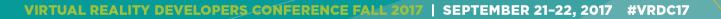
KRDC FALL 2017

VRTK and how to make developing for VR easier

Harvey Ball (aka The Stonefox) Founder of VRTK

@the_stonefox @vr_toolkit





everyone is a **creator**







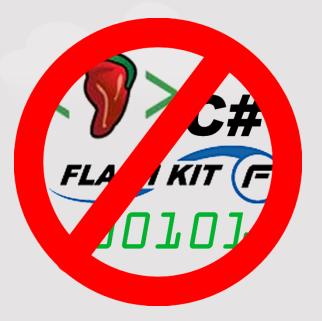
everyone has ideas in their head











no to coding barriers!







vrtk aims to make building stuff for vr accessible to anyone who is interested







not just a toolkit

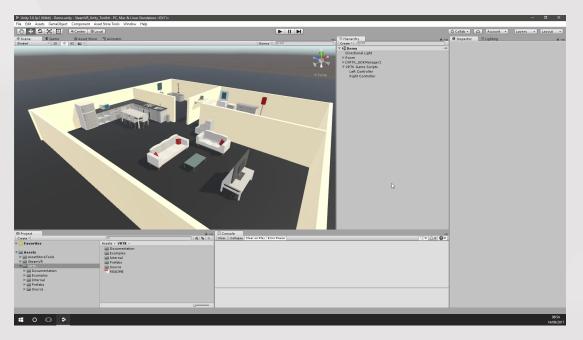
- community driven development
- solving and evolving
- a collection of unity 3d solutions







using vrtk is easy









what else can vrtk do?

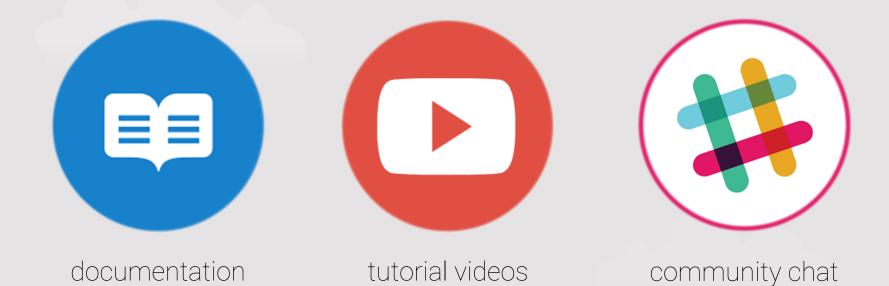








learning the ropes







LOPERS CONFERENCE FALL 2017 | SEPTEMBER 21-22, 2017 #VRDC17

full api documentation

VRTK Docum	entation Support Videos Tracker Search Q				
DVERVIEW Welcome to VRTK Getting Started Examples	Frequently Asked Questions				
Examples Frequently Asked Questions Made With VRTK PREFABS	For questions that are not answered here, be sure to check out the V any bugs or feature requests. Alternatively, if you have any general setup issues or other questions official Stack channel at http://imite.vtk.io to join a vibrant and hep				
Summary VR Simulator	TROUBLESHOOTING				
Farmes Per Second Viewer Dobject Tooltip Controller Rijdloddy Activator Snap Drop Zone Radial Menu Controller Radial Menu Controller Andependent Radial Menu Control Destination Print Pointer Direction Indicator Rosole Viewer	How can I get my environment information? To give more info when you reade help makes use to use the 'use without to copy and paste your without the 'use and 'use of the 'use of the second s				
Panel Menu Controller Protectionage an panen an panen	DUILESHOOTING DUILES				

VRTK_DashTeleport VRTK_TeleportDisableOnHeadse. VRTK_TeleportDisableOnControll. VRTK_ObjectControl VRTK_TouchpadControl VRTK_ButtonControl VRTK_MoveInPlace VRTK_PlayerClimb VRTK_RoomExtender Summary VRTK_BaseObjectControlAction VRTK_SlideObjectControlAction VRTK RotateObjectControlAction VRTK_SnapRotateObjectControl. VRTK_WarpObjectControlAction Summary VRTK_ControllerEvents VRTK_ControllerHighlighter VRTK_ControllerHaptics VRTK_InteractCont

VRTK_BasicTeleport

VRTK_HeightAdjustTeleport

EVENT PAYLOAD float distance - The distance between the origin Transform target - The Transform of the collider

 RaycastHit raycastHit - The optional RaycastHit Vector3 destinationPosition - The world position Quaternion? destinationRotation - The world rots bool forceDestinationPosition - If true then the g altered by anything consuming the payload. bool enableTeleport - Whether the destination set

 VRTK_ControllerReference controllerReference controlling the destination marker. CLASS METHODS

```
InitDestinationSetListener/2
sublic virtual void InitDestinationSetListener(0

  Parameters

  GameObject markerNaker - The game object
```

events, such as a controller. bool register - Determines whether to register Beturns none

The InitDestinationSetListener method is used to register given game object that is used to generate destination maregistered game object will initiate the teleport to the give

WRTK Documentation Support Videos Tracker Object Tooltip Welcome to VRTK

OVERVIEW

Examples Frequently Asked Questions

Getting Started

Summary

VR Simulator

Object Tooltip

Controller Tooltips

Snap Drop Zone

Destination Point

Console Viewer

Panel Menu Contro

Radial Menu Controller

Pointer Direction Indicator

Independent Radial Menu Contro...

Radial Menu

Frames Per Second Viewer

Controller Rigidbody Activator

This adds a UI element into the World Space that can be used to provide additional information about an Made With VRTK object by providing a piece of text with a line drawn to a destination point.

