lylek Games, highlighted by a red arrow. The asset list includes columns for asset name, category, author, and rating.

island x Filters

MAXIMUM PRICE \$

FREE 5 10 20 50 100 200 ∞

FREE ONLY PAID ONLY

MINIMUM RATING ★★★★★

SUPPORTED UNITY VERSION < 5.5.1 e.g. 5.2.0

MAXIMUM SIZE MB

1MB 5MB 50MB 100MB 250MB 500MB 1GB 4GB

RELEASED days ago

1d 7d 14d 1m 3m 6m 1y 5y

UPDATED days ago

1d 7d 14d 1m 3m 6m 1y 5y

Home

- 3D Models
- Animation
- Applications
- Audio
- Complete Projects
- Editor Extensions
- Particle Systems
- Scripting
- Services
- Shaders
- Textures & Materials
- Unity Essentials

SORT BY RELEVANCE / POPULARITY / NAME / PRICE / RATING / UPDATED

1 2 3 4 5 6 7 8 1 - 36 of 281

Island Assets
3D Models/Enviro...
Lylek Games
★★★★★ (141)

Island Set
3D Models/Enviro...
Istvan Szalai
Not enough ratings

Island Terrain Pack
3D Models/Enviro...
Pocket Playground
★★★★★ (19)

24 on sale

IMPORTING A ISLAND

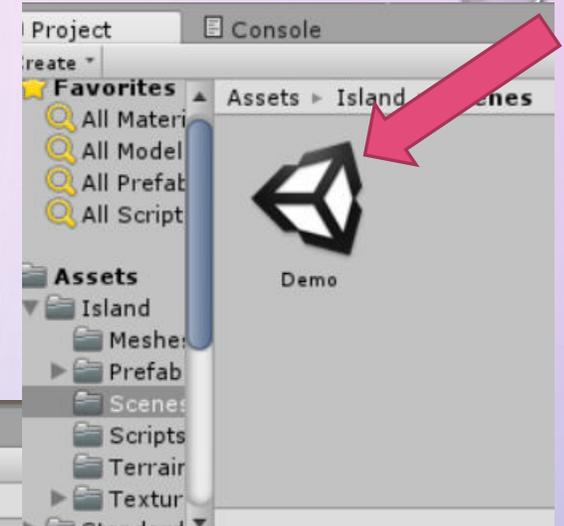
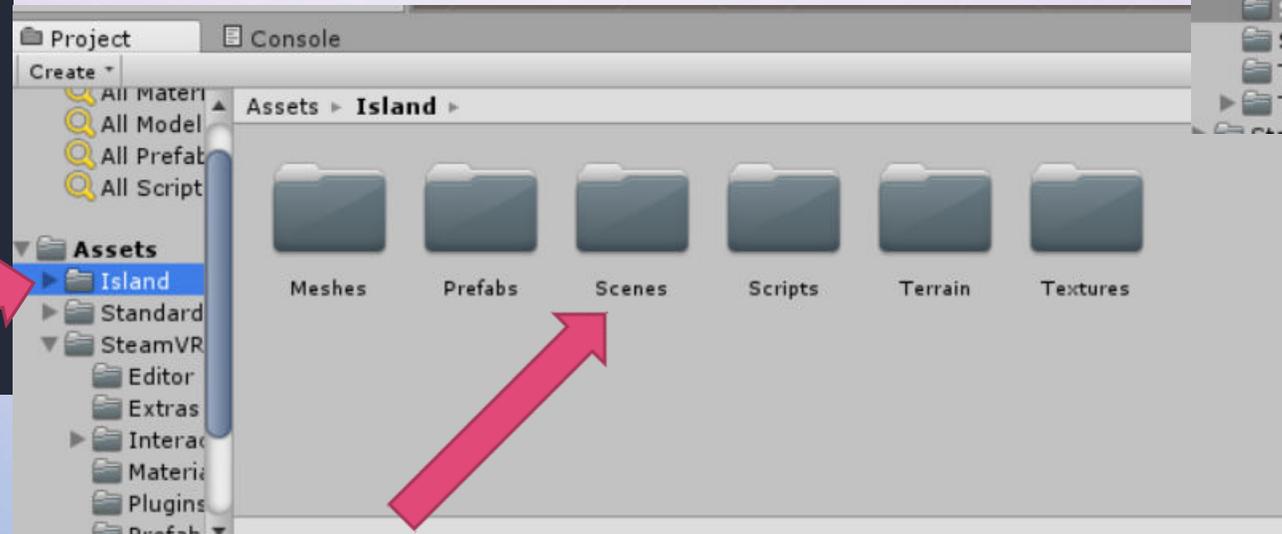
Island Assets
3D Models/Environments
Lylek Games
★★★★★ (41)
Free

Import

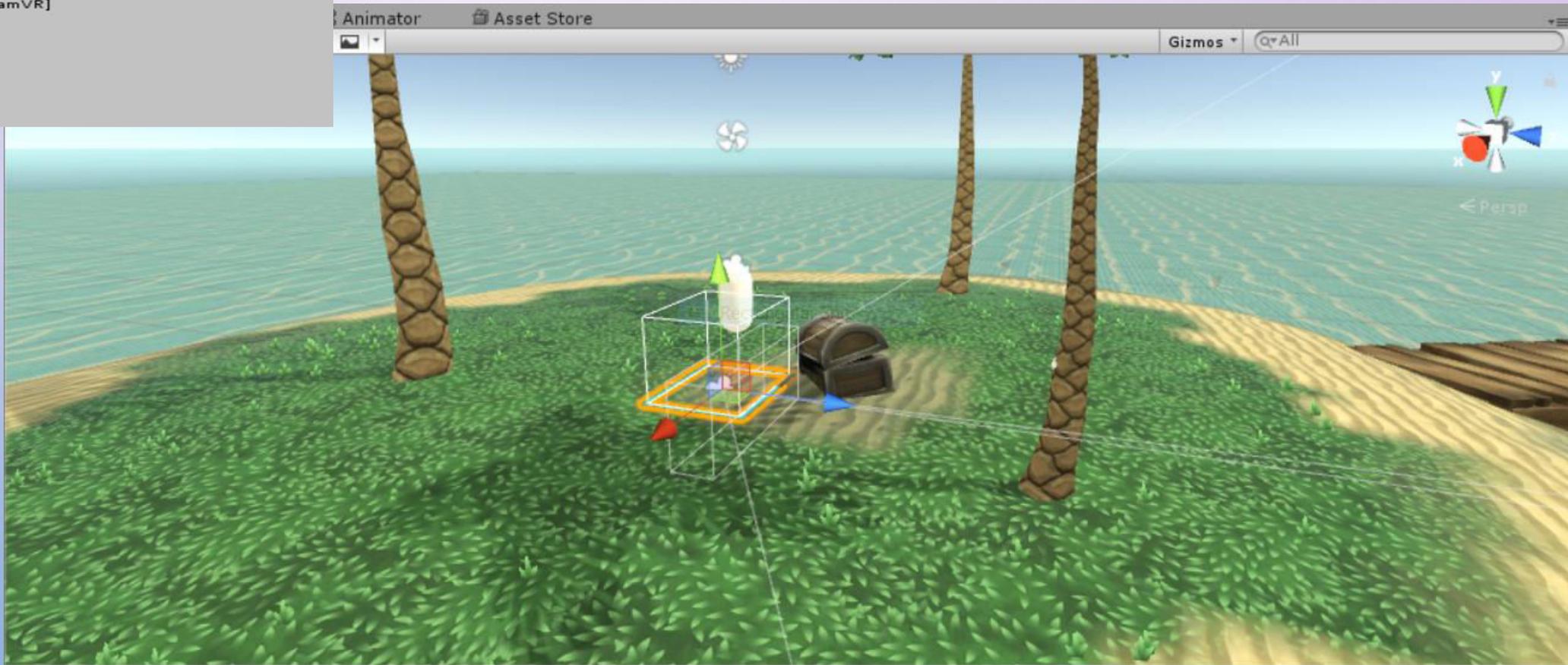
VIEW WEBPLAYER DEMO!

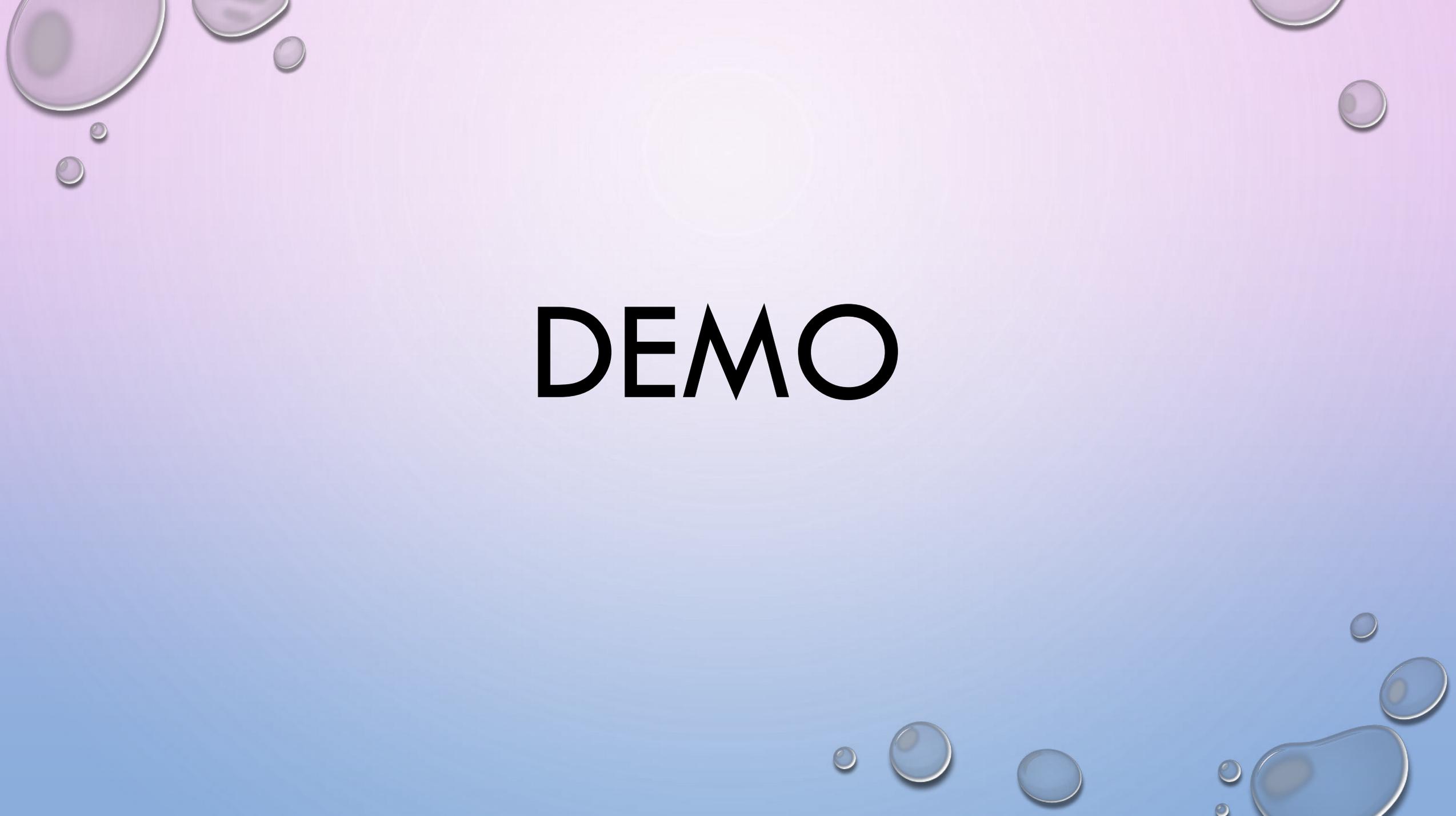
Island Assets
A hand painted island/beach environment
ready to incorporate into your game!

