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Aalto University  
School of Arts, Design  
and Architecture

# Coding Virtual Worlds Workshop 3

*Prof. Sebastian J. Schlecht  
Jan Vornhagen*

# Today's outline

- **Run through XR Interaction Toolkit**
- **Workshop Q&A - Code Review**

# XR Interaction Toolkit

## Possible Topics

**Install Packages (include Preview)**

**Enable Oculus**

**Create XR Rig**

**XR Interaction Debugger (Windows - Analysis)**

**Make PlayerControl**

+ XR controller

+ TryGetValue

+ primaryAxis / triggerButton

+ Controller position

**Add Interactable**

+ With RayInteractor

**With DirectInteractor**

+ add sphere collider + sphere object

+ attachTransform

**for visuals**

+ colorChanger (onActivate functionality)

**Add Locomotion System**

+ Snap Turn

**Add Teleportation**

+ Add locomotion System

+ Add Teleportation provider (XR Rig)

+ Add Teleportation area to places

+ Add custom reticle

**Add XR UI**

+ Add Button

# XR Interaction Toolkit

## A few Resources

<https://snapandplug.com/xr-input-toolkit-2020-faq/>

[Unity] XR Interaction Toolkit  
VR with Andrew

<https://www.youtube.com/watch?v=ndwJHpxd9Mo>



# Workshop Q&A

## Code Review

**Different Rooms for topics**

- ....

**Please help each other with questions? We teachers hop from room to room to help you.**