

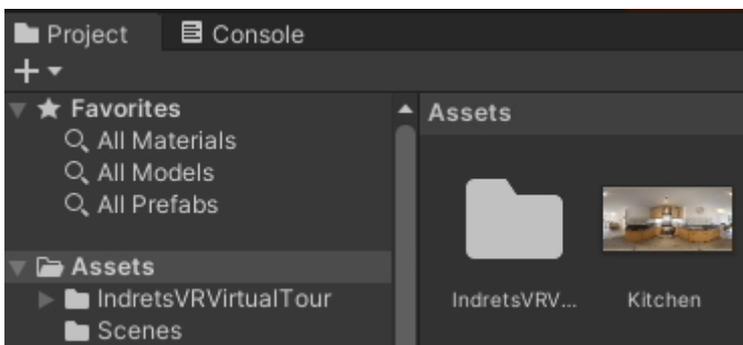
# Beginner Tutorial

Creating a Virtual Tour with **IndretsVR Virtual Tour** package for *Unity* couldn't be easier following these steps:

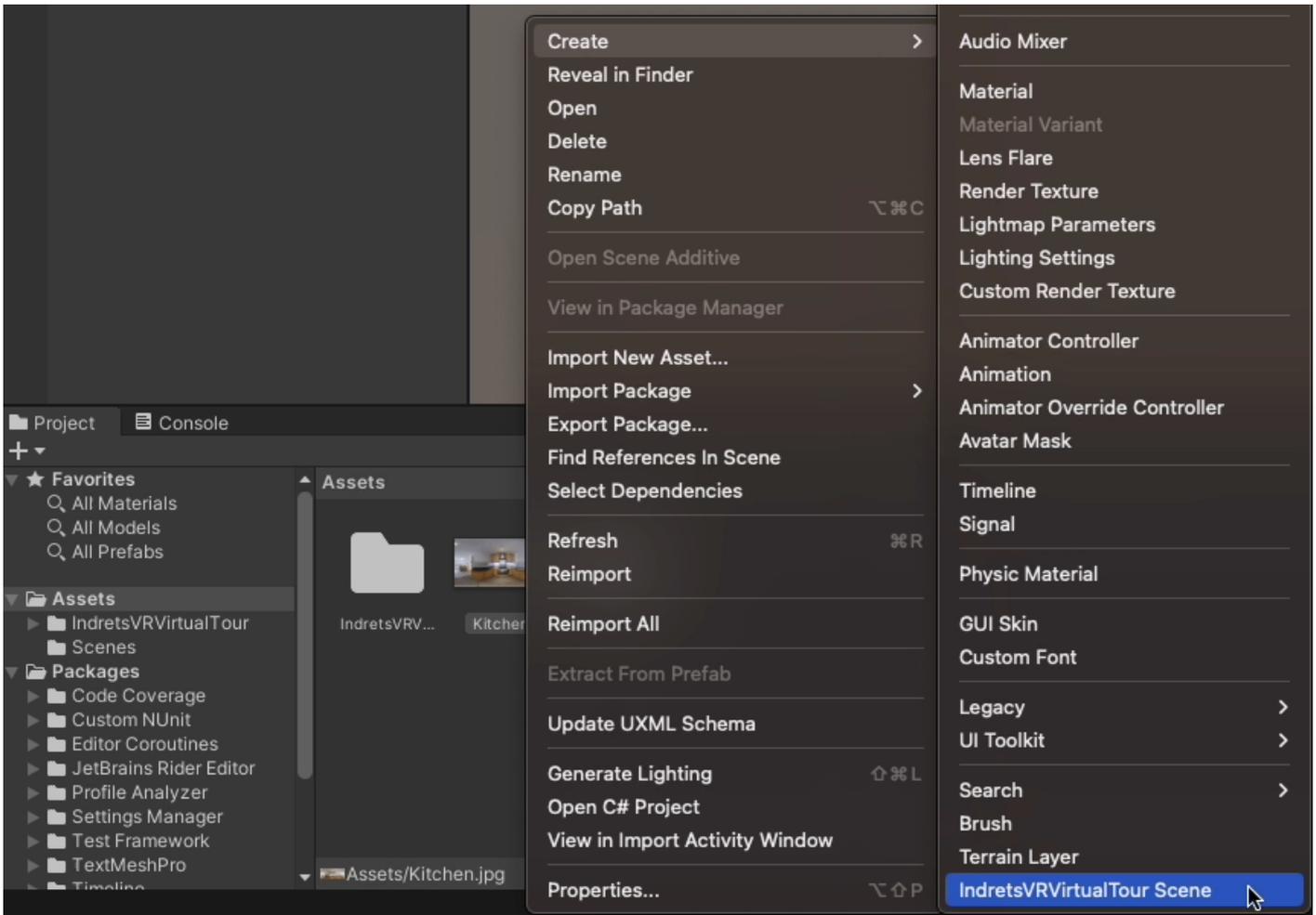
*Quick Note:* If you don't have any 360° images right now to follow the tutorial you could obtain some for free at [Pixexid](#)