Prefabs:



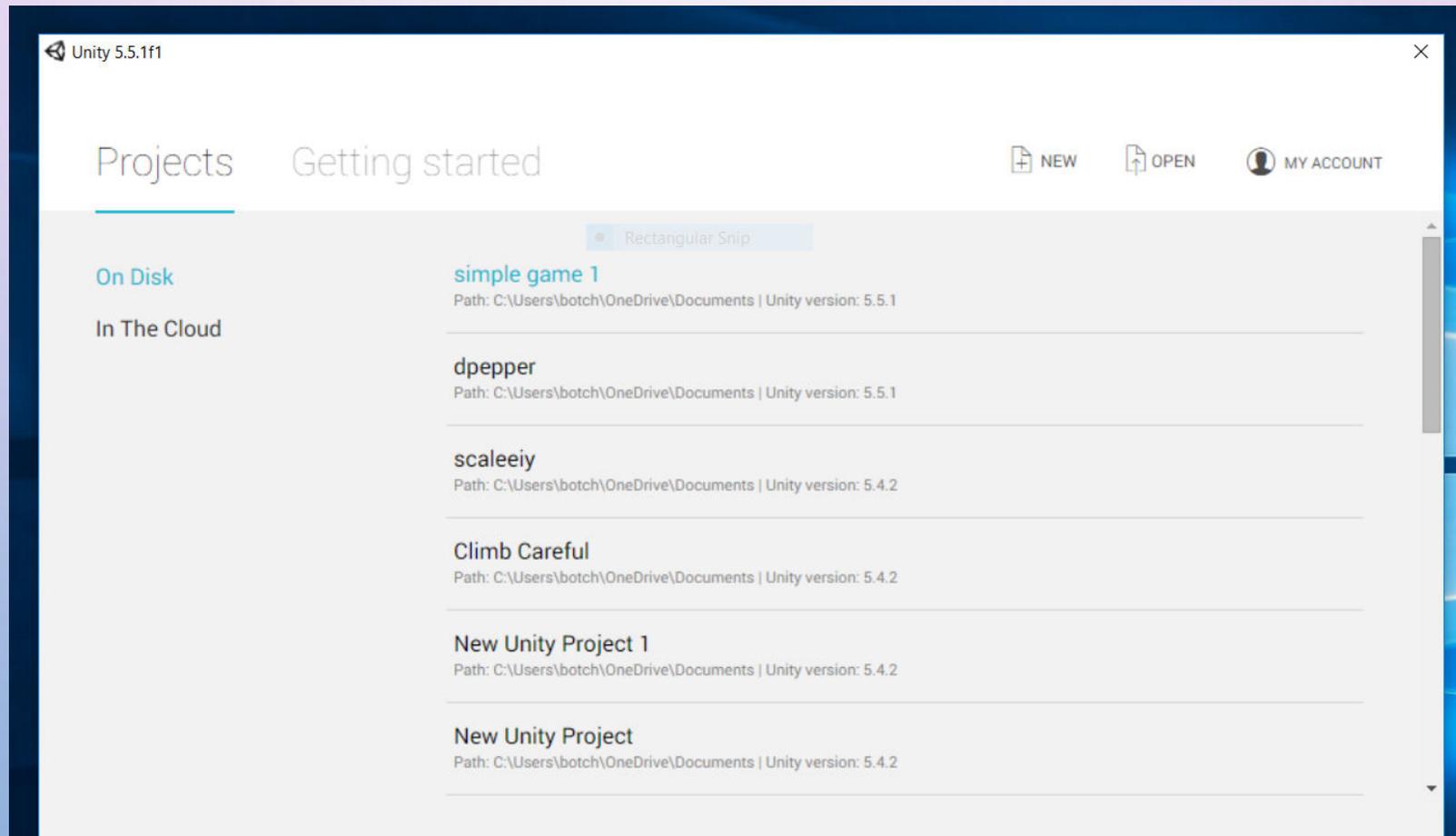
DRAGGING THE CAMERA RIG



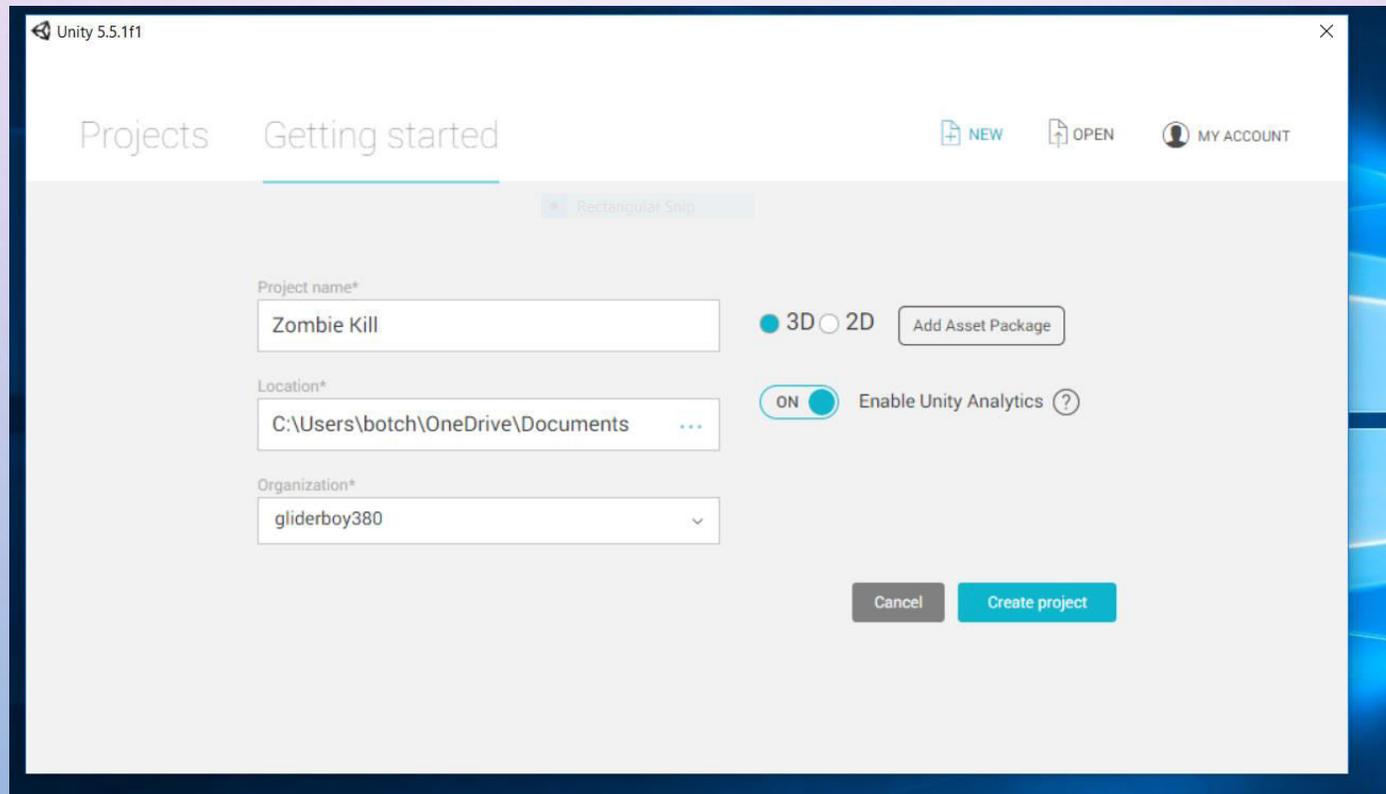


DEMO

MAKING A ZOMBIE GAME



MAKING A ZOMBIE GAME

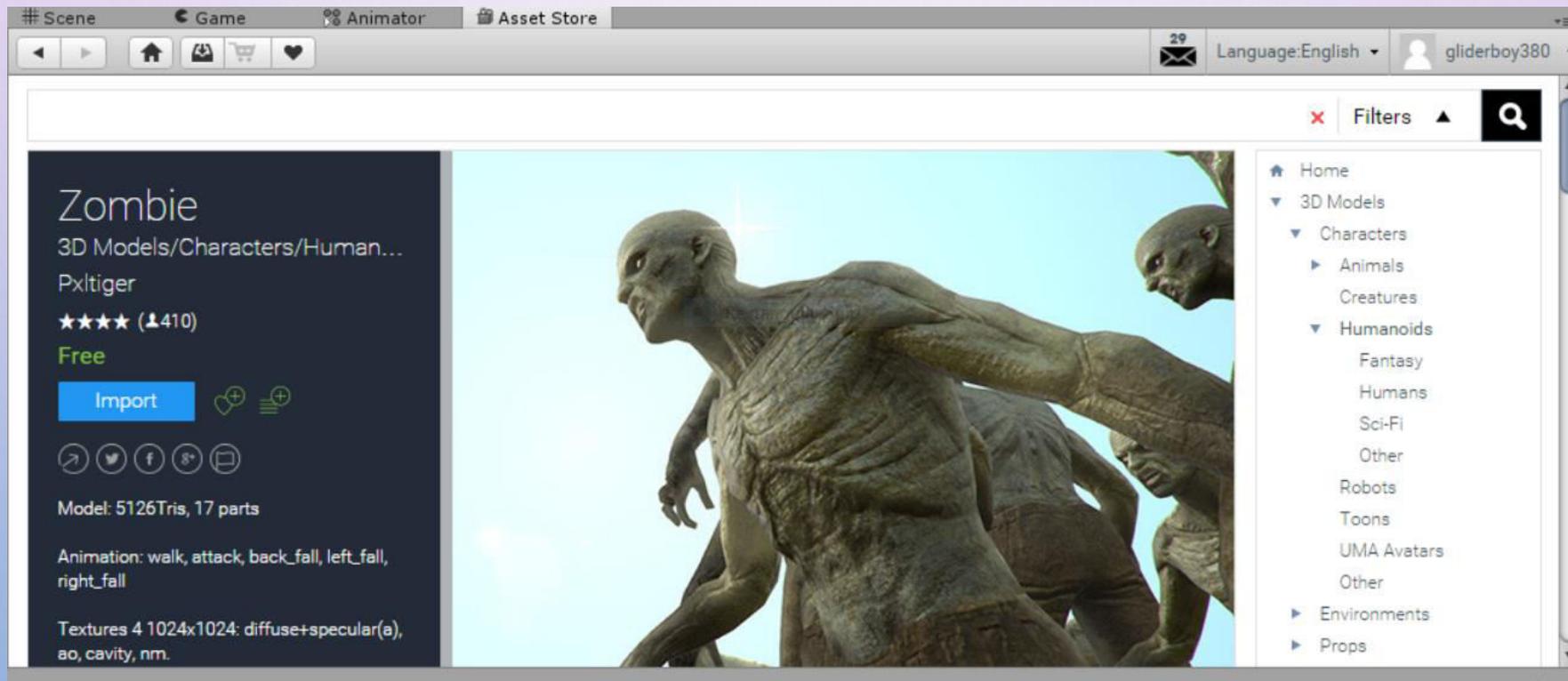


MAKING A ZOMBIE GAME

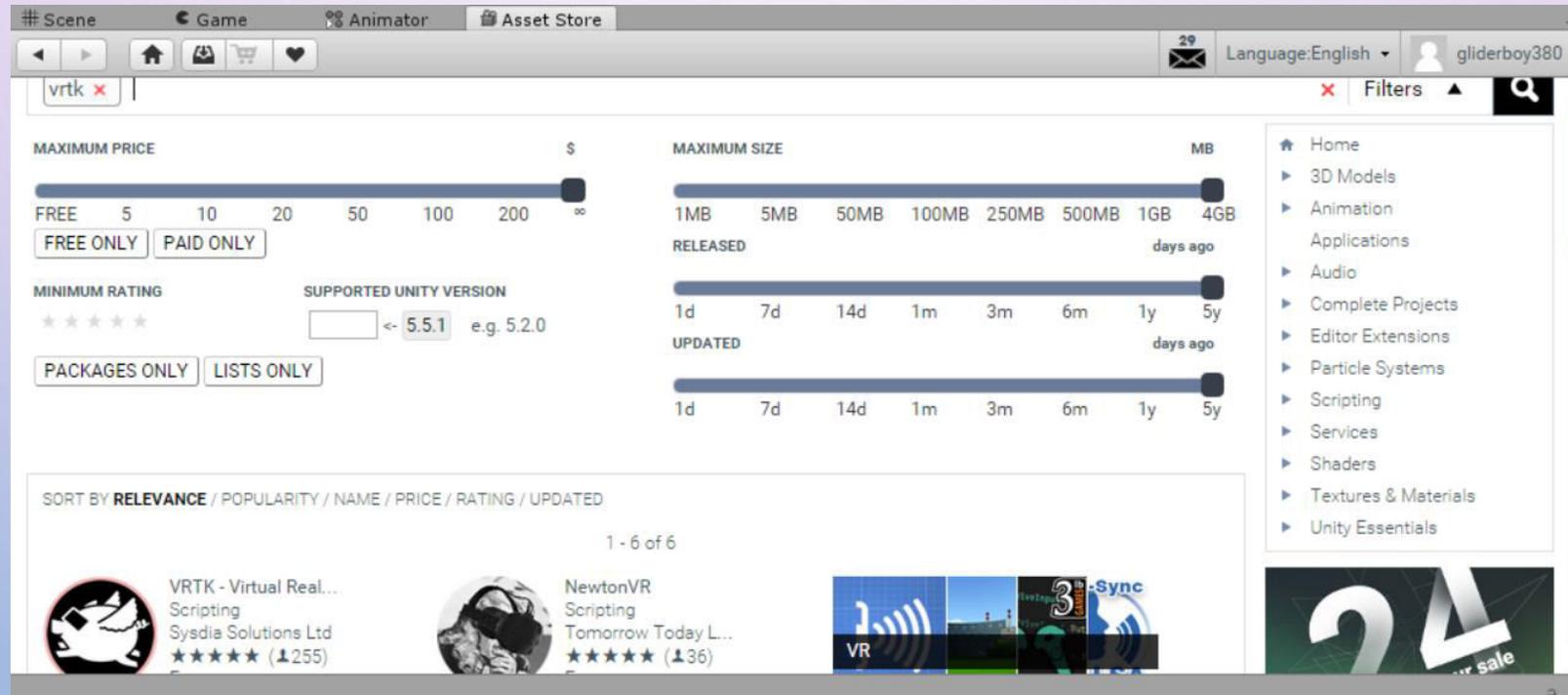
The screenshot shows the Unity Asset Store interface with the following elements:

- Navigation:** # Scene, Game, Animator, Asset Store. User: gliderboy380, Language: English.
- Filters:**
 - MAXIMUM PRICE:** Slider from \$0 to \$∞. Buttons: FREE ONLY, PAID ONLY.
 - MINIMUM RATING:** 5 stars.
 - SUPPORTED UNITY VERSION:** Input field with 5.5.1 and example e.g. 5.2.0.
 - PACKAGES ONLY / LISTS ONLY:** Filter buttons.
 - MAXIMUM SIZE:** Slider from 1MB to 4GB. Buttons: 1MB, 5MB, 50MB, 100MB, 250MB, 500MB, 1GB, 4GB.
 - RELEASED:** Slider from 1d to 5y. Buttons: 1d, 7d, 14d, 1m, 3m, 6m, 1y, 5y.
 - UPDATED:** Slider from 1d to 5y. Buttons: 1d, 7d, 14d, 1m, 3m, 6m, 1y, 5y.
- Sort By:** RELEVANCE / POPULARITY / NAME / RATING / UPDATED.
- Results (Page 1 of 1 - 36 of 42):**
 - Item 1:** Zombie 3D Models/Charac... PxlTiger. 5 stars (410). Free.
 - Item 2:** Chapter 15 / Zom... Unity Essentials/C... Unity Education. Not enough ratings. Free.
 - Item 3:** Chapter 12 / Zom... Unity Essentials/C... Unity Education. Not enough ratings. Free.
