# **Bideo Setup Guide**

Shamantic: Nicolas, Fong-Yu (Yang), Caleb, Aadil

## **VRChat Recommended System Requirements**

- Most recent version of Unity for VRChat
- Microsoft Azure Kinect SDK
- ArchiTech.ProTV

## Introduction

We will connect the Azure Kinect camera to be streamed into VRChat using the ProTV asset. A custom shader will be created to reproject the volumetric video from the Azure camera, allowing high-quality streaming without excessive data usage.

## **Use Cases**

- Education
- Classroom settings
- Musicians
- Concerts
- Entertainment
- Conferences

## **Developer Stack**

- Unity 2022.3.22.f1
- C#
- Udon
- VRChat Creator Companion

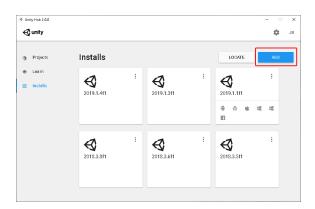
- Visual Studio Code IDE
- Azure SDK loaded into Unity
- ProTV installed into Unity scene
- Windows 11
- Microsoft Kinect Camera v2

## **Getting Started**





2. Install Unity Hub



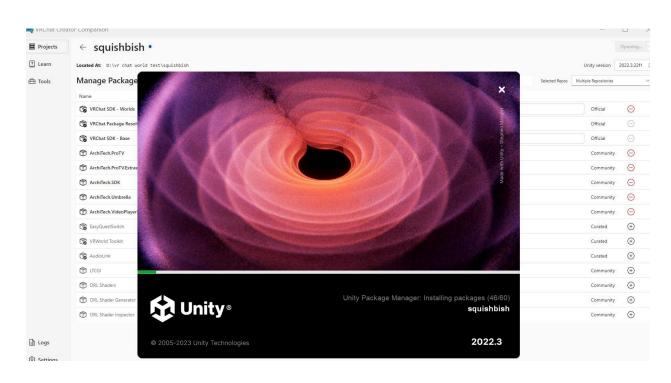
- 3. Create a Unity Hub account
- 4. Open VRChat Creator Companion

If you war	You can now start using the Creator Companion! It to add or create a project right away, use the buttons bel	ow:
	C Add Existing Project	
	① Create New Project	
	Open the Creator Companion 💙	

5. Install Unity 2022.3.22.f1

### Unity Installation





## 6. Create a new project for Unity 2022.3.22.f1 within Creator Companion

• Click on "Unity 2022 World Project"

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- Name your project under "Project Name"
- Click "Create Project"

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## 7. Install ArchiTech.ProTV Package

- Go to <u>vpm.techanon.dev</u>
- Click "Add to VCC" for all ArchiTech packages (ProTV, VideoPlayerShim, SDK, ProTV.Extras, Umbrella)

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Go to Repositories						
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Name	Туре					
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ArchiTech.VideoPlayerShim An out-of-the-box utility for enabling both UnityVideo and AVProVideo playb devarchitechvideoplayershim	a World	Add to VCC	0			
ArchiTech.SDK Library of common functionality used across all of the ArchiTech assets. devachtech.sdk	World	Add to VCC	0			
ArchiTech.ProTV.Extras A community collection of various scripts, prefabs and themes for ProTV. devachitech.protventras	Any	Add to VCC	0			
ArchiTech.Umbrella A library of gimmicks, mechanics and tools that improves interactivity of work devarchitechumbrella	ds Any	Add to VCC	()			
Go to Repositories						

- In Creator Companion, add all ArchiTech packages to the project by clicking the plus button next to each package
- Open the project by clicking "Open Project" in the top right corner of Creator Companion

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	ORL Shader Generator	Not Installed	$\sim$	6.4.0-dev.7	Community	$\oplus$
	ORL Shader Inspector	Not Installed	$\sim$	6.4.0-dev.7	Community	$\oplus$
	ArchiTech.ProTV	Not Installed	$\sim$	3.0.0-beta.20.1	Community	$\oplus$
	ArchiTech.ProTV.Extras	Not Installed	$\sim$	0.8.3-beta	Community	$\oplus$
	ArchiTech.Umbrella	Not Installed	~	0.8.0	Community	$\oplus$
	ArchiTech.SDK	Not Installed	~	0.16.4	Community	÷
	ArchiTech.VideoPlayerShim	Not Installed	~	1.3.6	Community	$\oplus$

