Bideo Setup Guide

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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
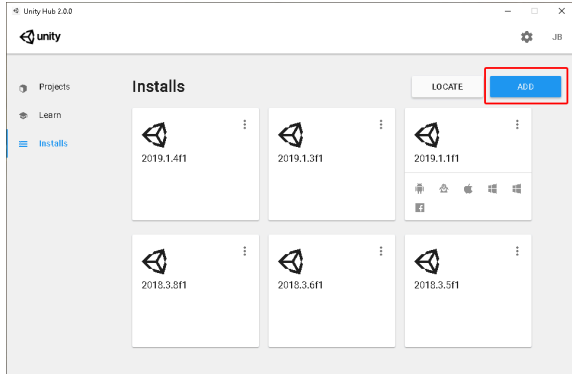- C#
- Udon
- VRChat Creator Companion

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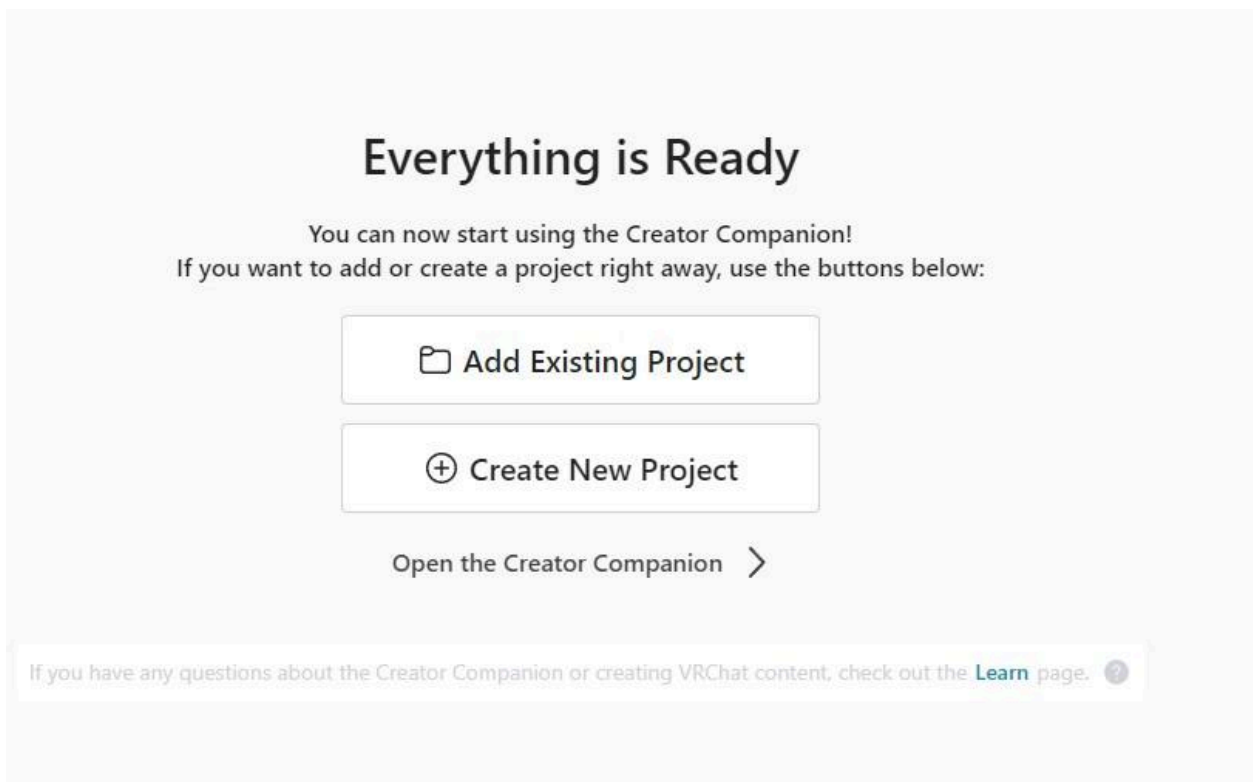- Microsoft Kinect Camera v2

