





A wide-angle landscape photograph showing a river valley. In the background, a large dam spans across the valley. The foreground and middle ground are dominated by rugged, rocky hills and mountains with sparse green vegetation. The sky is filled with soft, white clouds. The word "Anywhere" is overlaid in the center of the image in a bold, white, sans-serif font.

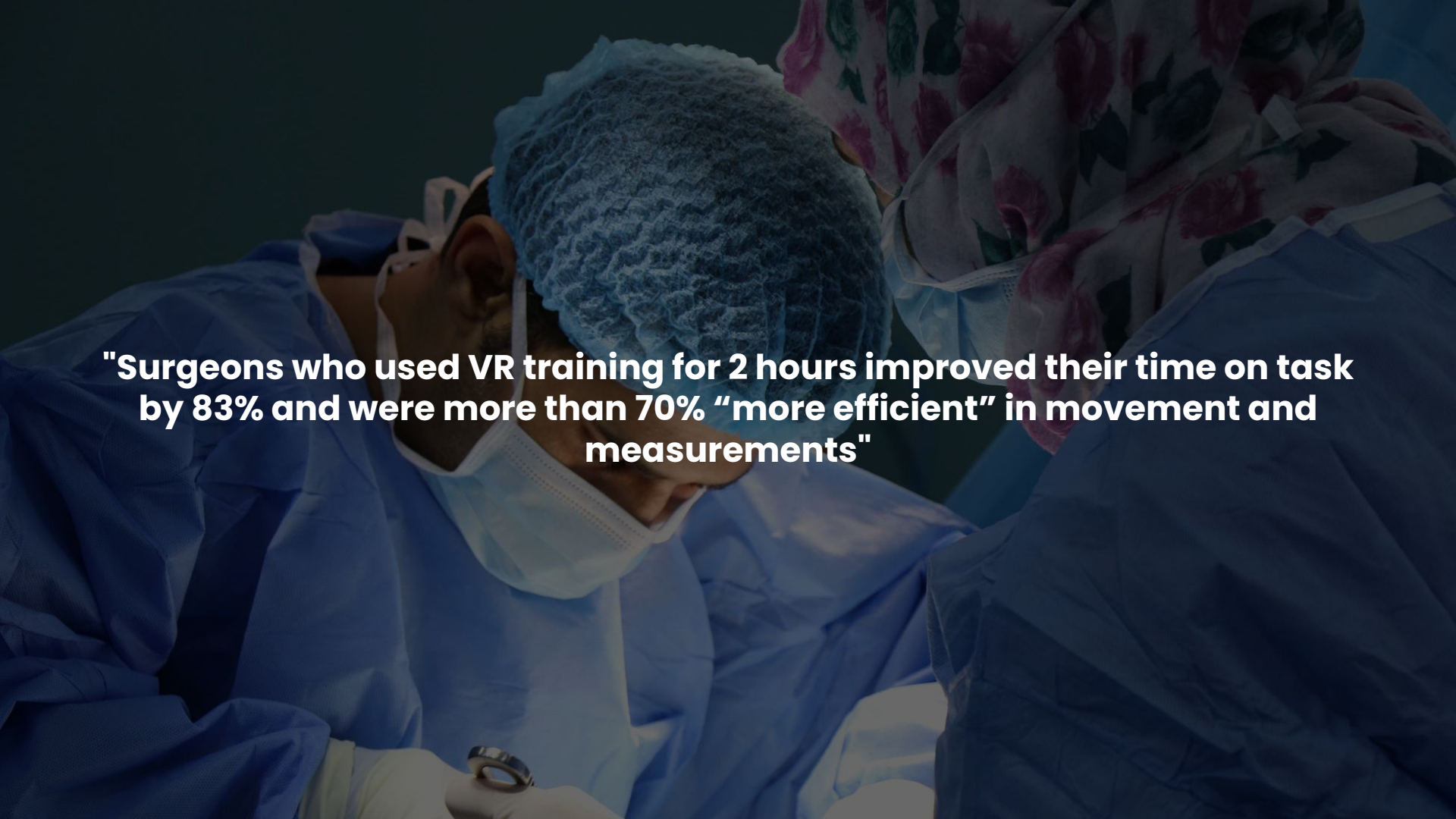
Anywhere

Virtual Reality









"Surgeons who used VR training for 2 hours improved their time on task by 83% and were more than 70% "more efficient" in movement and measurements"