- Right Sidebar:** Home, 3D Models, Animation, Applications, Audio, Complete Projects, Editor Extensions, Particle Systems, Scripting, Services, Shaders, Textures & Materials, Unity Essentials.
- Bottom Right:** 24 hour sale banner.

MAKING A ZOMBIE GAME



MAKING A ZOMBIE GAME



MAKING A ZOMBIE GAME

The screenshot shows the Unity Asset Store page for VRTK - Virtual Reality Toolkit. The page is divided into three main sections: a dark sidebar on the left, a central main image, and a navigation menu on the right.

Left Sidebar:

- VRTK - Virtual Reality Toolkit**
- Scripting
- Sysdia Solutions Ltd
- ★★★★★ (255)
- Free
- Update button
- Share icons (Twitter, Facebook, Steam, etc.)
- *****
- This is VRTK by TheStoneFox and that is me, it's just published under a different company name, but I assure you this is the legit real deal :)*

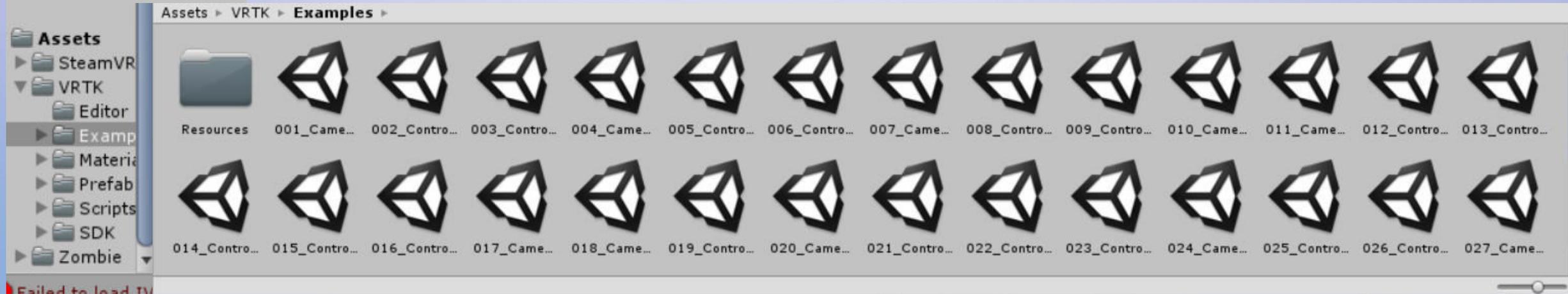
Central Main Image:

- Background: Light gray with a white cloud.
- Text: "Rectangular Snip" (highlighted in a blue box), "VRTK", and "virtual reality toolkit".
- Image: A pink crab-like character wearing a VR headset.

Right Navigation Menu:

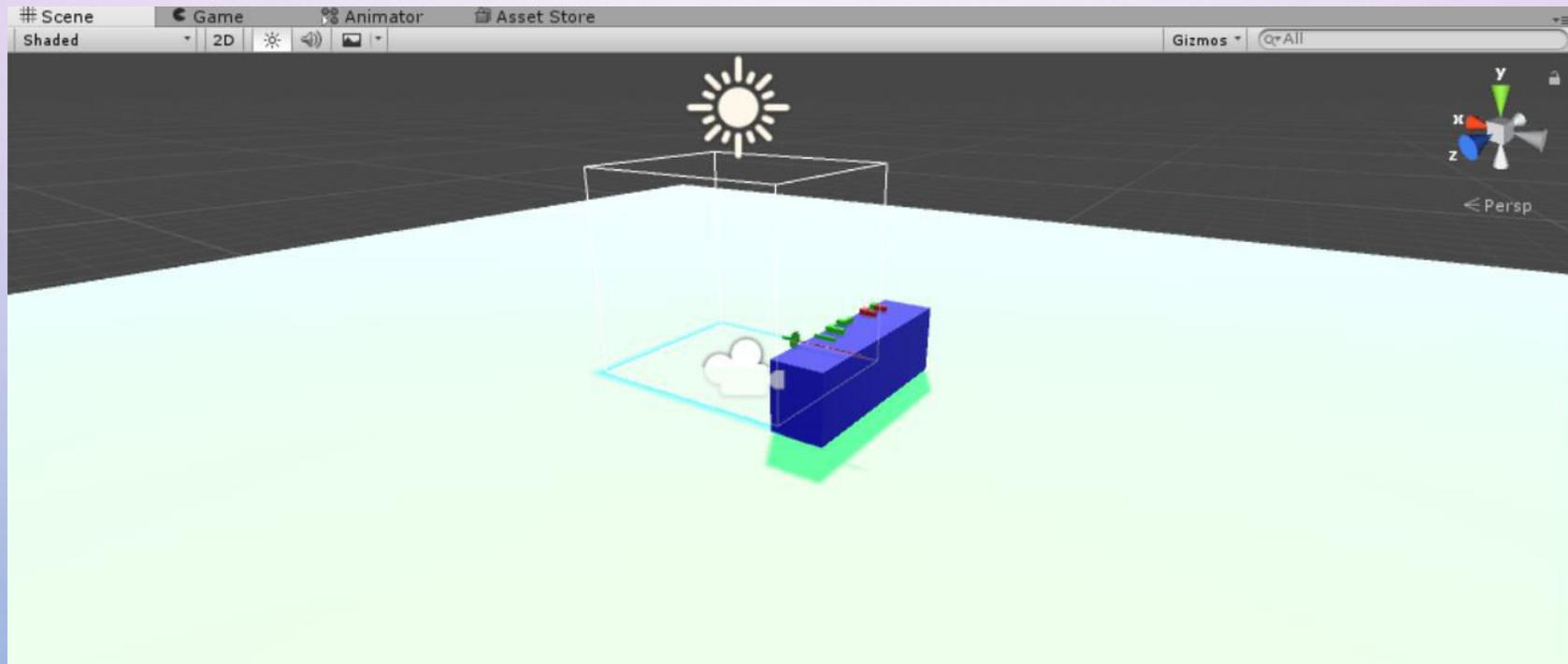
- Home
- 3D Models
- Animation
- Applications
- Audio
- Complete Projects
- Editor Extensions
- Particle Systems
- Scripting
 - AI
 - Animation
 - Audio
 - Avatar Systems
 - Camera
 - Effects
 - GUI

