

This document sums up the steps that you need to do before the start of the course.

1. Find a group partner.
All students, who's PCs can definitely run Vive software, are asked to first search for group partners without strong PCs to assert hardware accessibility for all groups.
2. Register as a group of two in TUWEL.
3. Choose which Game engine you will use and identify it in TUWEL
4. Check your hardware, download and install software.
Minimum hardware requirements of HTC Vive are summed up in TISS. In spite of these requirements, Vive can work on an older PC. However, you will only get to test it after you get the equipment, so it is good to have an estimate of your hardware capabilities.
 - Install Unity 3D or Unreal
 - Unreal: Visual Studio is needed
 - Steam and Steam VR
 - Leap Motion Orion
 - Unity: Unity Core Asset

You might need to register a free account for some of the software.

5. Look through online manuals and video tutorials.

Unity:

<https://docs.unity3d.com/Manual/index.html>

Working in Unity, Physics and Scripting are the best places to start.

Networking will be closely investigated in Task 3.

Unreal:

Take the build-in tutorial

Official documentation

Official video tutorials <https://docs.unrealengine.com/latest/INT/GettingStarted/index.html>

Vive installation:

[http://www.htc.com/managed-assets/shared/desktop/vive/Vive PRE User Guide.pdf](http://www.htc.com/managed-assets/shared/desktop/vive/Vive_PRE_User_Guide.pdf)

Vive Unity intergration:

SteamVR plugin:

<https://www.assetstore.unity3d.com/en/#!/content/32647>

SteamVR wiki:

<https://developer.valvesoftware.com/wiki/SteamVR>

Leap Motion getting started:

<https://developer.leapmotion.com/get-started>

Leap Motion Unity integration (Orion):

<https://developer.leapmotion.com/documentation/unity/index.html>

Leap Motion Unreal Integration

<https://developer.leapmotion.com/unreal/#103>