Basic Teleportation

Teleportation allows you to instantly move from a location to another in your VR environment. To get a teleportation system up and running, you first need to add a **Locomotion System** and a **Teleportation Provider** to your XR Origin object. Make sure that the XR Origin is assigned to the Locomotion System, and that the Locomotion System is assigned to the Teleportation Provider

From the Unity main menu, click GameObject > XR > Teleportation Area or GameObject > XR > Teleportation Anchor to create a plane on which teleportation is possible. On a Teleportation Area, you teleport to your pointed target on the plane's child collider, whereas a Teleportation Anchor specifies a pre-determined position and/or rotation in addition to the Teleportation Area. You can also add a Teleportation Area component to the Plane object we've previously set up as our floor.

You should now have a basic scene with the ability to teleport using your controllers. By default, teleportation is activated by the *grip* buttons on the HTC Vive controllers. The default ray interactors will turn from red to white if you're pointing at an area where you can teleport.

Revision #3
Created 23 March 2023 14:48:16 by Matilda Fogato
Updated 24 March 2023 09:18:58 by Matilda Fogato