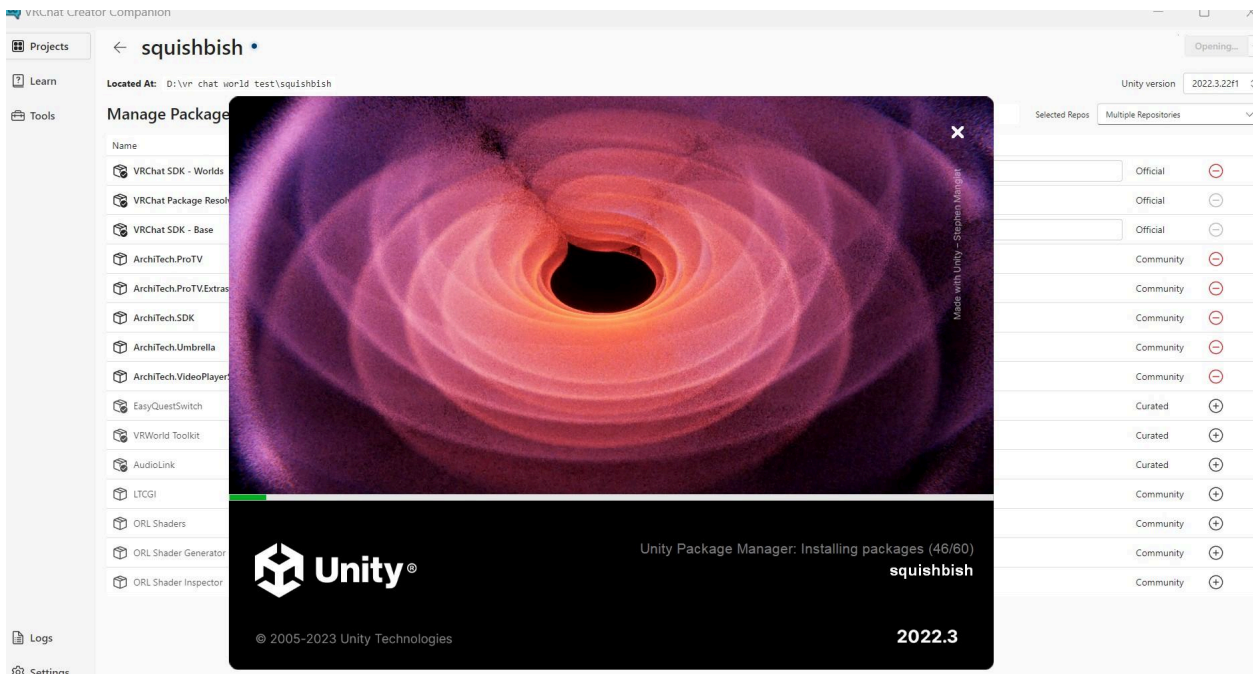# Getting Started

1. **Install VRChat Creator Companion**

2. **Install Unity Hub**

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

# Everything is Ready

You can now start using the Creator Companion!
If you want to add or create a project right away, use the buttons below:

📁 Add Existing Project

⊕ Create New Project

Open the Creator Companion   〉

If you have any questions about the Creator Companion or creating VRChat content, check out the **Learn** page. ❓

5. **Install Unity 2022.3.22.f1**

Unity Installation

Unity 2022.3.22f1 has been installed!