90% Experience



90% Experience

30% Auditive





90% Experience

30% Auditive

20% Visual



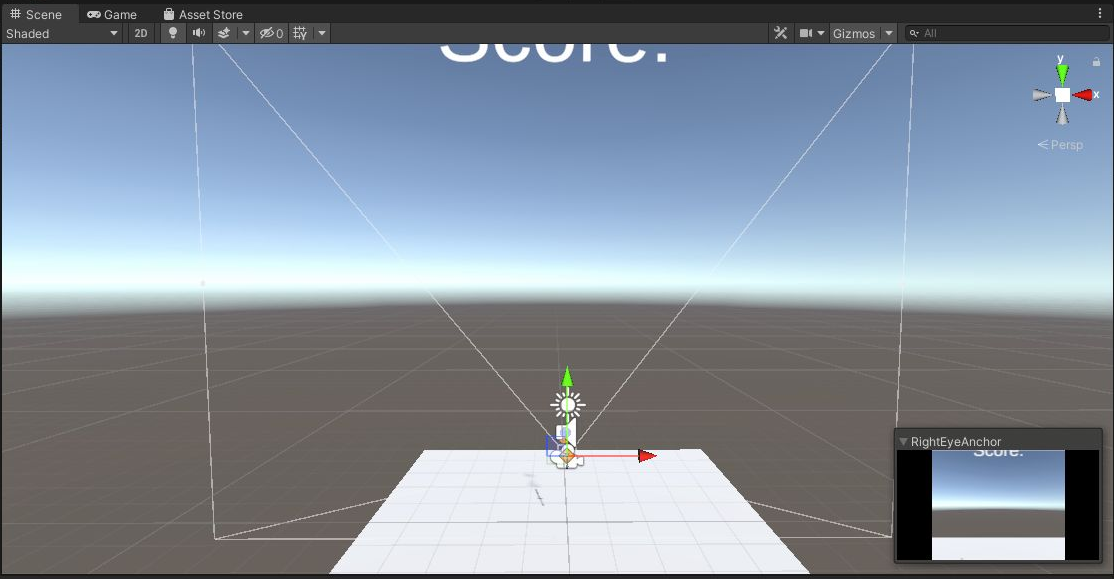
3x Better Retention





Hierarchy

- GameScene
 - Directional Light
 - Ground
 - OVRCameraRig
 - TrackingSpace
 - LeftEyeAnchor
 - CenterEyeAnchor
 - RightEyeAnchor
 - TrackerAnchor
 - LeftHandAnchor
 - RightHandAnchor
 - Underground
 - Spawner
 - Canvas
 - EventSystem
 - Vibration Manager



Inspector

RightEyeAnchor

Tag Untagged Layer Default

Transform

Position	X 0	Y 0	Z 0
Rotation	X 0	Y 0	Z 0
Scale	X 1	Y 1	Z 1

Camera

Render Type Base

Projection

Projection Perspective

FOV Axis Vertical

Field of View 60

Physical Camera

Clipping Planes

Near 0.3

Far 1000

Rendering

Renderer Default Renderer (ForwardRenderer)

Post Processing

Anti-aliasing None

Stop NaN

Dithering

Render Shadows

Priority 0

Opaque Texture Use Pipeline Settings

Depth Texture Use Pipeline Settings

Culling Mask Everything

Occlusion Culling

Environment

Background Type Skybox

Volume Mask Default

Volume Trigger None (Transform)

Output

Output Texture None (Render Texture)