Here we go:

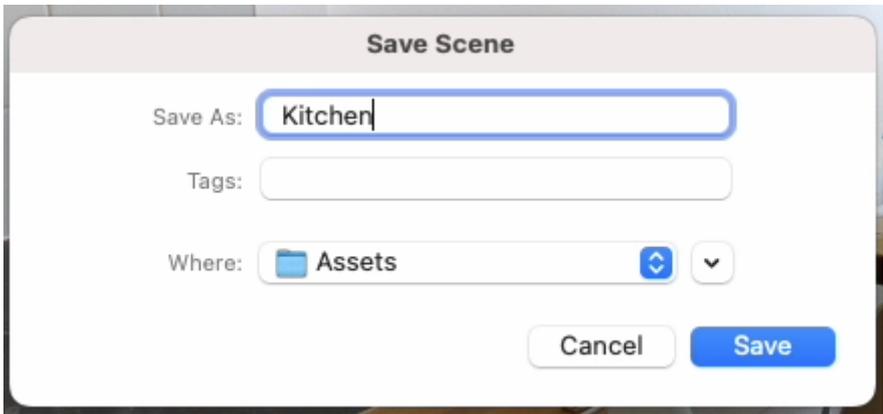
1. Import a 360° image inside your *Assets* folder (or an *Images* folder inside *Assets*, etc... your folder structure is up to you)



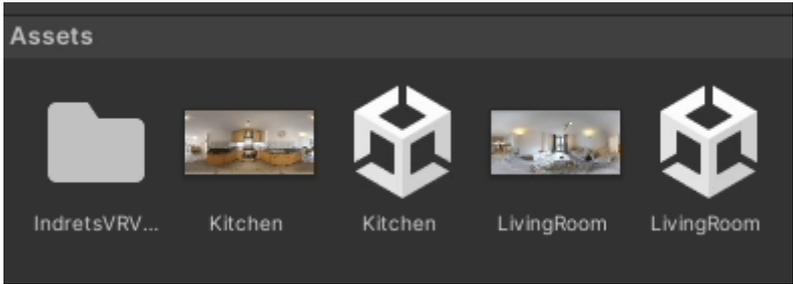
2. Click on the image with the right mouse button and select *Create -> IndretsVRVirtualTour Scene*



3. *Et voilà!* The first stage of your Virtual Tour. That was easy, wasn't it? Now save the *Scene* with a relevant name, *Kitchen* in my case. Choose the folder that better suits you.



4. Now we are going to repeat the steps 1-3 with a second 360° image. *LivingRoom.jpg* in my case.



5. This is getting interesting. Now we are ready for a very simple, but yet powerful, Virtual Tour.

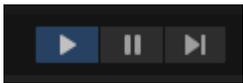
6. Open the *Kitchen* scene. As you see we have 3 objects: *Person*, *Hotspot* and *MainManager*. We'll learn more about them in the [Intermediate Tutorial](#) and the [Advanced Tutorial](#).