> There are a number of parameters that can be set on the Prefab which are provided by the VRTK ObjectTooltip script which is applied to the prefab.

INSPECTOR PARAMETERS

- Display Text: The text that is displayed on the tooltip. · Font Size: The size of the text that is displayed.
- Container Size: The size of the tooltip container where x = width and y = height Draw Line From: An optional transform of where to start drawing the line from. If one is not provided the centre of the tooltip is used for the initial line position. Draw Line To: A transform of another object in the scene that a line will be drawn from the tooltip to, this helps denote what the tooltp is in relation to. If no transform is provided and the toolbp is
- a child of another object, then the parent object's transform will be used as this destination

 Line Width: The width of the line drawn between the tooltip and the destination transform. Font Color: The colour to use for the text on the tooltip. Container Color: The colour to use for the background container of the toolip.

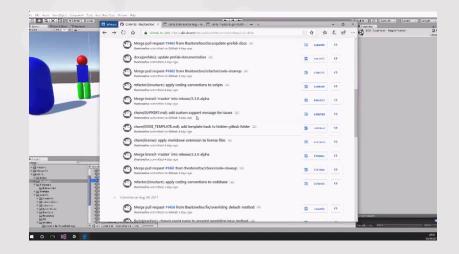
Line Color. The colour to use for the line drawn between the t

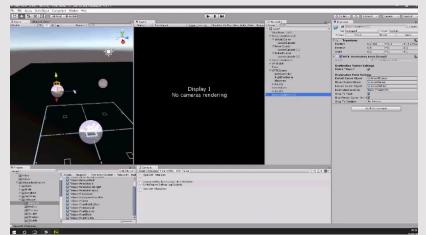
docs.vrtk.io





videos and live streams

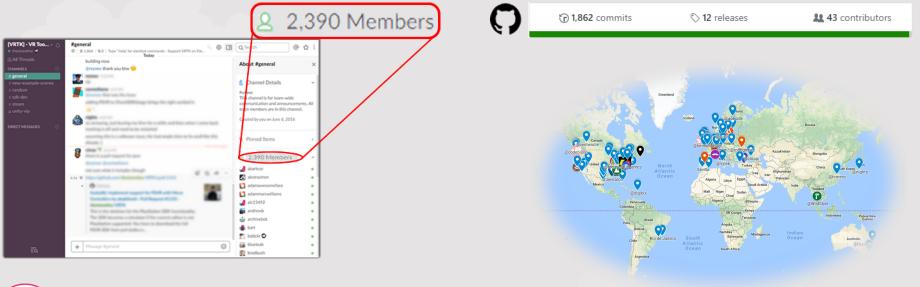








community is the heart of vrtk



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VRDC



who is using vrtk?

over 60,000 downloads

more than 50 commercial games

selling over 170,000 copies making approx. \$2,000,000





making vr accessible to all





future artists vr lab

Manchester, UK











made with vrtk





download vrtk from...





stable releases



A productive VR Toolkit for rapidly building VR solutions in Unity3d http://wrtkii

1,518 commits	¥ 4 branches	🛇 10 releases	10 contributors			ф MIT	
Branch: master - New pull request			Create new file	Upload files	Find file	Clone or download	
C thestonefox committed on GitHub ch	ore(MADEWITHVRTK.md)	add new game to list 📖		Late	est commit a	496678 35 minutes ag	
Assets	Merge pull request	#1266 from thestonefox/fea	t/body-physics-co	llision		2 days ag	
ProjectSettings	feat(SDKManager): runtime SDK switching using SDK Setups					a month ag	
editorconfig	chore(Configs): add	chore(Configs): add utf-8-bom to .editorconfig					
🗊 .gitignore	feat(ControllerRefer	feat(ControllerReference): add new way of referencing controllers					
CHANGELOG.md	chore(Version): burr	chore(Version): bump to version 3.1.0					
CODE_OF_CONDUCT.md	docs(Templates): ad	docs(Templates): add new template for code of conduct and issues					
CONTRIBUTING.md	chore(Structure): en	sure MonoBehaviour magic	methods are overr	idable		5 months ag	
DOCUMENTATION.md	Merge pull request	#1266 from thestonefox/fea	t/body-physics-co	llision		2 days ag	
EXAMPLES.md	feat(SDKManager):	runtime SDK switching using	SDK Setups			a month ag	
FAQ.md	docs(FAQ.md): add	more answers to common q	uestions			27 days ag	
GETTING_STARTED.md	fix(GETTING_START	ED.md): update oculus utilitie	s download link			9 days ag	
ISSUE_TEMPLATE.md	chore(ISSUE_TEMPL	ATE.md): update template to	have mandatory	notice		3 months ag	
LICENSE	chore(LICENSE): up	date author name in copyrigl	nt			10 months ag	
MADEWITHVRTK.md	chore(MADEWITHV	RTK.md): add new game to li	st			35 minutes ag	
README.md	feat(SDKManager):	runtime SDK switching using	SDK Setups			a month ag	
SteamVR_Unity_Toolkit.sln.DotSettin	chore(Configs): add	editor configs for VS and Re	Sharper			a year ag	
THANK_YOU_CREDITS.md	chore(THANK_YOU	CREDITS.md): update patrec	n credits for curre	nt cycle		7 days ag	
THIRD PARTY NOTICES	feat(AdantiveQualit	y): add Adaptive Quality				9 months ac	

stable and cutting edge releases open source, free under MIT license



VRDC



thank you

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vrtk twitter: @vr_toolkit



