Setting the scene

Now that all the project settings have been updated to work with our VR setup, it's time to build our VR scene. First, create a plane game object at coordinates `0,0,0` to serve as the floor. Then, create an **XR Origin (VR)** object. This object contains a camera offset, which defines the height of the camera corresponding to the headset in space, the main camera object, and the two controllers. If you run the game now, you' ll notice that your head movements are tracked, but you cannot see the controllers. That's because we haven' t assigned them an asset yet!

To fix that, you can import the `vr_controller_vive_1_5` asset from the VR Starter Template, simply by dragging and dropping the asset from the asset folder to the controller objects. Rotate the assets (not the parent controllers!) by 180 degrees around the Y-axis to make sure that they' re matching their real-world orientation. To make the controllers appear more realistic, we can create a new material and set the Base Map to black or dark gray. Then, we drag this new material onto the lowest-level controller objects, which should be called whole_model_group1.

For each controller, you will also need to add the input handling preset. To do so, click on the slider icon in the top-right corner of the **XR Controller (Action-based)** dropdown, and select the XRI Default Left/Right Controller preset, depending on which controller you've selected.

Each controller should have an **XR ray interactor**, which allows us to use the controller buttons to interact with game objects and UI components. To test this, add a Sphere or Cube game object to the scene, and assign it a Rigidbody and an XR Grab Interactable component. When running the game, you should be able to grab the object by using the controller's trigger.

Revision #4
Created 22 March 2023 15:25:23 by Matilda Fogato
Updated 27 March 2023 11:24:11 by Matilda Fogato