VR Interaction

Week 3 - Day 1

with Connor Settle
Time to Get Interactive!
Colliders

- Every 3D object starts with one
- Define the space that the object "takes up"
- Used to make sure objects don't enter each other
- Can also be used as "triggers"
Triggers

- Colliders that don't "take up space" anymore
- Instead, they fire events when other colliders interact with them
- Unity's physics controller
- Used to apply gravity, momentum, realistic physics to objects
- For triggers to work, one of the objects must have a rigidbody
OVR Camera Rig

- This is where Oculus comes in
- Includes head, left hand, right hand, and lots of other bits
- This is what allows you to look around in VR and support controller tracking

Oculus -> VR -> Prefabs -> OVRCameraRig
Destroy Some Cubes!

Requirements:
- add a floor below the player
- lightsaber must destroy cubes on contact
- lightsaber must NOT destroy the floor

Tools:
- Trigger colliders
- Rigidbodies
- OnTriggerEnter()
- Destroy()