

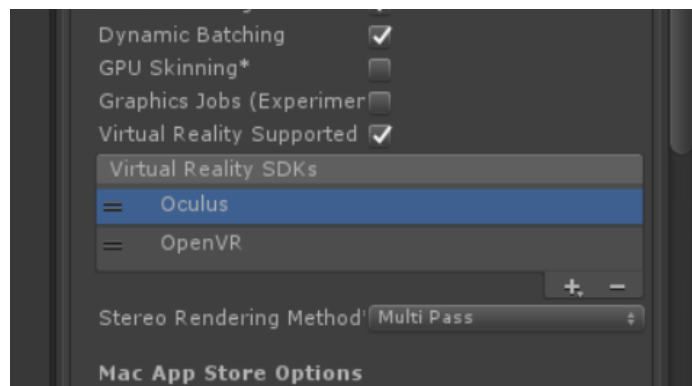
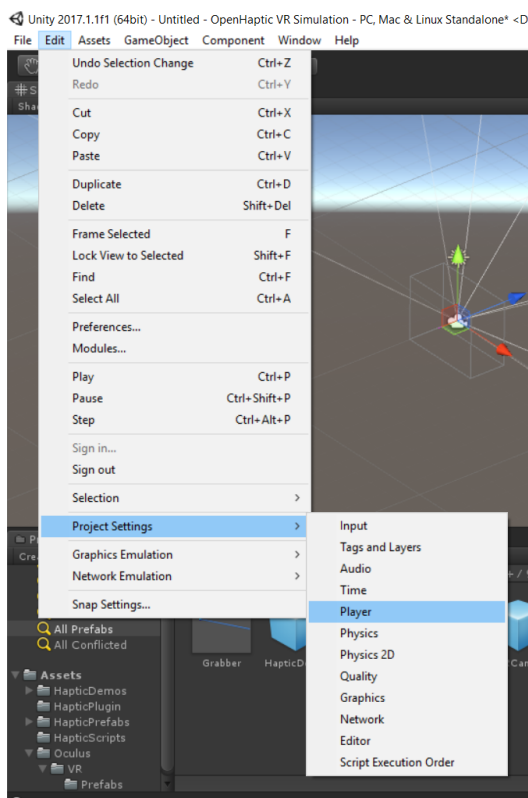
Integrating VR using Haptics Unity Plugin

Unity has very good support for virtual reality, so creating a VR OpenHaptics demo is very easy. At this time, this Beta version supports Oculus Rift.

Below are Steps on how to ad VR support

1) Enable VR

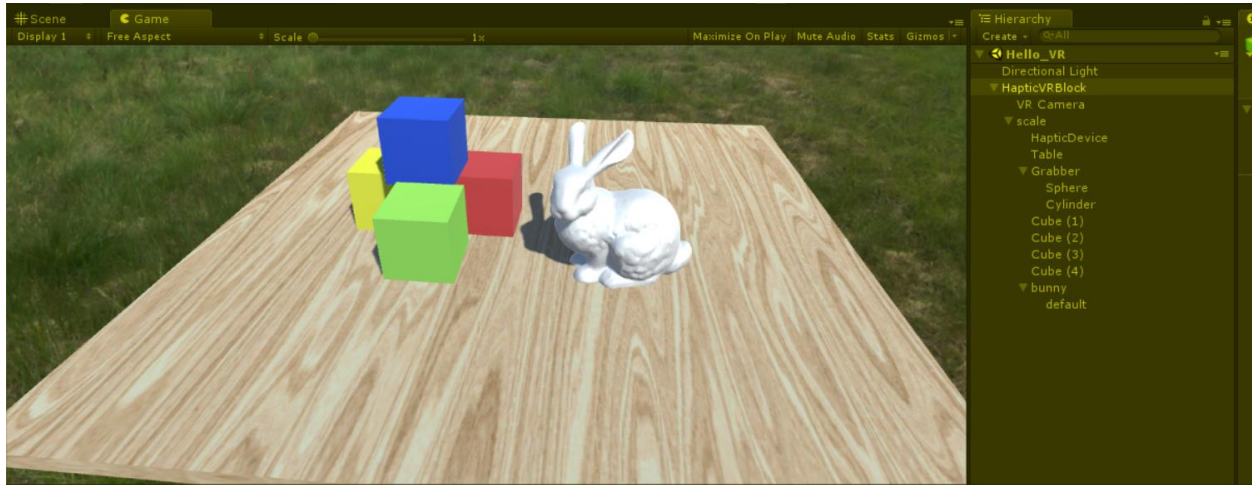
First the project must have VR support enabled. Open the “Player” settings in the inspector by clicking “Edit / Project Settings/ Player”, and then check the box for “Virtual Reality”, and make sure the package for your chosen VR hardware is included in the list of supported packages.



2) Position Camera.

At this point, your application will support VR, and depending on your needs, you could simply import the OpenHaptics package, and continue from there.

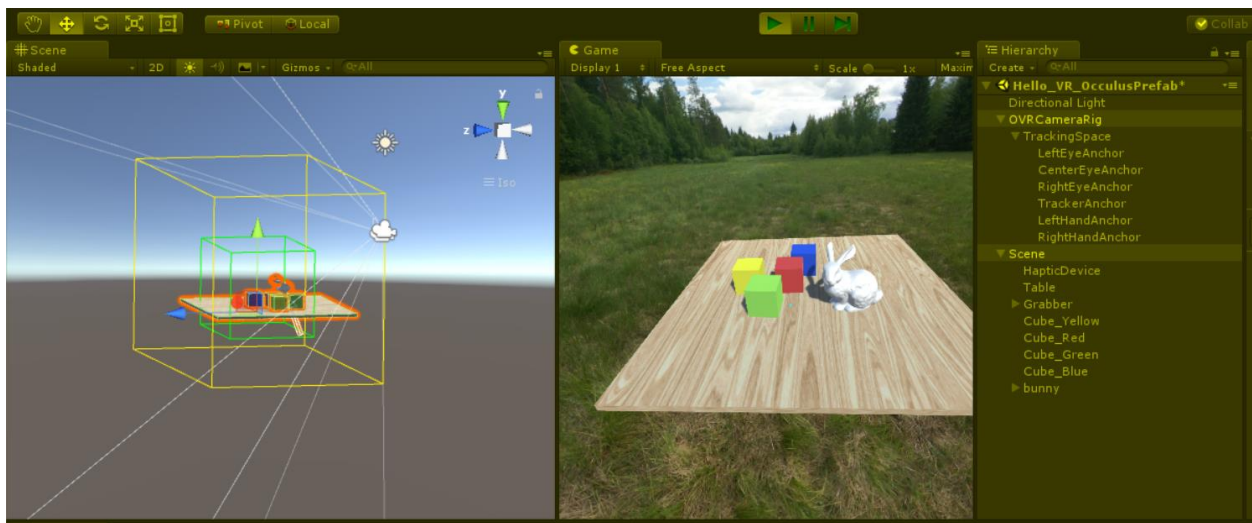
Option A - HapticVRBlock and built-in camera



A tricky aspect of this is positioning the camera and the haptic device relative to each other in a useful way. Included in the OpenHaptics asset is a prefab containing both a camera and a Haptic Device. They are positioned roughly for simulations where the user is sitting at a desk or table in front of the haptic device.

Option B -

There are official unity assets to help you fine tune your VR experience, such as the Oculus Integration asset. These assets include their own, highly adjustable VR camera objects.



In this example, the developer must position the camera object themselves. This will require some trial and error, or some careful calculations, to get the effect perfect.

In either case it should be possible to get a VR and OpenHaptics prototype up and running in minutes.