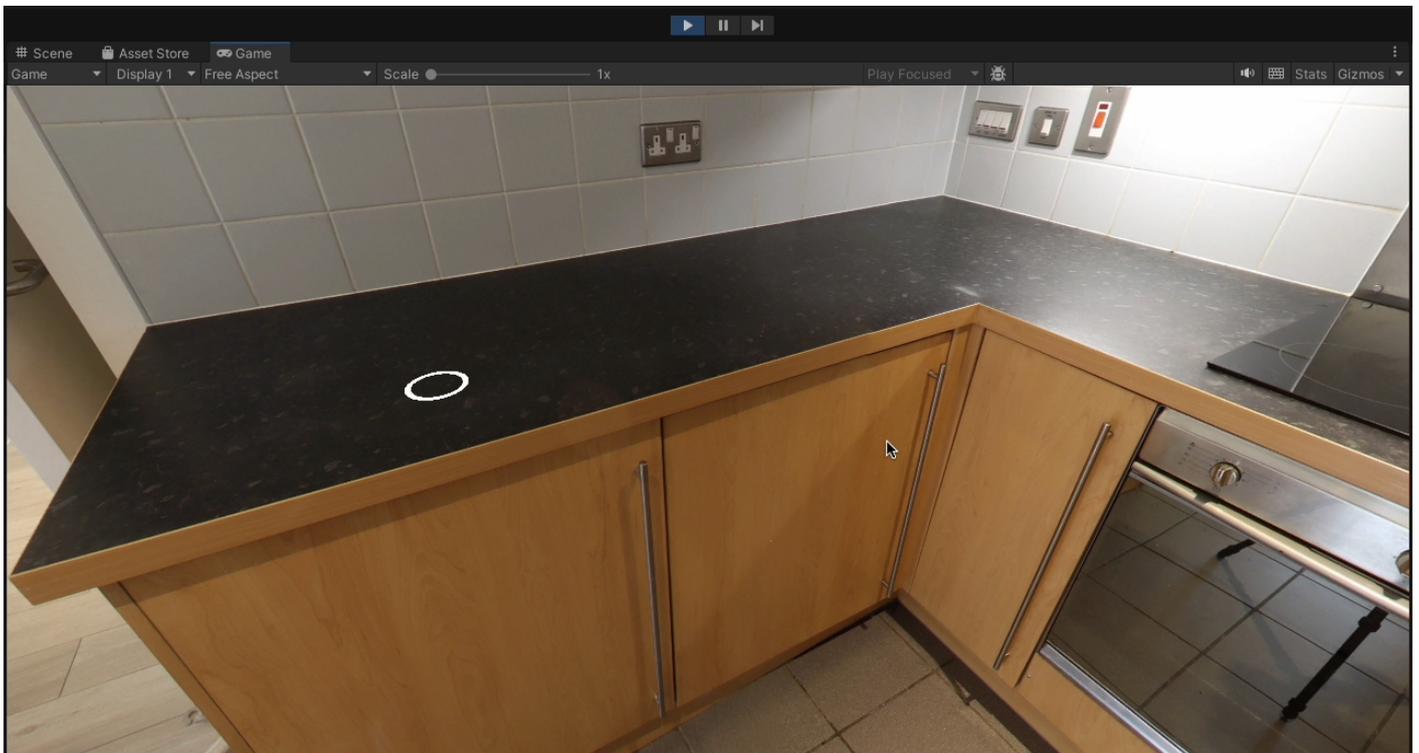
7. For now we are going to rename the *Hotspot* object to something more relevant, in my case *LivingRoom*, because this is where we want to move when we click over the hotspot with the mouse left button.