Continue →

VRChat Creator Companion

Projects

← **squishbish** •

Learn

Located At: D:\vr chat world test\squishbish

Unity version 2022.3.22f1

Tools

Manage Package

Selected Repos Multiple Repositories

Name

VRChat SDK - Worlds	Official	⊖
VRChat Package Resol	Official	⊖
VRChat SDK - Base	Official	⊖
ArchiTech.ProTV	Community	⊖
ArchiTech.ProTV.Extras	Community	⊖
ArchiTech.SDK	Community	⊖
ArchiTech.Umbrella	Community	⊖
ArchiTech.VideoPlayer	Community	⊖
EasyQuestSwitch	Curated	⊕
VRWorld Toolkit	Curated	⊕
AudioLink	Curated	⊕
LTCGI	Community	⊕
ORL Shaders	Community	⊕
ORL Shader Generator	Community	⊕
ORL Shader Inspector	Community	⊕

Logs

Settings

Unity Package Manager: Installing packages (46/60)

squishbish

Unity ®

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2022.3

6. **Create a new project for Unity 2022.3.22.f1 within Creator Companion**
    ○   Click on "Unity 2022 World Project"
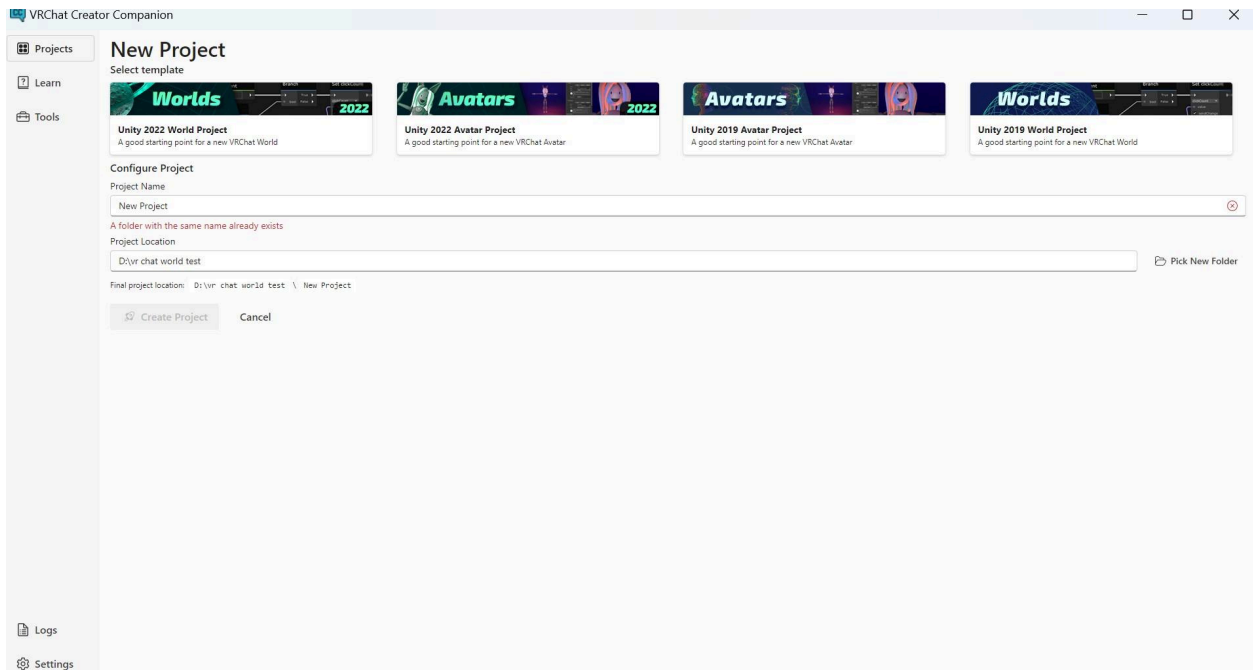
- ○ Name your project under "Project Name"
- ○ Click "Create Project"