MAKING A ZOMBIE GAME

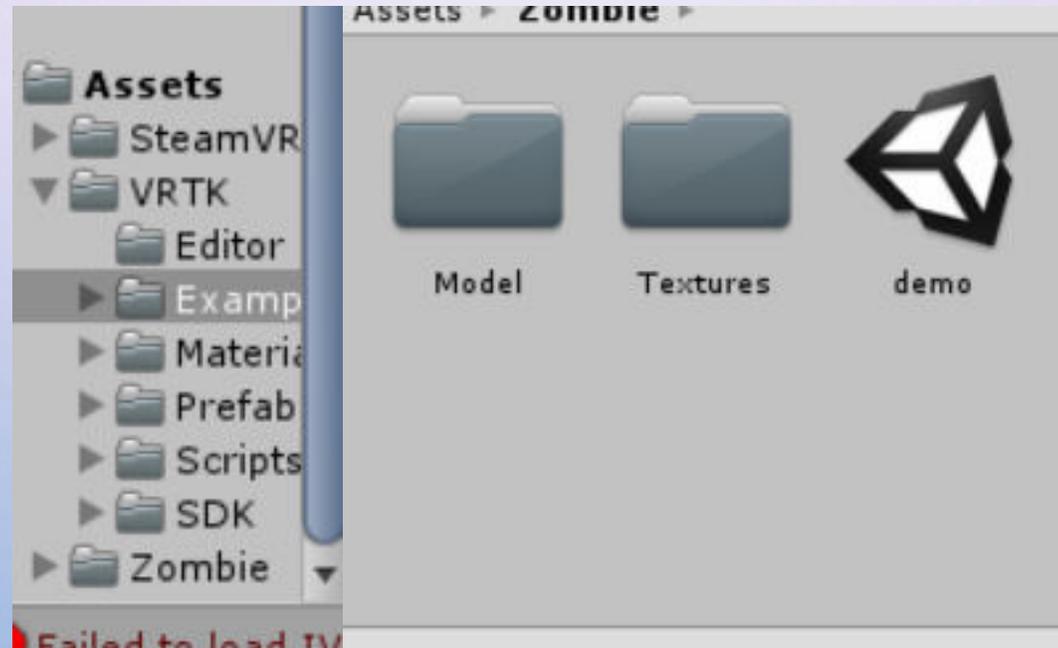


Failed to load IV

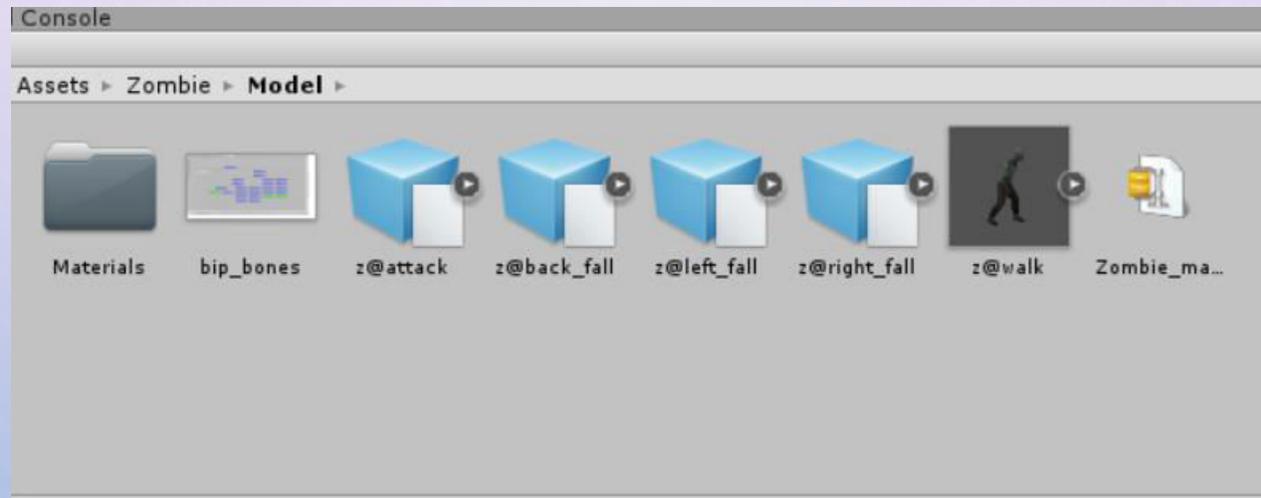
MAKING A ZOMBIE GAME

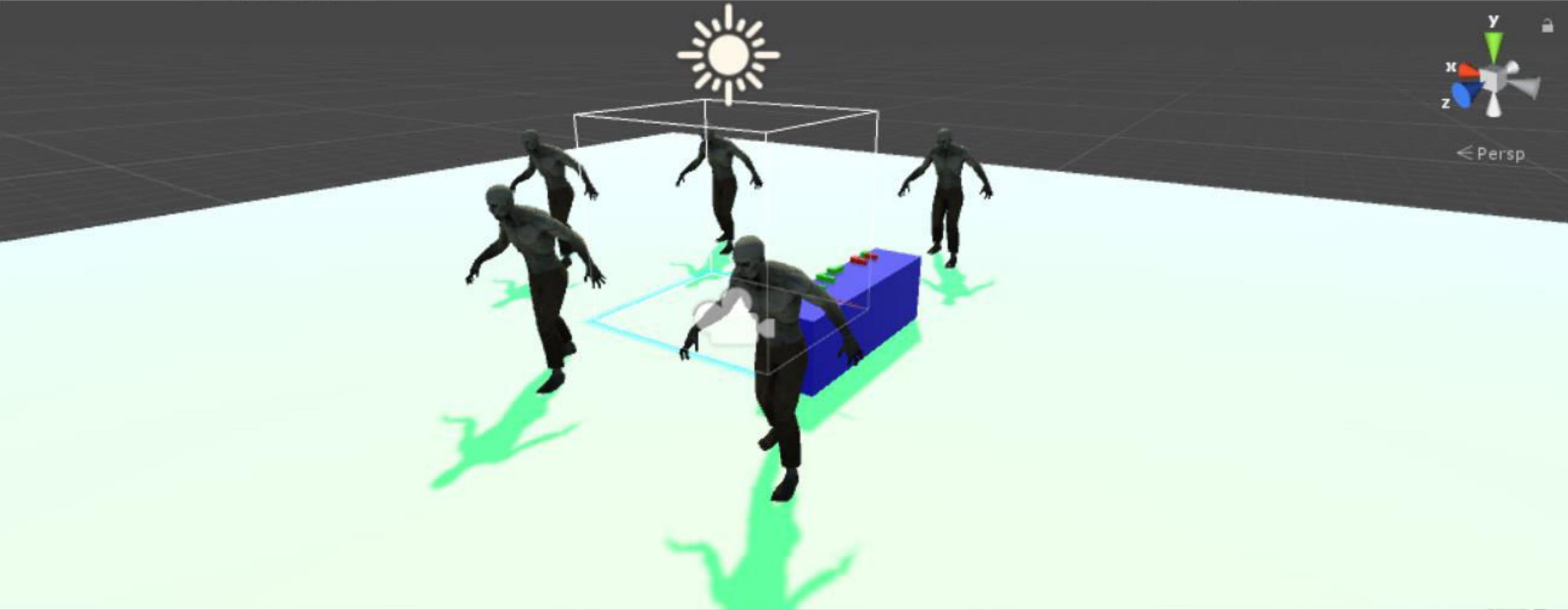


MAKING A ZOMBIE GAME

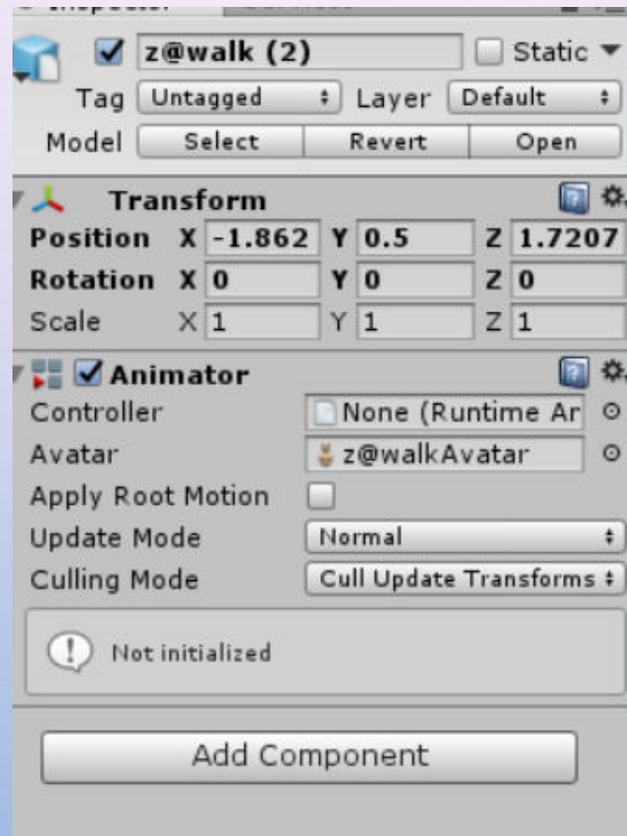


MAKING A ZOMBIE GAME





MAKING A ZOMBIE GAME



Scene Game Animator Asset Store