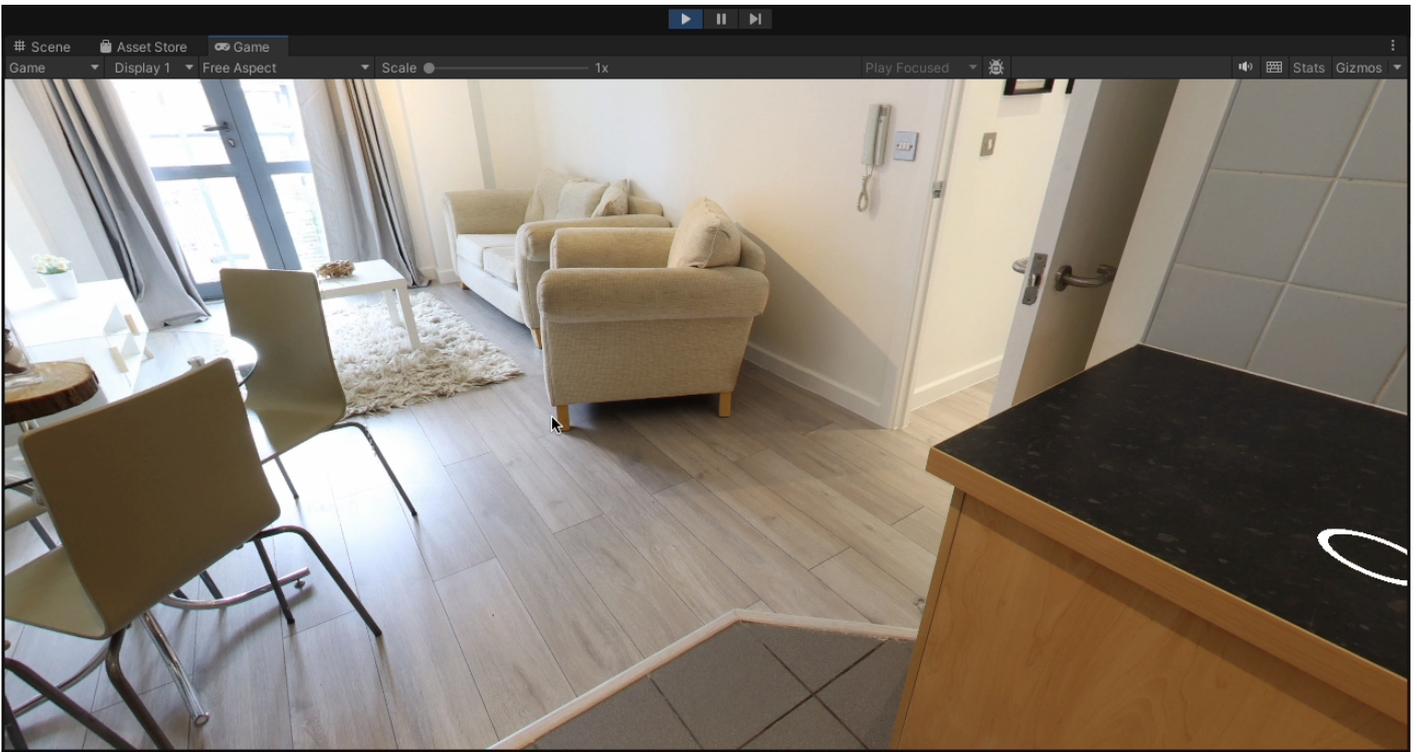
8. We need to position the hotspot in an appropriate place. To do that, please enter *Play Mode* by clicking on the *Play* button.



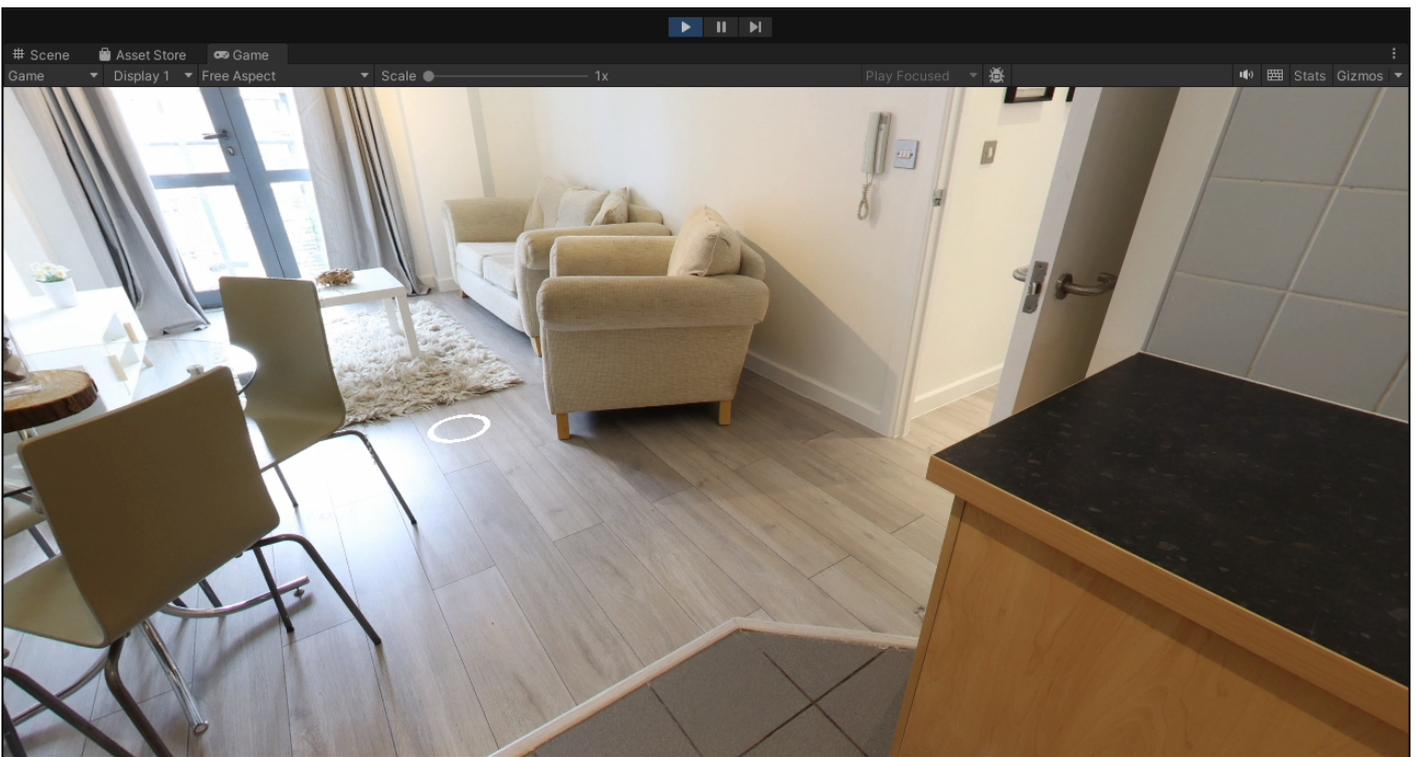
9. If you click with the left mouse button anywhere on the scene and, without releasing it, move in any direction, you will find that you can rotate and visualise the entire room.



