ASSIGNMENT 1
Virtual Reality Application with Google Cardboard

OVERVIEW

This project is a part of the course assessment series that aims to discover on how to create Virtual Reality (VR) some quick apply concepts on VR immersive and presence. The Google VR SDKs let you build experiences for Cardboard (Android and iOS). The SDKs simplify common VR development tasks so you can focus on building your new immersive experience. You are required to build apps that display 3D scenes with binocular rendering, render spatial audio, and track and react to head movements. The SDKs easily adapts with UNITY3D and UNREAL game engine to build your own VR experience from scratch. The hardware requirements for building Google Cardboard apps are simple and affordable: a viewer and a smartphone with Android or IOS. You don't need a separate controller; users can interact with apps through the trigger input on the viewer.

INSTRUCTIONS TO STUDENTS:

1. This project MUST be done in a pairing, a group of two and completed before the deadline.
2. Your group of two needs to develop ONE (1) VR scene. You need a 3D scene where user can walk through and imitate the VR environment.
3. You are required to present your project DEMO (video format) and prepare ONE (1) page description about your proposed VR project.
4. The Google VR SDK for Unity provides additional features, utilities and samples. The native integration requires Unity 5.6 or later.
5. What is Google Cardboard? - Get it, fold it and look inside to enter the world of Cardboard.
6. What is Cardboard SDK? - Get the SDKs to start building immersive experiences of your own.
7. Don't have A VR Cardboard? - You can still use your mouse to move around the images, but it's not the full VR experience.
8. To learn more :
   a. Experience the VR cardboard before get started : https://riftcat.com/vridge
   b. Use Get Started guide : https://vr.google.com/
   c. Download the Google VR SDK for Unity: https://developers.google.com/vr/unity/download
   d. Get the Cardboard layout : https://vr.google.com/cardboard/get-cardboard/index.html
SUBMISSION PROCEDURE:

The DEADLINE for demo-reel and ONE (1) page report through ONE (1) time submission to ajunewanis@ymail.com email before 10.00 PM on Sunday, 8 October 2017 and the final presentation for DEMO session shall be held 9.00 AM on Monday, 9 October 2017.

In any reasons the group failed to deliver the DEMO and any of each member in a group failed to demonstrate verbally and/or technically on their deliverable, the mark WILL BE ENDED WITH A ZERO MARK FOR BOTH PARTY. Report handed in after the DEMO will be REJECTED, missing your demo slot, the submission after the DEADLINE and/or any of possible conditions will be considering ended with NO SUBMISSION.

GUIDELINES:

Have a Google Cardboard? Here's a quick guide how to set it up:

   STEP 1. ACTIVATE VR VIEW - YOUR PROJECT
   Landscape mode activates the experience.

   STEP 2. ROTATE PHONE 90 DEGREES
   Landscape mode activates the experience.

   STEP 3. CONFIGURE PHONE
   Tap on the screen. If the button is not visible, tap on the screen.

   STEP 4. SET-UP FOR VR CARDBOARD
   Setup your VR. Cardboards assemble instructions as in STEP 5.

   STEP 5. ASSEMBLE CARDBOARD AND INSERT PHONE INTO VIEWER
   Follow these steps from A to C and you'll be ready to go.