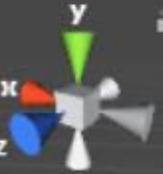
Shaded

2D

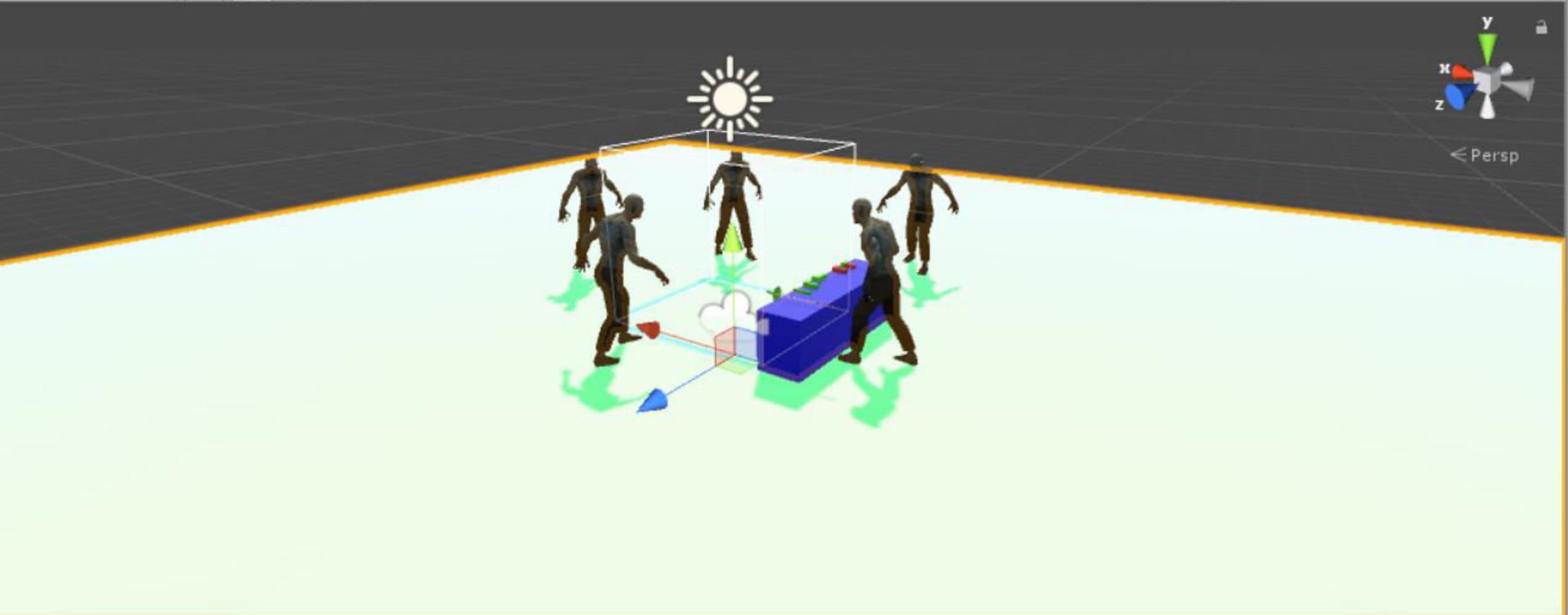


Gizmos

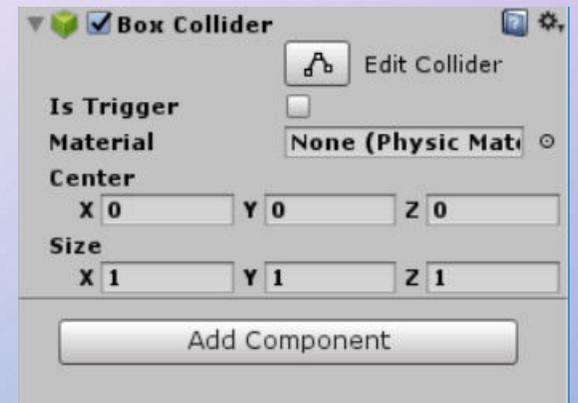
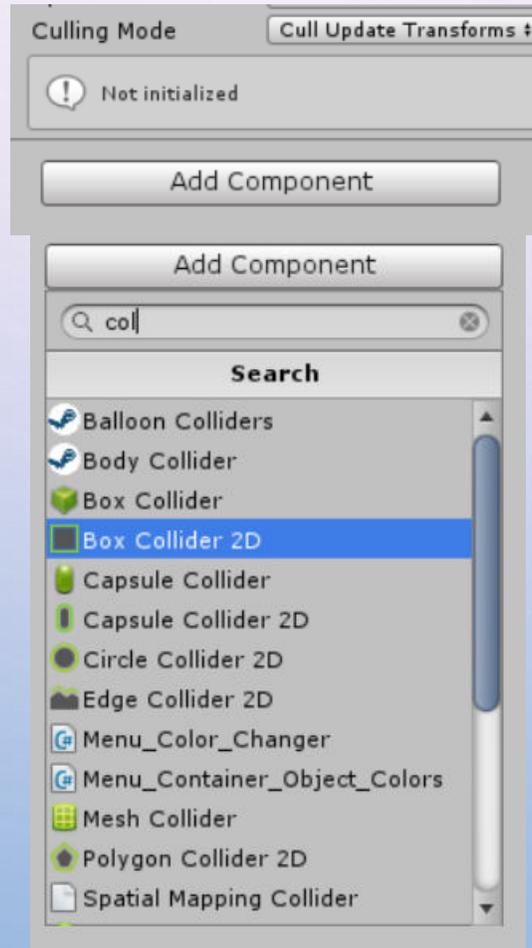
Q All

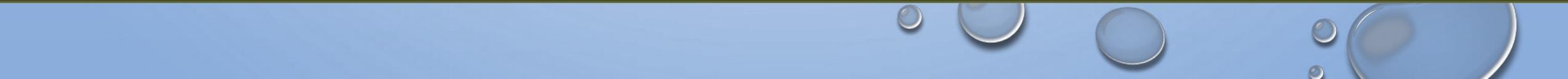
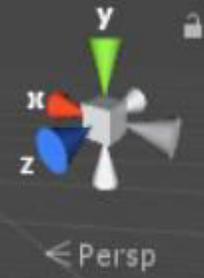
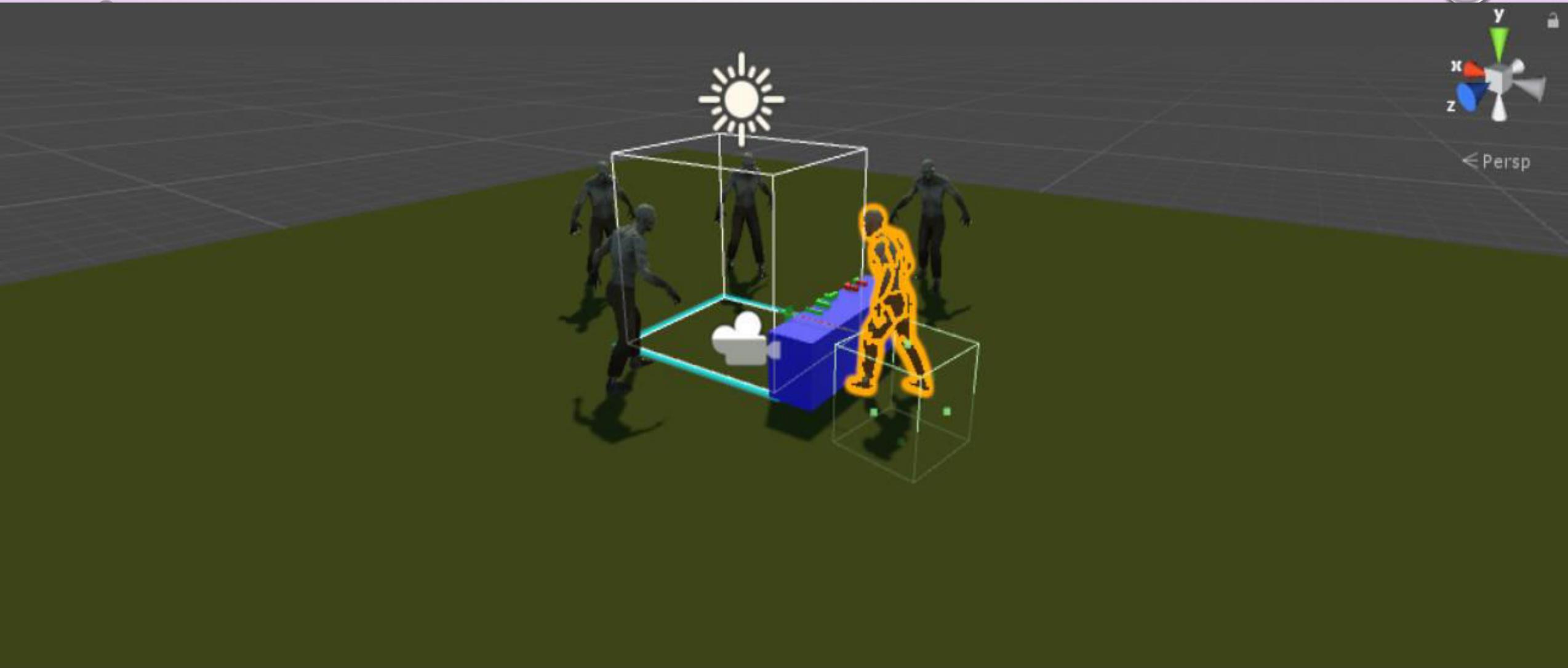