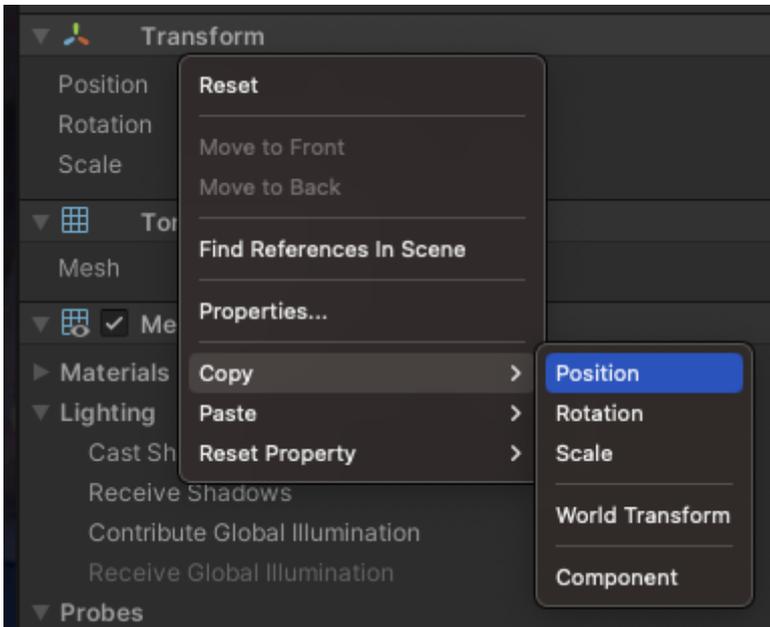
10. The Hotspot is in its *default* place. Rotate in order to find the most appropriate position.



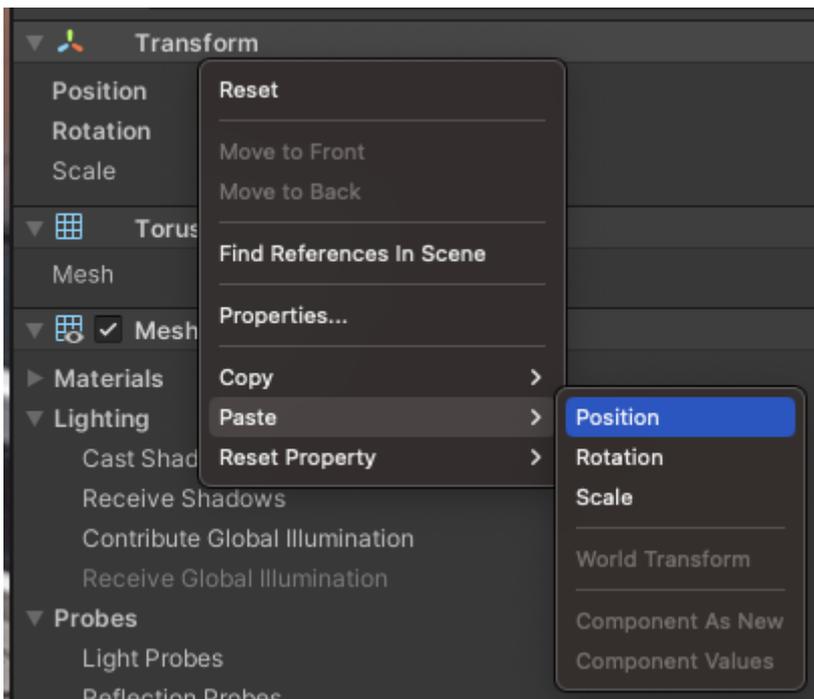
11. *Drag&drop* the hotspot using your right mouse button. By the way, this will not work in your built Virtual Tour app, for obvious reasons :)