## • In the "AVPro Trial Importer" box, click "Yes, Import"

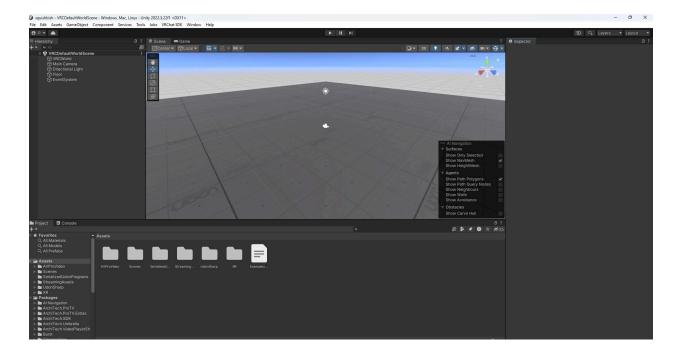
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	ArchiTech.ProTV	3.0.0-beta.20.	.1	~	3.0.0-beta.20.1			Community	Θ

• Wait for Unity to finish importing packages

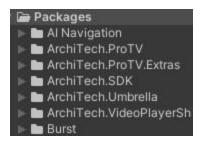
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	ArchiTech.SDK	0.16.4	~	0.16.4	Community	Θ	
	ArchiTech.Umbrella	0.8.0	~	0.8.0	Community	Θ	
	ArchiTech.VideoPlayerShim	1.3.6	~	1.3.6	Community	Θ	
	C EasyQuestSwitch	Not Installed	~	1.4.0	Curated	$\oplus$	
	VRWorld Toolkit	Not Installed	~	3.1.0	Curated	$\oplus$	
	AudioLink	Not Installed	$\sim$	1.4.0	Curated	$\oplus$	
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	ORL Shader Generator	Not Installed	Not Installed V 6.4.0-dev.7				
	ORL Shader Inspector	Not Installed	~	6.4.0-dev.7	Community	+	

(this is what it looks like after importing)

• Open up Unity after all the packages installed



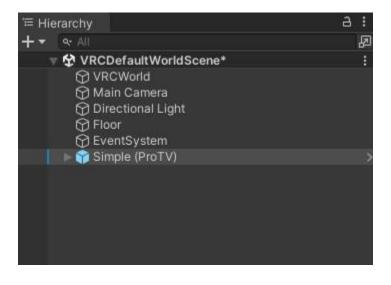
- 8. Set Up a Video Player
  - Click on "Packages" in the project menu (bottom left)



• In the search bar under "Project," type "simple (ProTV)"



• Drag "Simple (ProTV)" into the Hierarchy menu under "EventSystem"



 In the "TMP Importer" box, click "Import TMP Essentials" and "Import TMP Examples and Extras" TMP Importer

#### TMP Essentials

This appears to be the first time you access TextMesh Pro, as such we need to add resources to your project that are essential for using TextMesh Pro. These new resources will be placed at the root of your project in the "TextMesh Pro" folder.

#### mport TMP Essentials

#### TMP Examples & Extras

The Examples & Extras package contains addition resources and examples that will make discovering and learning about TextMesh Pro's powerful features easier. These additional resources will be placed in the same folder as the TMP essential resources.

#### Import TMP Examples & Extras

#### TMP Importer

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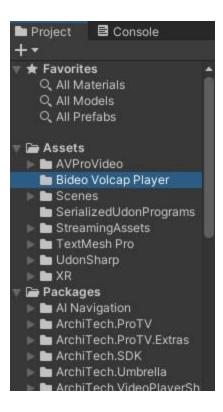
#### Import TMP Examples & Extras

• Close the TMP Importer window

#### 9. Configure the Volumetric Video Player

• Select "Bideo volcap player" in the Asset folder within the Project directory

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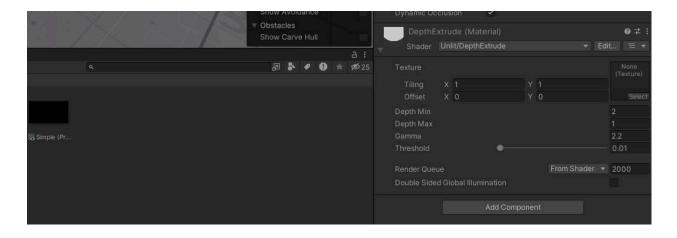
- Drag the Unity scene file named "scene" into the Hierarchy directory under "Simple (ProTV)"
- Click on "Grid" in the Hierarchy Directory and drag it under "Simple (ProTV)"
- Right-click "scene" in the Hierarchy directory and select "Remove Scene"
- In the prompt, click "Don't Save"

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- Select "Simple (ProTV)"
- In the Inspector tab, paste the demo URL (<u>https://youtu.be/IHCGt4YwDeM</u>) into the Autoplay settings under "Autoplay Main URL"

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- Scroll down in the Inspector tab, click "Create" next to "Render Texture Target"
- In the "Save New Material" window, click "Save"
- Select "Grid" in the Hierarchy Directory
- In the Grid Inspector, expand "DepthExtrude" and drag the new material into the box under "None(Texture)"



### 10. Play and Test

• Click "Play" to demo the setup