Persp

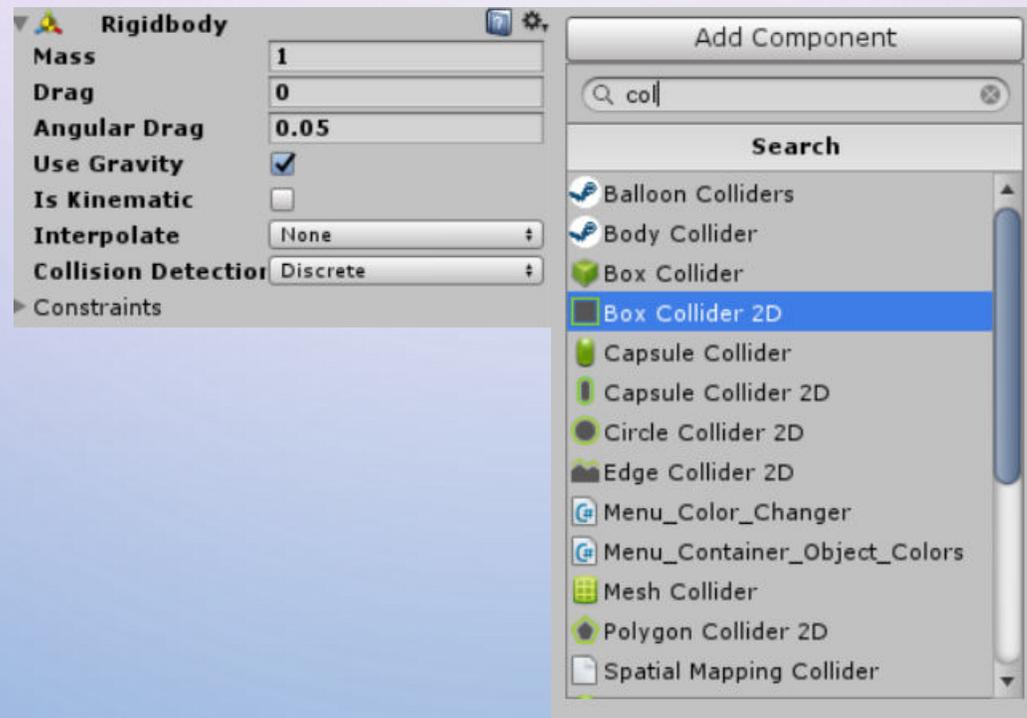


MAKING A ZOMBIE GAME

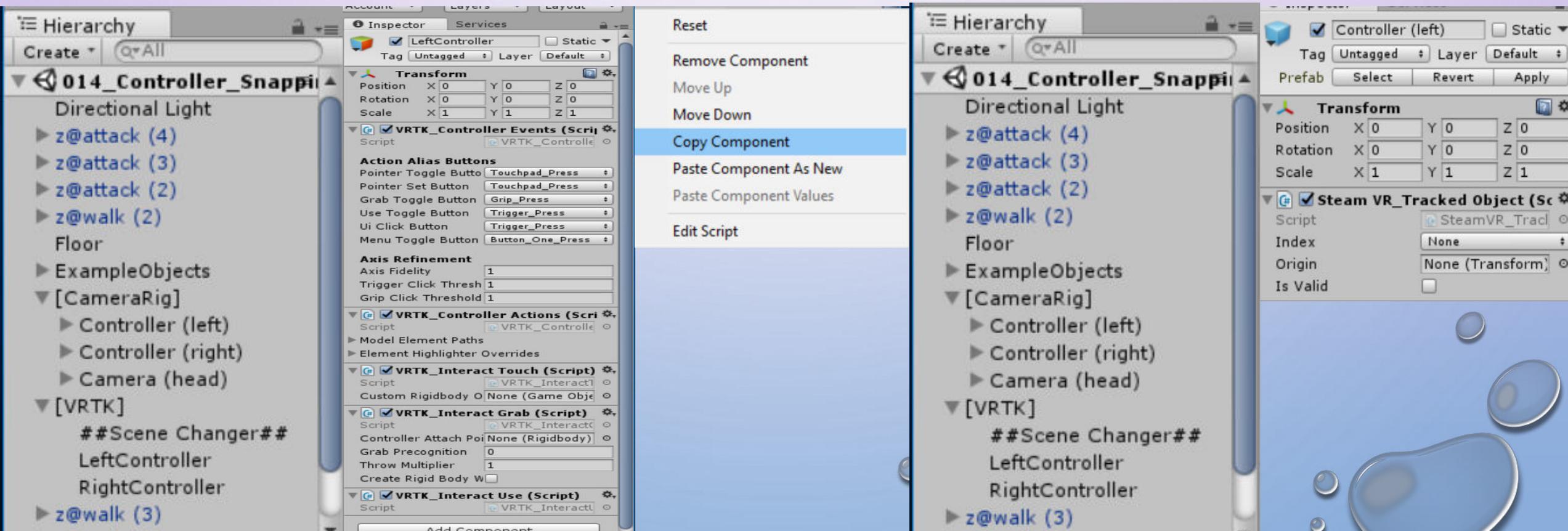




MAKING A ZOMBIE GAME



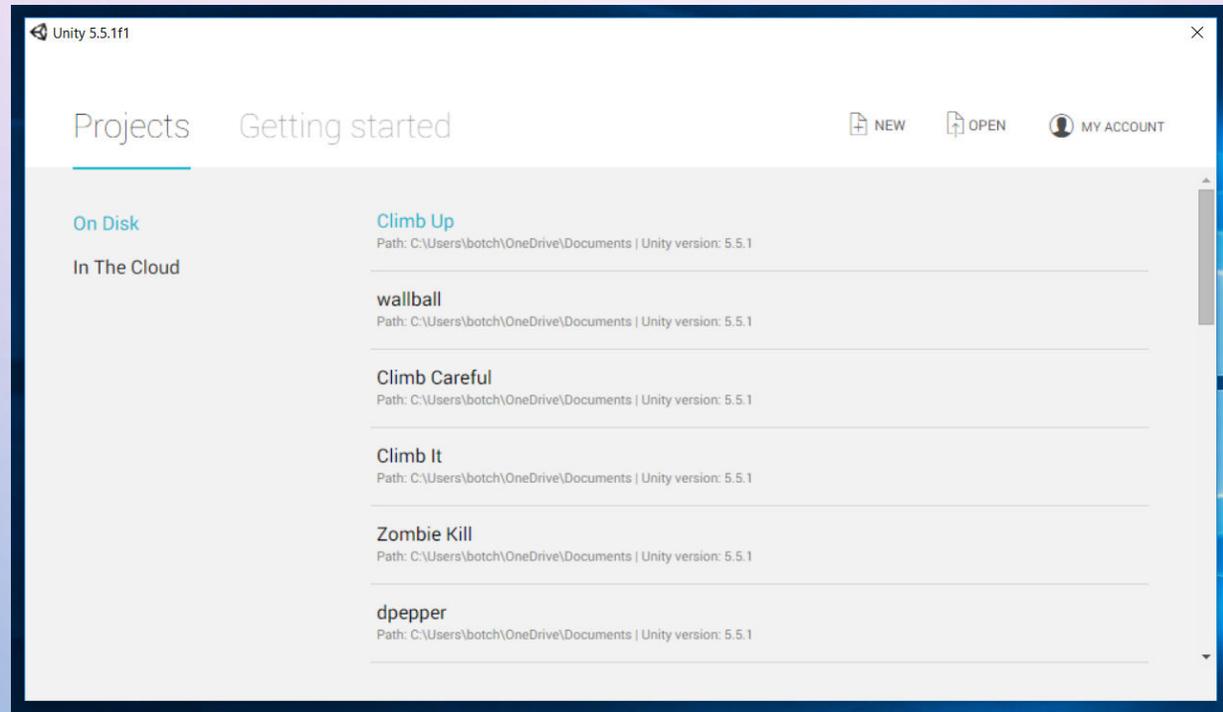
MAKING A ZOMBIE GAME





DEMO

MAKING A WALLBALL GAME



Unity 5.5.1f1

Projects Getting started

NEW OPEN MY ACCOUNT

Project name*
Wall Ball

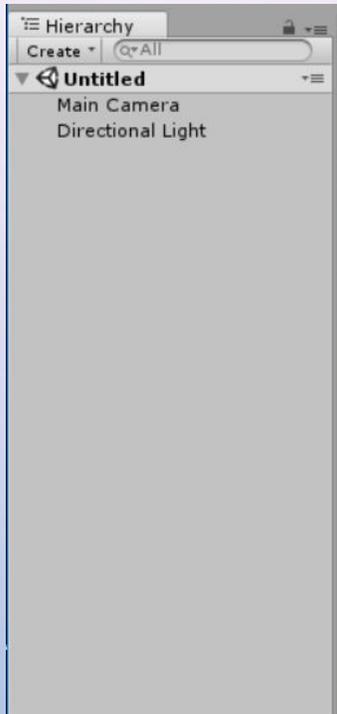
Location*
C:\Users\botch\OneDrive\Documents

Organization*
gliderboy380

3D 2D Add Asset Package

ON Enable Unity Analytics ?

Cancel Create project



Assets ▸



SteamVR



VRTK



Inspector Services

Sphere Static

Tag Untagged Layer Default

Transform

Position X -20.54 Y 0.38 Z -46.43

Rotation X 0 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

Materials

Light Probes Blend Probes

Reflection Probes Blend Probes

Anchor Override None (Transform)

Default-Material

Shader Standard

Add Component

sets ▶ VRTK ▶ Examples ▶



Resources



001_Came...



002_Contro...



003_Contro...



004_Came...



005_Contro...



006_Contro...



007_Came...



008_Contro...



009_Contro...



010_Came...



011_Came...



012_Contro...



013_Contro...



14_Contro...



015_Contro...



016_Contro...



017_Came...



018_Came...



019_Contro...



020_Came...



021_Contro...



022_Contro...



023_Contro...



024_Came...



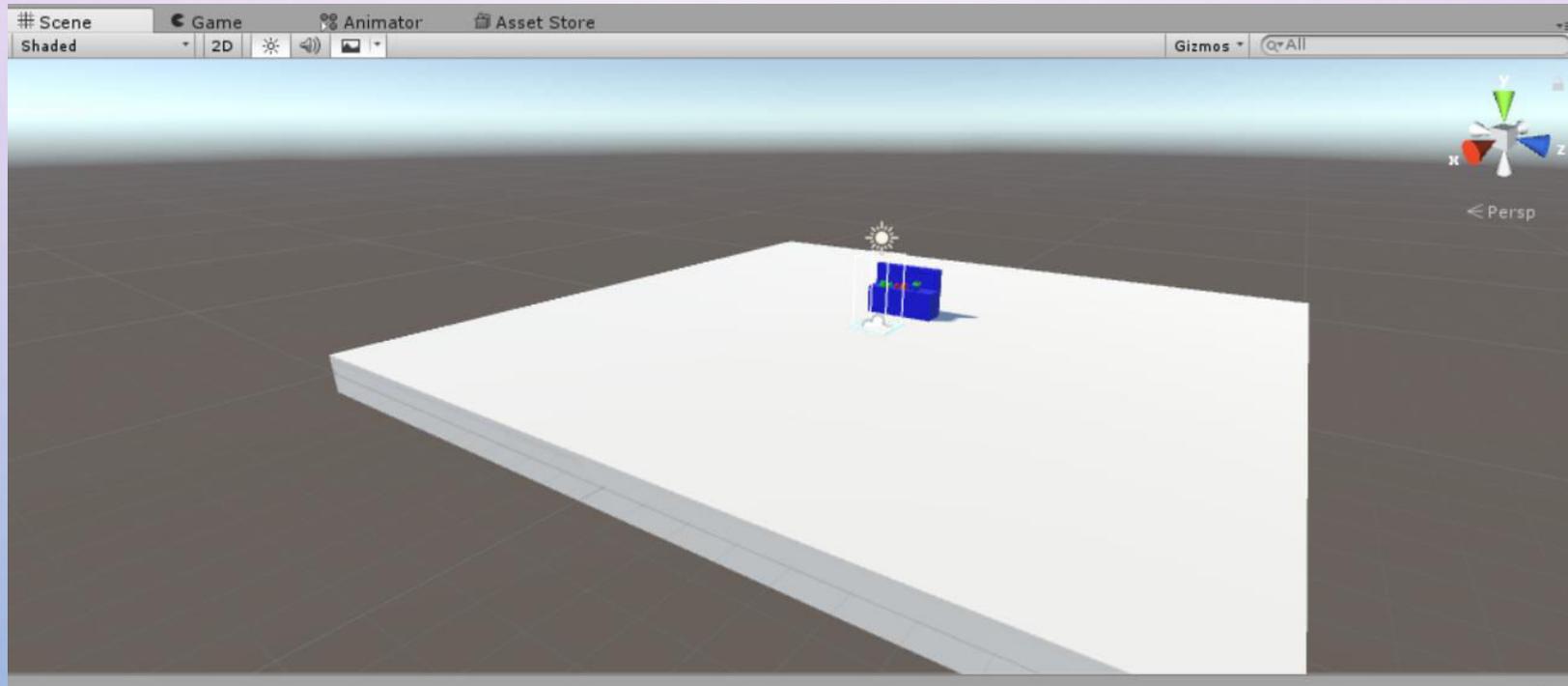
025_Contro...