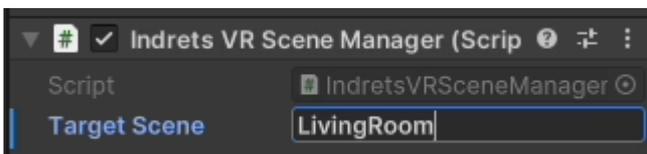
12. Now we need to keep these Hotspot coordinates when we leave *Play Mode*. With the hotspot ( *LivingRoom* object) selected on your object hierarchy, go to the *Inspector* and right click over *Transform -> Copy -> Position*



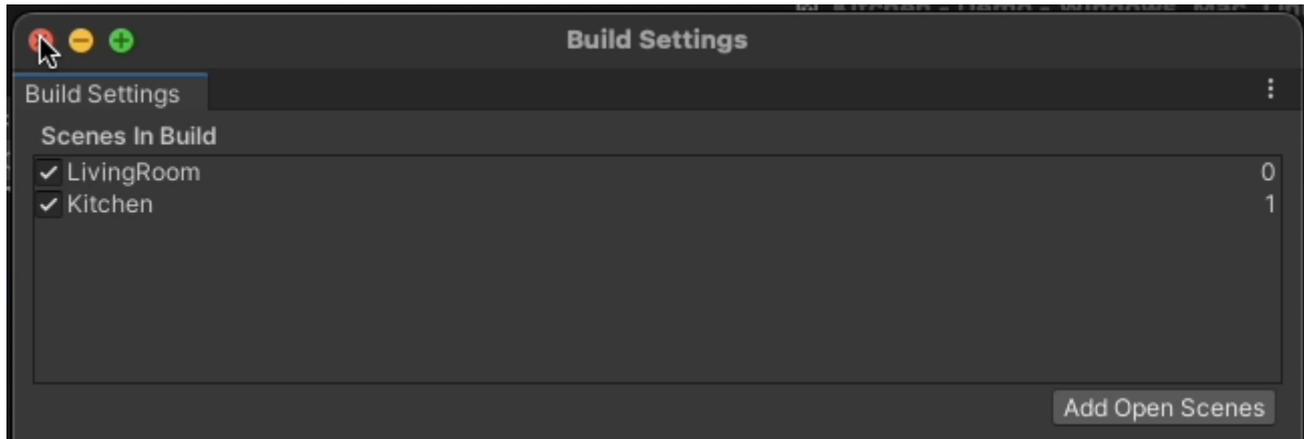
13. Leave *Play Mode* and, with the Hotspot selected, go to the Inspector and right click over *Transform* -> *Paste* -> *Position*. Next time you got into *Play Mode* the Hotspot will be placed where we want it to be.



14. Now we want to go to the *LivingRoom* when we click on the hotspot. In the *Inspector*, locate the *Indrets VR Scene Manager* component attached to the hotspot, and set the *Target Scene*. Save the scene after that.



15. If we go to *Play Mode* you should now be able to navigate to the *LivingRoom* scene. But before that let's go to the *Build Settings* and add our *Scenes*.



16. Open *LivingRoom Scene* and repeat the process to rename, place and set the position of the *Hotspot*. We want it to be *Kitchen*.



And that's it, this is our first Virtual Tour. Not the most exciting one, but it shows the simplicity and potential of the **IndretsVR Virtual Tour** package for *Unity*.

Now, if you want to know more, you can proceed to the [Intermediate Tutorial](#)

If you like the Package, please consider donating to support the project!

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Revision #9

Created 4 October 2023 06:39:14 by Admin

Updated 2 September 2024 13:32:07 by Admin