

CSE 190: Virtual Reality Technologies

LECTURE #3: INTRODUCTION TO UNITY

Topics Covered

Today we didn't use slides but covered the following topics:

We created Unity accounts and ran Unity on the VR lab PCs.

We went over the VR club's documentation on how to create VR apps with Unity (see Unity Tutorial Guide at <http://ivl.calit2.net/wiki/index.php/CSE191S2022>)

We explored the Unity asset store for 3D models and the Oculus Integration asset (<https://assetstore.unity.com/packages/tools/integration/oculus-integration-82022#description>)

We discussed how scheduling the VR app presentations works. The deadline to pick a presentation date is April 17th, 11:59pm.