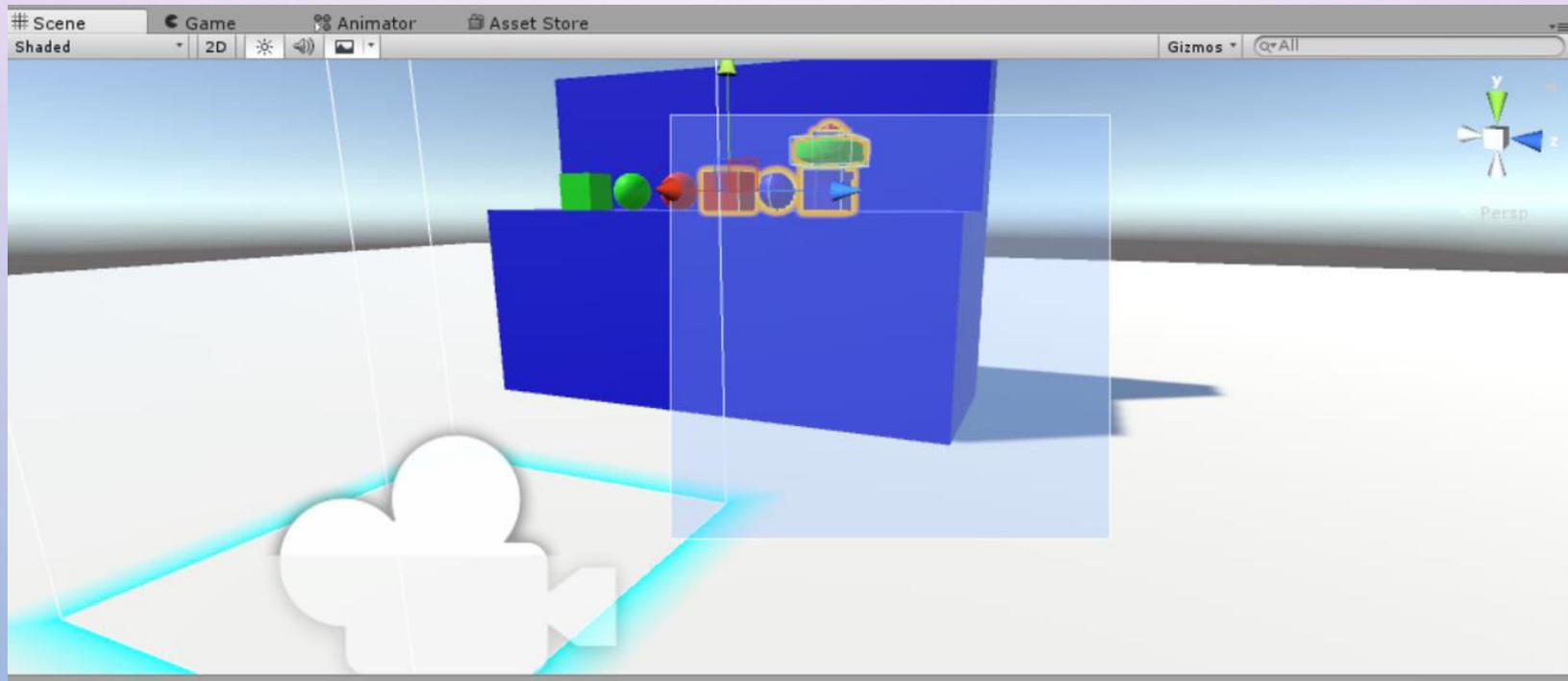


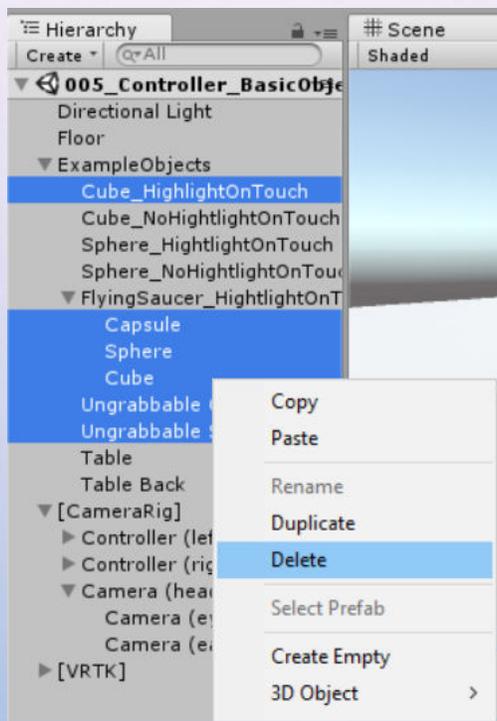
026_Contro...

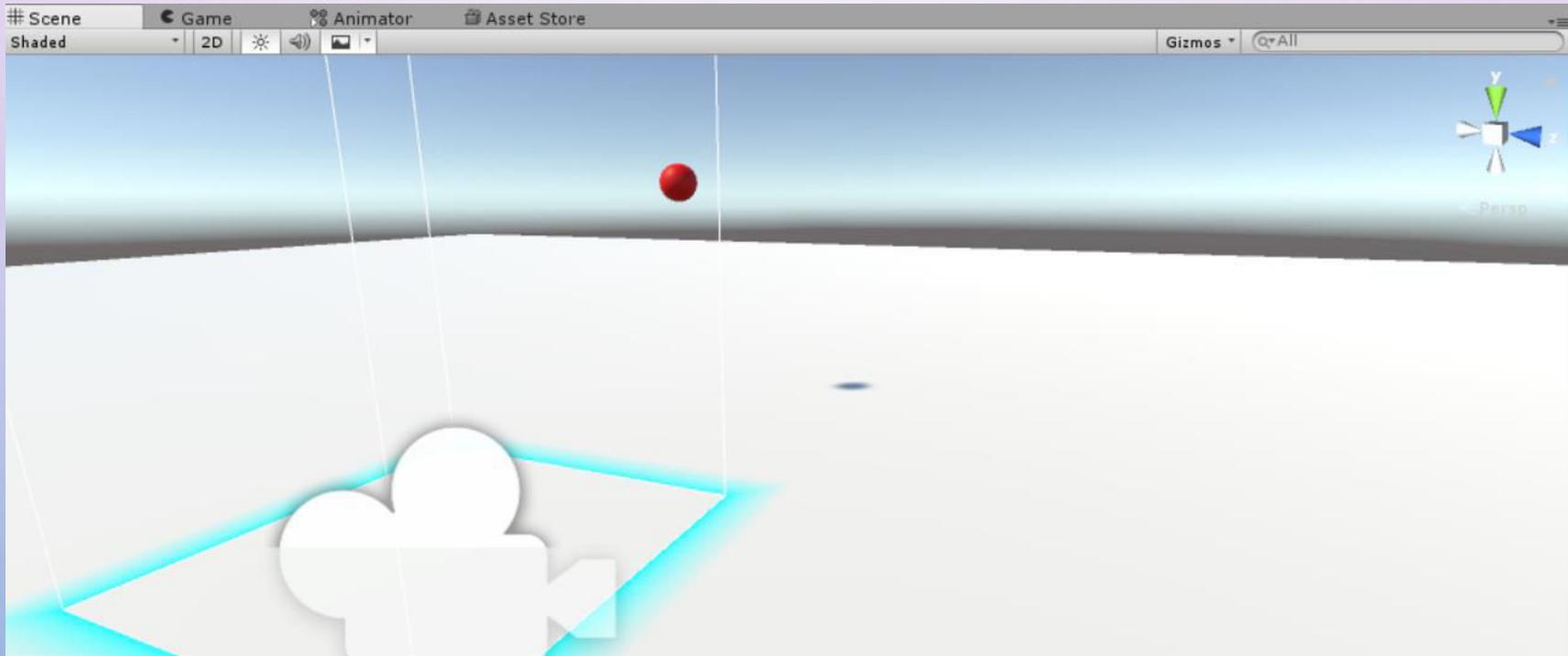


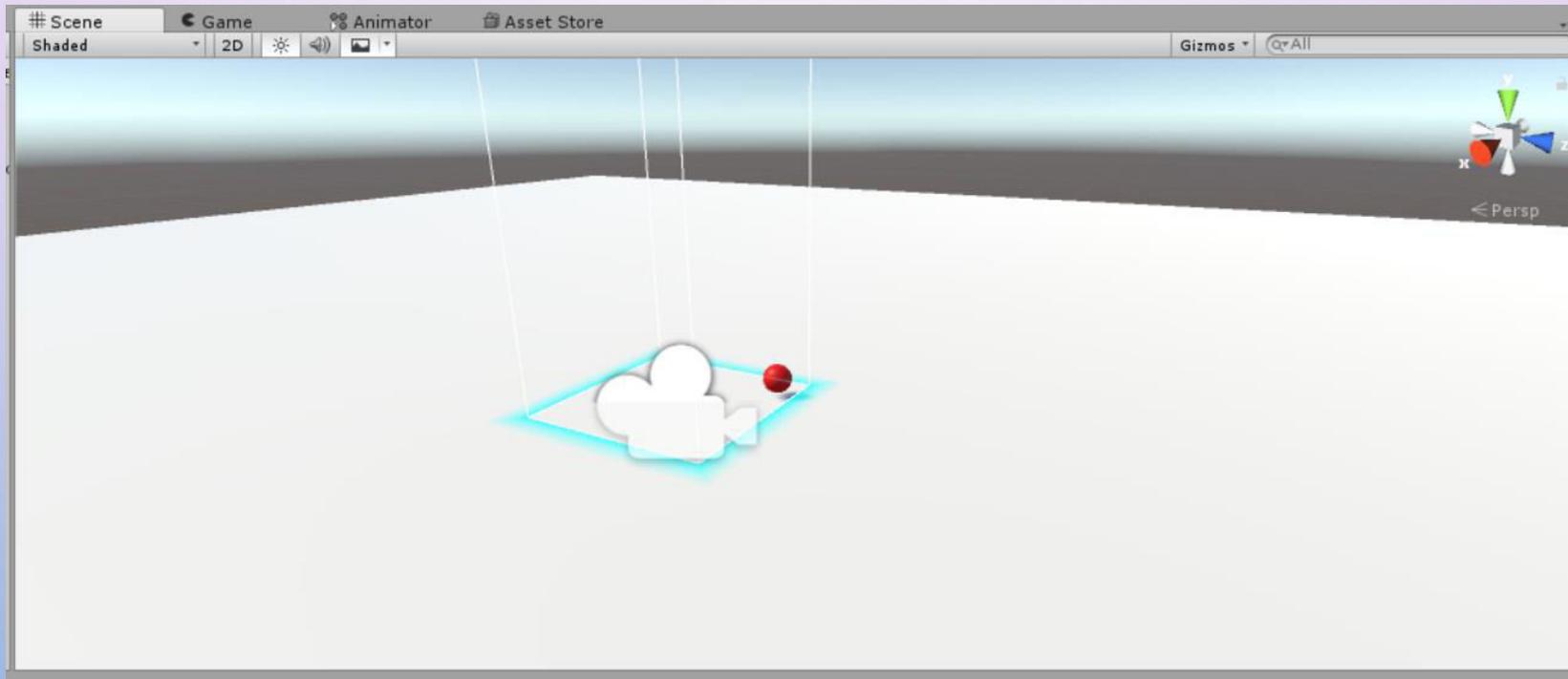
027_Came...

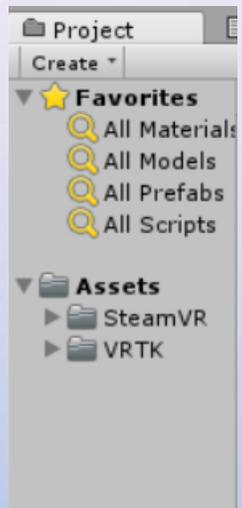












Assets ▸ VRTK ▸ Examples ▸ **Resources** ▸



Animations



Free_Rocks



Images



Materials



Models



NavMeshes



Prefabs



Scripts



ExampleTer...

assets ▶ VRIK ▶ Examples ▶ Resources ▶ **Materials** ▶



ExampleMa...



Simple_Sol...



TeleportTe...



