



## VRTK - Virtual Reality Toolkit

A productive VR Toolkit for rapidly building VR solutions in Unity3d.

| Supported SDK                  | Download Link                    |
|--------------------------------|----------------------------------|
| VR Simulator                   | Included                         |
| SteamVR Unity Asset            | <a href="#">SteamVR Plugin</a>   |
| Oculus Utilities Unity Package | <a href="#">Oculus Utilities</a> |

## Documentation

The documentation for the project can be found within this repository in [DOCUMENTATION.md](#) which includes the up to date documentation for this GitHub repository.

Alternatively, the stable versions of the documentation can be viewed online at <http://docs.vrtk.io>.

## Getting Started

*VRTK requires a supported VR SDK to be imported into your Unity3d Project.*

- Clone this repository `git clone https://github.com/thestonefox/VRTK.git`.
- Open VRTK within Unity3d.
- Add the `VRTK_SDKManager` script to a GameObject in the scene.

### Instructions for using the VR Simulator

- Drag the `VRSimulatorCameraRig` prefab from the VRTK/Prefabs into the scene.
- Select the GameObject with the `VRTK_SDKManager` script attached to it.
  - Select `Simulator` for each of the SDK Choices.
  - Click the `Auto Populate Linked Objects` button to find the relevant Linked Objects.
- Use the Left Alt to switch between mouse look and move a hand.
- Press Tab to switch between left/right hands.
- Hold Left Shift to change from translation to rotation for the hands.
- Hold Left Ctrl to switch between X/Y and X/Z axis.
- All above keys can be remapped using the inspector on the `VRSimulatorCameraRig` prefab.
- Button mapping for the VR control are as follows:
  - Grip: Left mouse button

- Trigger: Right mouse button
- Touchpad Press: Q
- Button One: E
- Button Two: R

## Instructions for using the SteamVR Unity3d asset

- Import the [SteamVR Plugin](#) from the Unity Asset Store.
- Drag the [CameraRig] prefab from the SteamVR plugin into the scene.
- Check that Virtual Reality Supported is ticked in the Edit -> Project Settings -> Player menu.
- Ensure that OpenVR is added in the Virtual Reality SDKs list in the Edit -> Project Settings -> Player menu.
- Select the GameObject with the VRTK\_SDKManager script attached to it.
  - Select Steam VR for each of the SDK Choices.
  - Click the Auto Populate Linked Objects button to find the relevant Linked Objects.
- Optionally, browse the Examples scenes for example usage of the scripts.

## Instructions for using the Oculus Utilities Unity3d package

- Download the [Oculus Utilities](#) from the Oculus developer website.
- Import the OculusUtilities.unitypackage into the project.
- Drag the OVRCameraRig prefab from the Oculus package into the scene.
- Check that Virtual Reality Supported is ticked in the Edit -> Project Settings -> Player menu.
- Ensure that Oculus is added in the Virtual Reality SDKs list in the Edit -> Project Settings -> Player menu.
- Select the GameObject with the VRTK\_SDKManager script attached to it.
  - Select Oculus VR for each of the SDK Choices.
  - Click the Auto Populate Linked Objects button to find the relevant Linked Objects.

## What's In The Box

VRTK is a collection of useful scripts and concepts to aid building VR solutions rapidly and easily in Unity3d 5+.

It covers a number of common solutions such as:

- Locomotion within virtual space.
- Interactions like touching, grabbing and using objects
- Interacting with Unity3d UI elements through pointers or touch.

- Body physics within virtual space.
- 2D and 3D controls like buttons, levers, doors, drawers, etc.
- And much more...

## Examples

A collection of example scenes have been created to aid with understanding the different aspects of VRTK.

A list of the examples can be viewed in [EXAMPLES.md](#) which includes an up to date list of examples showcasing the features of VRTK.

The examples have all been built to work with the [SteamVR Plugin](#) by default, but they can be converted over to using the [Oculus Utilities](#) package by following the instructions for using the Oculus Utilities package above.

*If the examples are not working on first load, click the [VRTK] GameObject in the scene hierarchy to ensure the SDK Manager editor script successfully sets up the project and scene.*

## Made With VRTK



Many games and experiences have already been made with VRTK.

Check out the [Made With VRTK Document](#) to see the full list.