HDR Off

MSAA Use Pipeline Settings

Viewport Rect

X 0 Y 0

W 1 H 1

Allow Dynamic Resolution

Target Display Display 1

Target Eye Both

Stack

Project Console

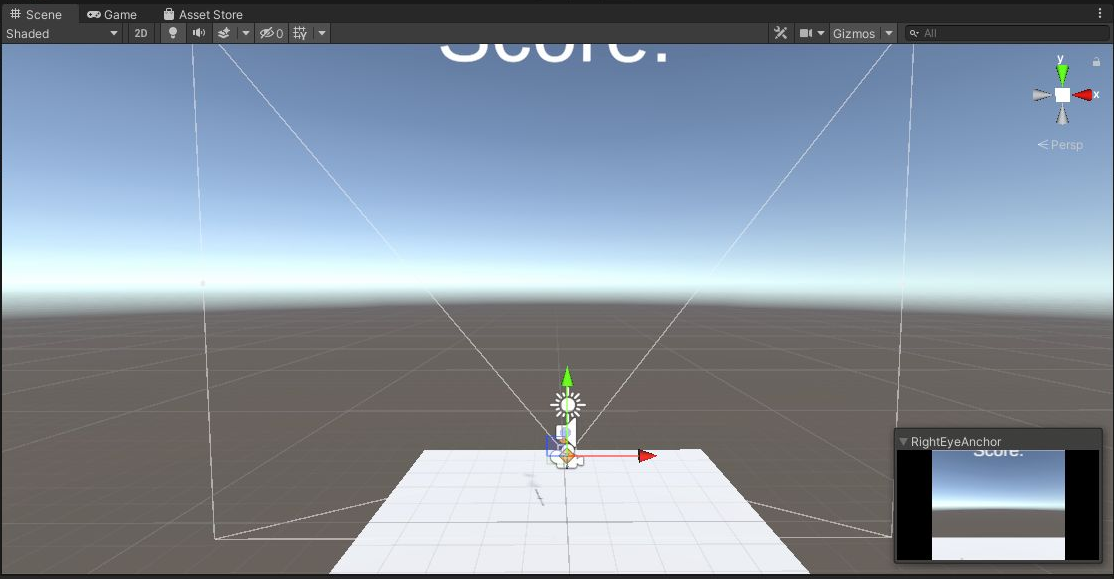
Assets

- ExampleAs...
- Materials
- Models
- Oculus
- Prefabs
- Presets
- Resources
- Scenes
- Scripts
- Settings
- Sounds
- TextMesh ...
- TutorialInfo
- XR

ScoreMan... Sword VibrationM...

Hierarchy

- GameScene
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Inspector

RightEyeAnchor (Static)

Tag Untagged Layer Default

Transform

Position	X 0	Y 0	Z 0
Rotation	X 0	Y 0	Z 0
Scale	X 1	Y 1	Z 1

Camera

Render Type Base

Projection

Projection Perspective
 FOV Axis Vertical
 Field of View 60
 Physical Camera

Clipping Planes
 Near 0.3
 Far 1000

Rendering

Renderer Default Renderer (ForwardRenderer)
 Anti-aliasing None
 Stop NaN
 Dithering
 Render Shadows
 Priority 0
 Opaque Texture Use Pipeline Settings
 Depth Texture Use Pipeline Settings
 Culling Mask Everything
 Occlusion Culling

Environment

Background Type Skybox
 Volume Mask Default
 Volume Trigger None (Transform)

Output

Output Texture None (Render Texture)
 HDR Off
 MSAA Use Pipeline Settings
 Viewport Rect X 0 Y 0 W 1 H 1
 Allow Dynamic Resolution
 Target Display Display 1
 Target Eye Both

Stack

Project Console

Favorites

- All Materials
- All Models
- Chunks
- All Prefabs

Assets

- ExampleAssets
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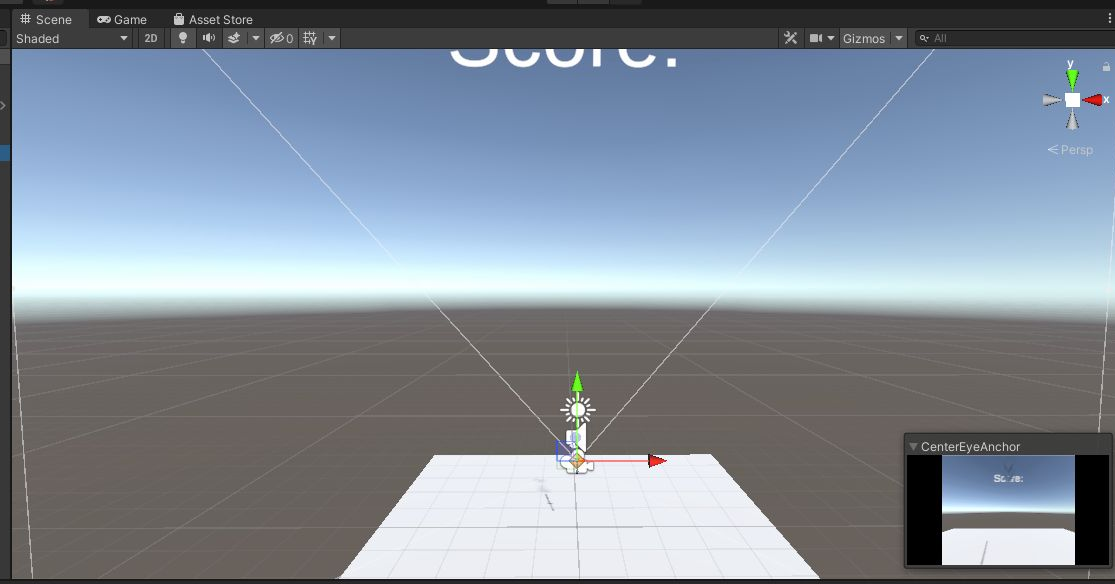
Assets

ExampleAs... Materials Models Oculus Prefabs Presets Resources Scenes Scripts Settings Sounds TextMesh... TutorialInfo XR

ScoreMan... Sword VibrationM...

