

Welcome to Week 7: Unity Concepts - Building to Devices!

This week we are going to learn about building our C360 Unity project to multiple platforms.

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Part 1 - Build Introduction

1.1 - Build Types and Usages

- Talk about WebGL usage, benefits, drawbacks, and examples
 - Talk about Oculus Quest 2 usage, benefits, drawbacks, and example
 - Talk about Android usage, benefits, drawbacks, and example
 - Compare the three build types
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2 - WebGL Building

2.1 - Building WebGL version of C360 Unity Project

- Open the Building settings for the Unity project
- Select the scenes to add the build
- Select WebGL in the platform section
- Modify the WebGL custom settings
- Press build
- Save the build to a location
- Make modifications to the internet browser that is used for testing the build

2.2 - Exercise

1. Add desired scenes to the build
 2. Make a WebGL build of the C360 Unity Project
 3. Customize web browser for testing
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3 - Oculus Quest 2 Building

3.1 - Building C360 Unity Project to Oculus Quest 2

- Refer to this document: [Copy of Oculus Quest 2 Unity Build Setup](#)



[Setup Your Oculus: Quest, Quest 2, Link, Rift S & Rift |](#)

Oculus

- Confirm/Add Android Module to Unity project
- Modify Build Settings
- Import Oculus Implementation
- Change Minimum API level to Android 6.0 Marshmallow
- Add Oculus XR Plugin Unity package in the Package Manager
- Add/Change Player settings:
 - Change Company Name
 - Add Product Name
 - Check Oculus under the XR Plug-in Management section
- In scene, switch out existing camera for OVRCameraRig
- Transfer project to Oculus Quest 2

3.2 - Exercise

1. Build Unity project to Oculus Quest 2
 2. Transfer Unity project to Oculus Quest 2
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3 - Android Build

3.1 - Android Building

- Follow the steps from WebGL Building except select Android instead of WebGL

3.2 - Exercise

1. Build Unity project to Android
2. Transfer Unity project to Android Device