

Spring 2021

CSE 190

VR Technologies

Discussion 6



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ANNOUNCEMENTS

- Homework 3
 - Due **Sunday (5/16)**
 - Record videos from both screens
- Keep up with the great work!



AGENDA

- More Homework 3 Tips



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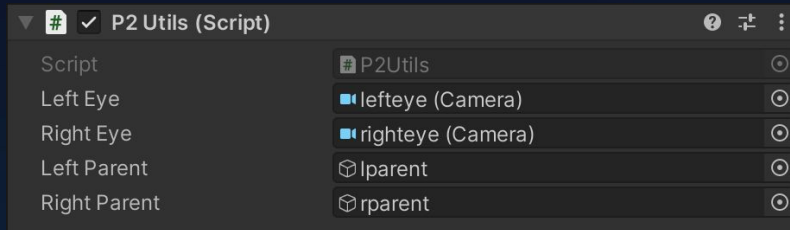


Homework 3 Tips



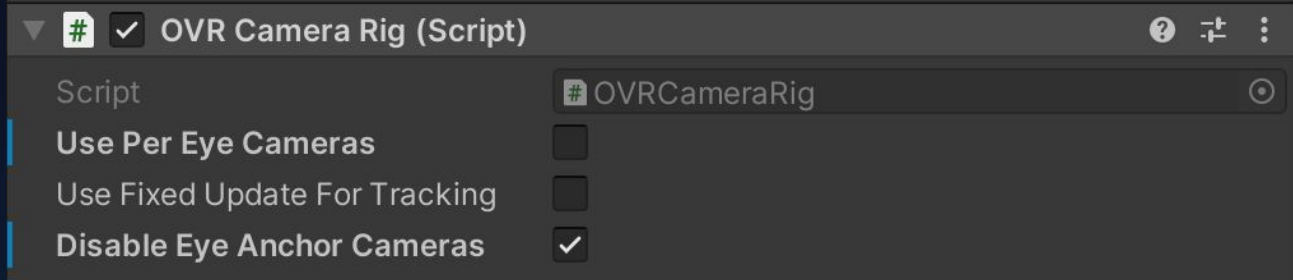
Homework 3 Tips: Stereo Mode Cameras

- Create two cameras in the scene, each parented to an empty GameObject (lparent & rparent), and make them parented to another empty GameObject (CameraRig)
- Attach P2Utils script from the course website to the CameraRig
- Assign correct cameras and parents



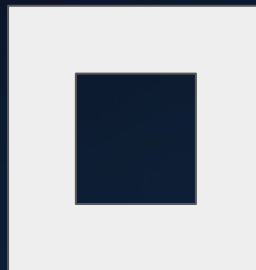
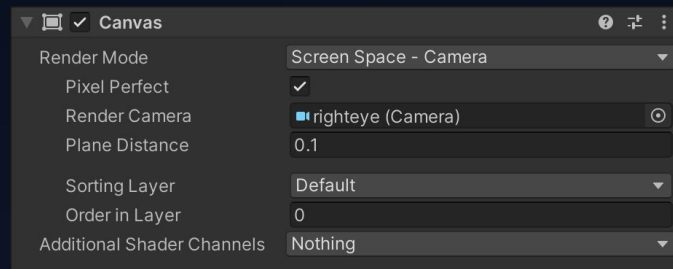
Homework 3 Tips: Stereo Mode Cameras

- Alternatively, you can still use OVRPlayerController's camera rig, but make sure to disable Eye Anchor Camera



Homework 3 Tips: Shrinking FOV

- Create 2 3D Canvas (GameObject -> UI -> Canvas)\
- Select corresponding eye cameras
- Create black images (GameObject -> UI -> Image)
- Use the black images as tiles to form this shape
- Put each in front of corresponding cameras



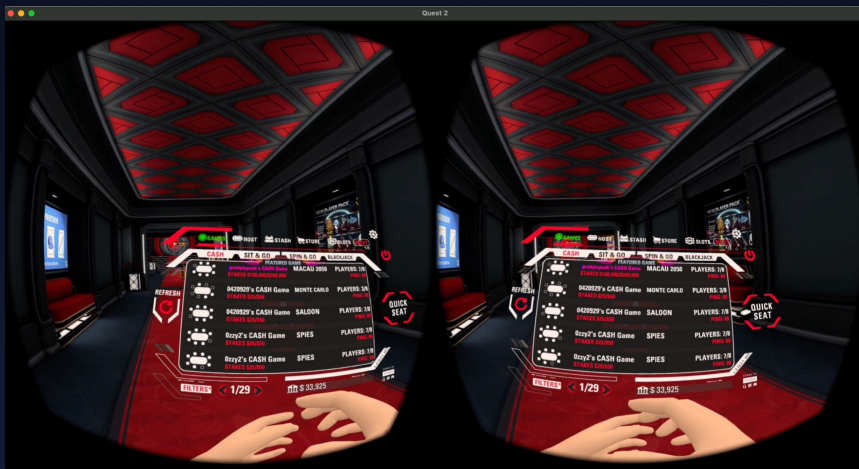
Homework 3 Tips: Stereo Recording

- Default, on-device screen recording is single eye ONLY - cannot record screen from the other eye
- Luckily, Android provides a good solution.
- Install ADB (Android Debug Bridge) first (see discussion 5), then install scrcpy
 - macOS: `brew install scrcpy`
 - Linux: `apt install scrcpy`
 - Windows: [download](#)



Homework 3 Tips: Stereo Recording

- Simply run the command `scrcpy` when device is connected
- GitHub Page: <https://github.com/Genymobile/scrcpy>



OFFICE HOUR