Hierarchy

- GameScene
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Inspector

CenterEyeAnchor

Tag: MainCamera Layer: Default

Transform

Position	X 0	Y 0	Z 0
Rotation	X 0	Y 0	Z 0
Scale	X 1	Y 1	Z 1

Audio Listener

Camera

Render Type: Base

Projection: Perspective

FOV Axis: Vertical

Field of View: 90

Clipping Planes: Near 0.1, Far 1000

Rendering

Renderer: Default Renderer (ForwardRenderer)

Post Processing:

Anti-aliasing: None

Stop NaN:

Dithering:

Render Shadows:

Priority: 0

Opaque Texture: Use Pipeline Settings

Depth Texture: Use Pipeline Settings

Culling Mask: Everything

Occlusion Culling:

Environment

Background Type: Skybox

Volume Mask: Default

Volume Trigger: None (Transform)

Output

Output Texture: None (Render Texture)

HDR: Off

MSAA: Use Pipeline Settings

Viewport Rect: X 0, Y 0, W 1, H 1

Allow Dynamic Resolution:

Target Display: Display 1

Target Eye: Both

Project Console

Favorites

- All Materials
- All Models
- Chunks
- All Prefabs

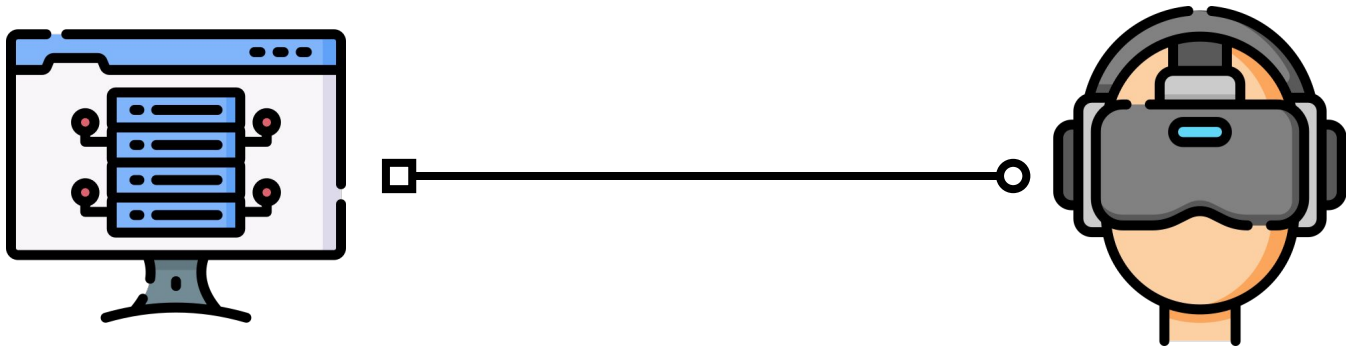
Assets

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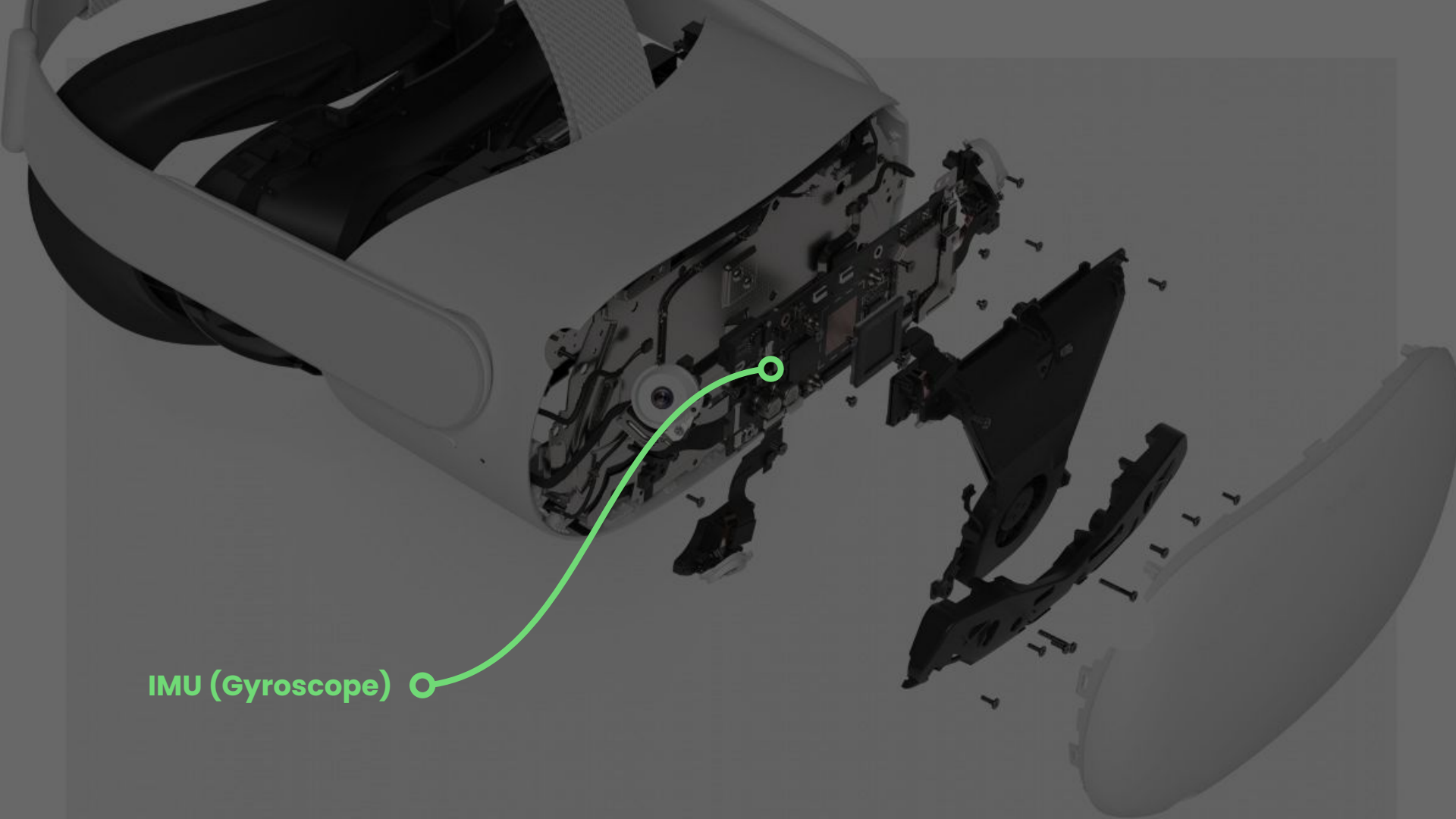
Assets

ExampleAssets Materials Models Oculus Prefabs Presets Resources Scenes Scripts Settings Sounds TextMesh Pro TutorialInfo XR

ScoreMan... Sword VibrationM...



IMU (Gyroscope)







1/1



Oculus Integration

Oculus

★★★★☆ 3 | 479 Reviews

FREE

