



Aalto University  
School of Arts, Design  
and Architecture

# Assignment 2


# For Sunday: Learn VR!

- **By tonight:**
  - We will give you access to a forked repo from a classmate
- **The goal:**
  - Adapt this project so that it is usable in VR
  - It has to have a VR camera and a method to move around.
- **What to submit by Sunday :**
  - Commit to the git repo.
  - An APK(!) to MyCourses



# VR Beginner: The Escape Room

Project • Beginner • 3 Hours • 1997

 Unity Technologies

[Overview](#) [Project Materials](#) [Details](#)



## Your progress

 Where am I?

1. Get started with VR Beginner: The Escape Room
2. Review your VR controller
3. Explore the Prototype Room
4. Add teleporters for movement
5. Add and configure an interactive object

## Summary

In this project, you will:

- Review basic navigation with your VR controller
- Explore a basic VR prototyping environment
- Add teleporters, interactive objects and sound effects to the prototyping environment using the XR Interaction Toolkit
- Review how to set up Unity to add UI elements in VR

## Topics we'll cover

XR

## Industry

Games

AEC

Film



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## Get started with VR Beginner: The Escape Room

Tutorial • Beginner • 20 Mins

- **You have relative free reign.**
  - If you don't know what to do: Look at your colleagues Design Doc
    - *Or at yours!*
  - Think about what elements are there, how they could fit into the transformed project
    - *If objects/settings don't fit think about why and try to adapt ← this is the bonus task*
- **Important: Check your Unity Version**
  - The tutorial is for v.2019