Textures



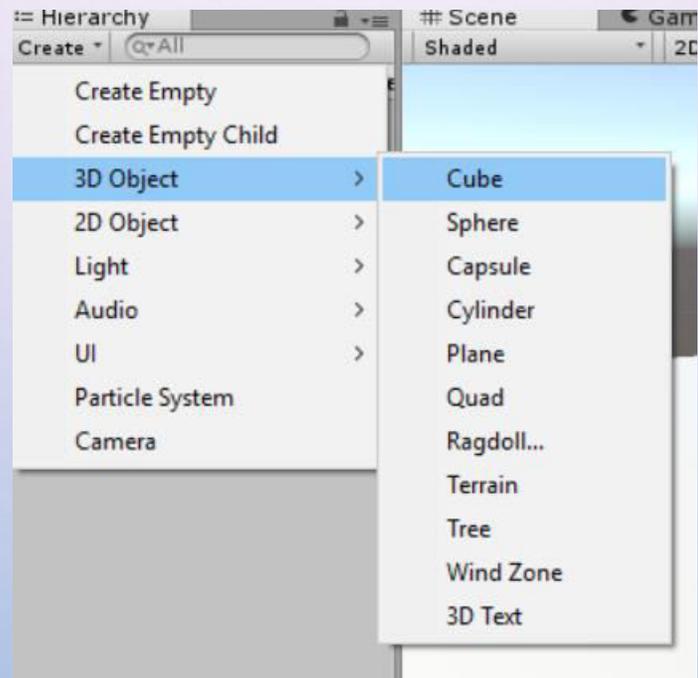
Bouncy

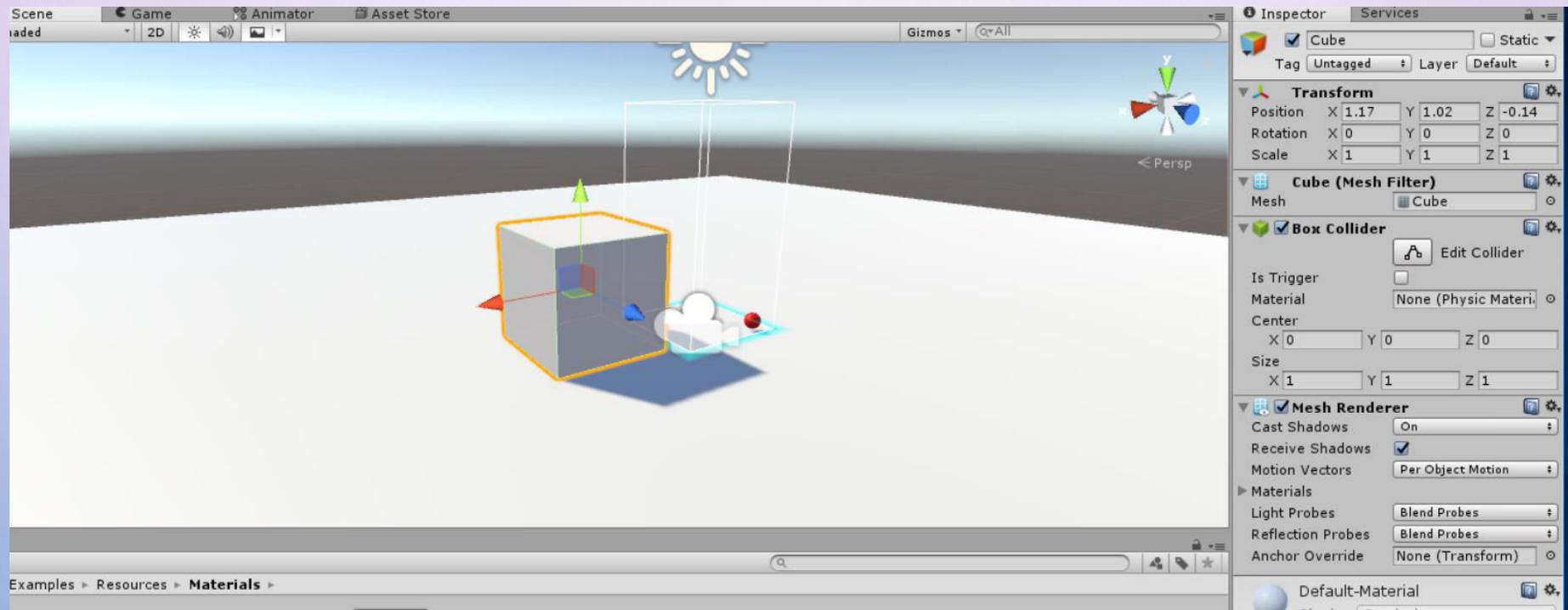


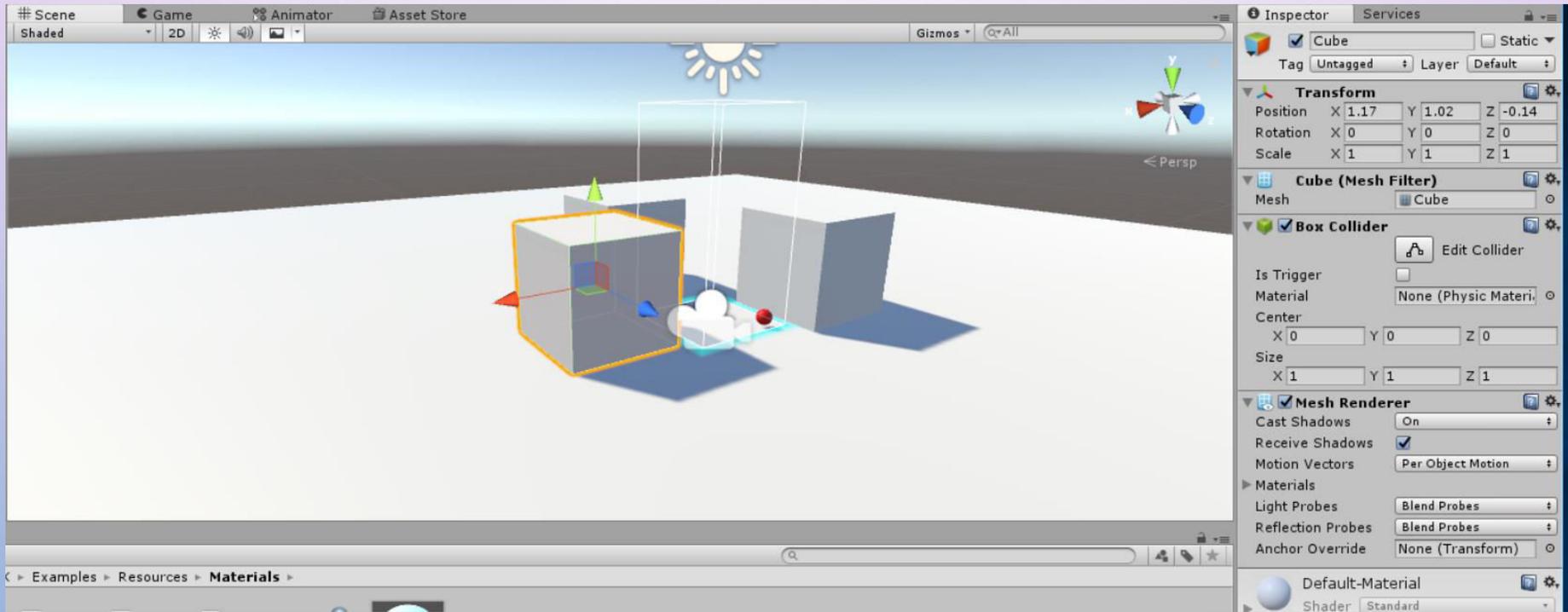
GlowingGre...

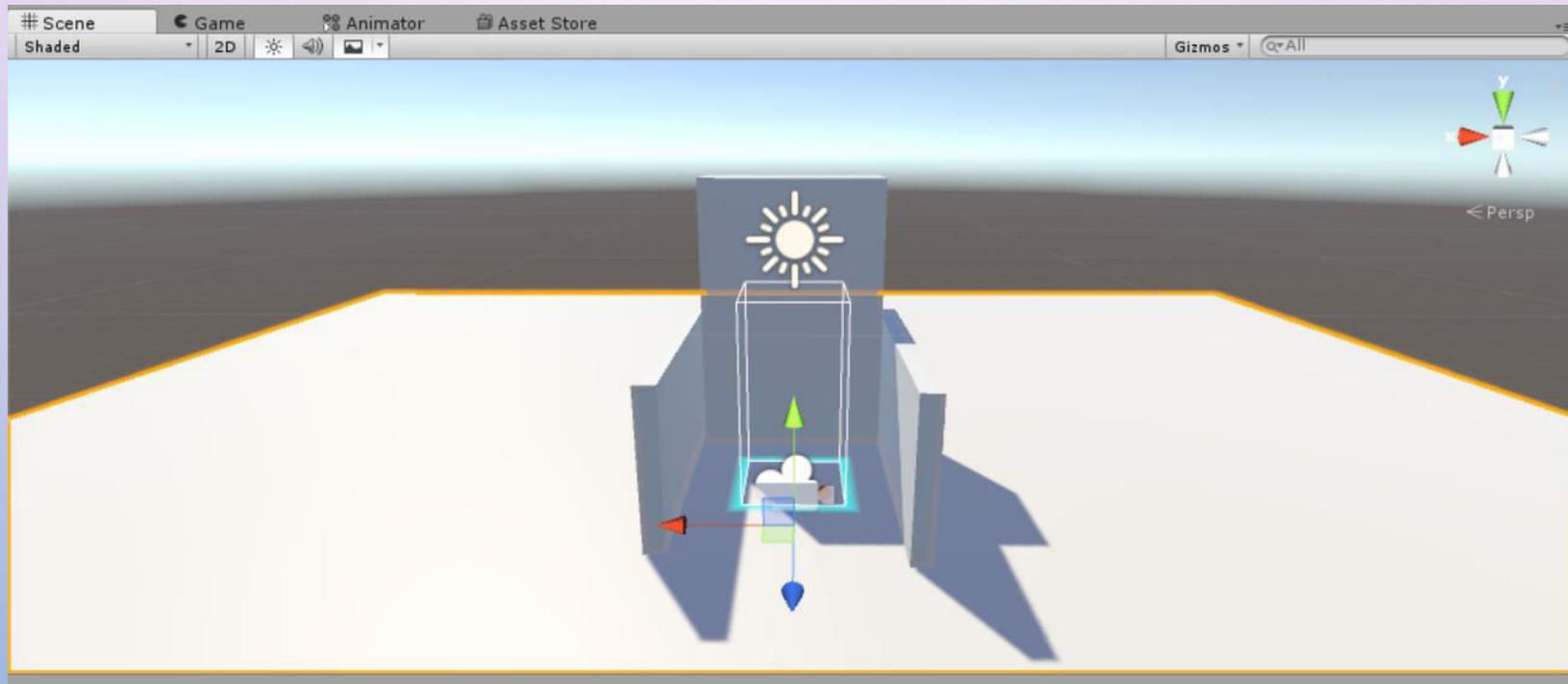
Materials











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 (Script)

Script: SteamVR_TrackedObject

Index: None

Origin: None (Transform)

Is Valid:

VRTK_Controller Events (Script)

Script: VRTK_ControllerEvents

Action Alias Buttons

Pointer Toggle Button: 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 Threshold: 1

Grip Click Threshold: 1

VRTK_Controller Actions (Script)

Script: VRTK_ControllerActions

Model Element Paths

Element Highlighter Overrides

VRTK_Interact Touch (Script)

Script: VRTK_InteractTouch

Custom Rigidbody: None (Game Object)

VRTK_Interact Grab (Script)

Script: VRTK_InteractGrab

Controller Attach Point: None (Rigidbody)

Grab Precognition: 0

Throw Multiplier: 1

Create Rigid Body When Grabbed:



DEMO

THANKS FOR WATCHING