Add to My Assets



License agreement [Standard Unity Asset Store EULA](#)

License type [Extension Asset](#)

File size 377.4 MB

Latest version 28.0

Latest release date Apr 28, 2021

Supported Unity versions 2018.4.3 or higher

Support [Visit site](#)



Hierarchy

Scene Game Asset Store Inspector Project

Inspector Project

- GameScene
 - Directional Light
 - Pine_Tree_01
 - Grass_05
 - Grass_04
 - Grass_06
 - Cliff_05
 - Cliff_04 (1)
 - Cliff_02 (1)
 - Cliff_02
 - Cliff_04
 - Ground
 - OVRCameraRig
 - Underground
 - Spawner
 - Canvas
 - EventSystem
 - Vibration Manager
 - CliffCorner
 - CliffCorner (1)
 - Pine_Tree_01 (1)
 - Pine_Tree_01 (2)



- Favorites
 - All Materials
 - All Models
 - Chunks
 - All Prefabs
- Assets
 - ExampleAssets
 - LowPolyNaturePack
 - Materials
 - Models
 - Oculus
 - Prefabs
 - Presets
 - Resources
 - Scenes
 - Scripts
 - Settings
 - Sounds
 - TextMesh Pro
 - TutorialInfo
 - XR
 - Packages

- Assets
 - ExampleAs...
 - LowPolyNa...
 - Materials
 - Models
 - Oculus
 - Prefabs
 - Presets
 - Resources
 - Scenes
 - Scripts
 - Settings
 - Sounds
 - TextMesh ...
 - TutorialInfo

Console


Clear Collapse ErrorPause Editor

[09:13:45] OVRGradeGeneration triggered.
UnityEngine.Debug:Log (object)

[09:13:46] QuestFamily = True: Quest = True, Quest2 = True

Build completed with a result of 'Succeeded' in 393 seconds (393456 ms)





NEXTMIND