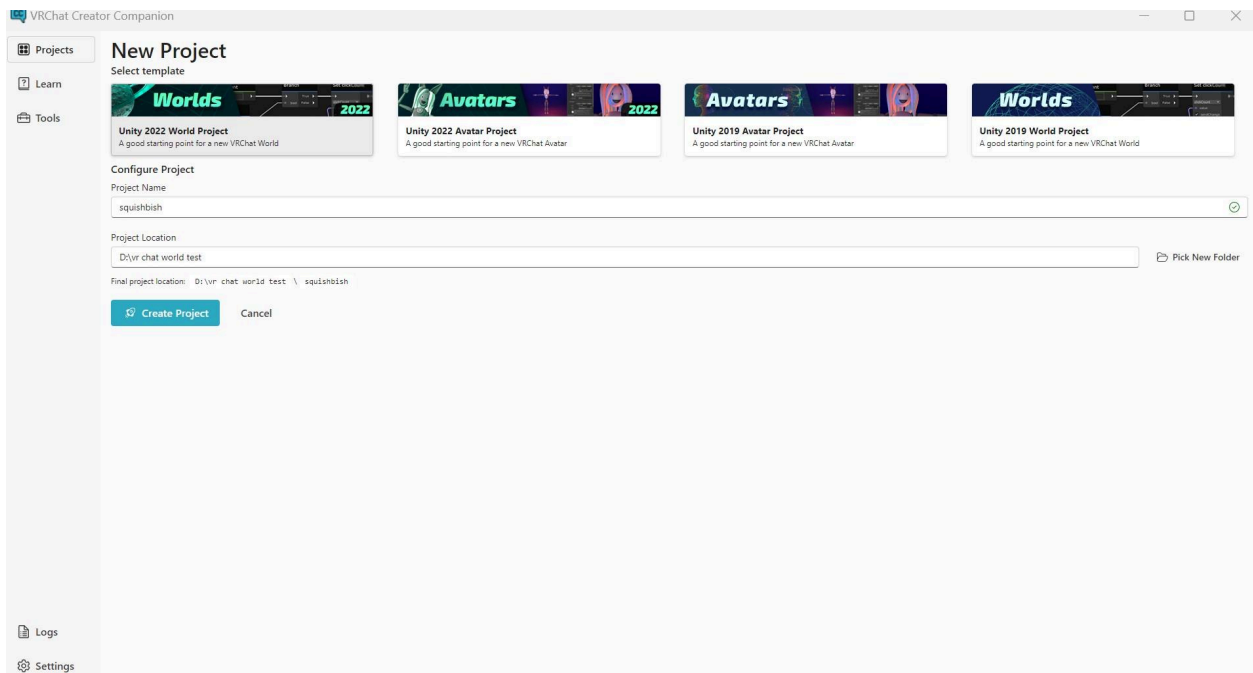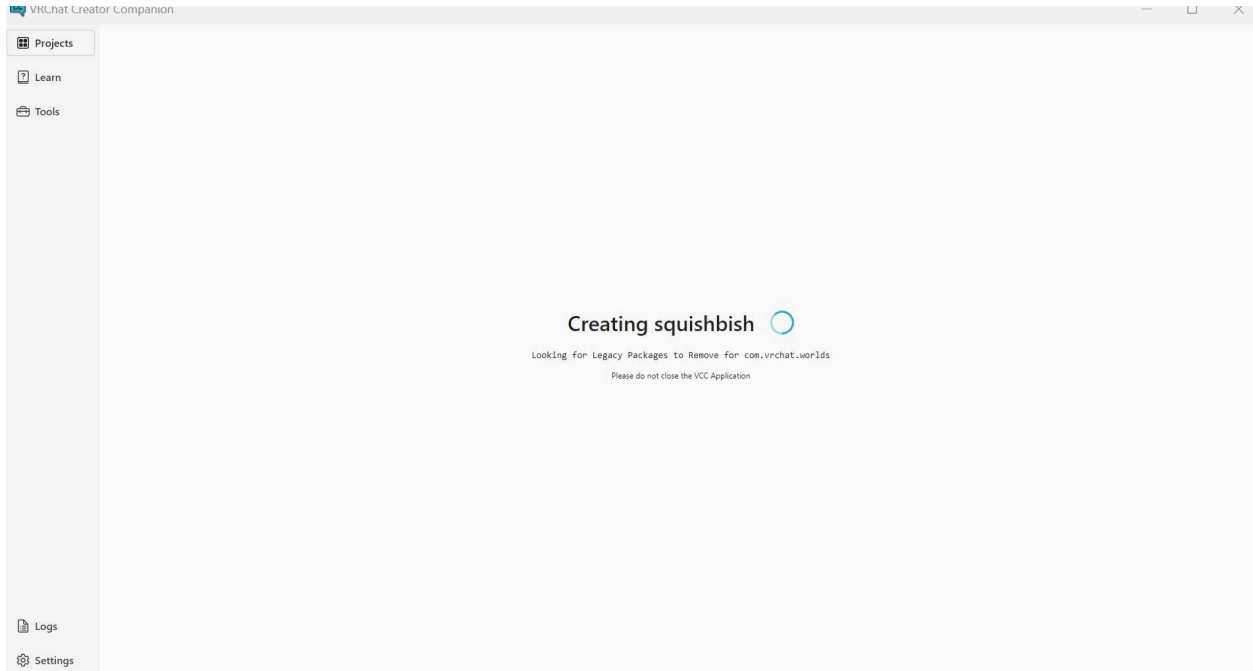
7. **Install ArchiTech.ProTV Package**
   ○ Go to vpm.techanon.dev
   ○ Click "Add to VCC" for all ArchiTech packages (ProTV, VideoPlayerShim, SDK, ProTV.Extras, Umbrella)
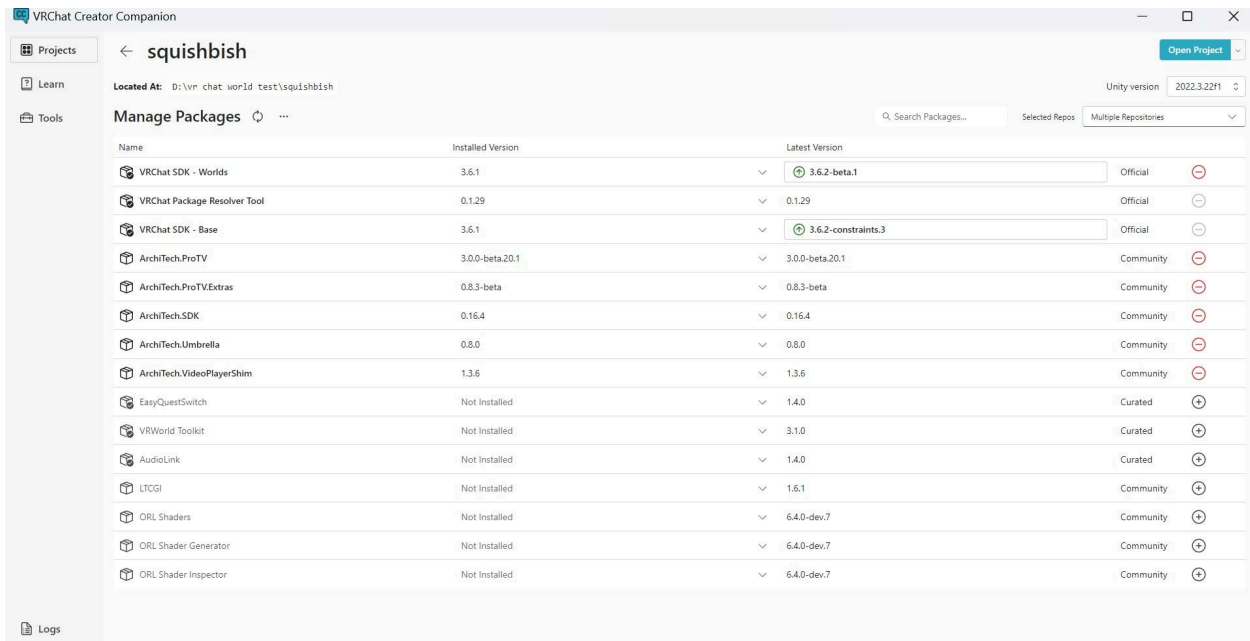
- In Creator Companion, add all ArchiTech packages to the project by clicking the plus button next to each package
- Open the project by clicking "Open Project" in the top right corner of Creator Companion
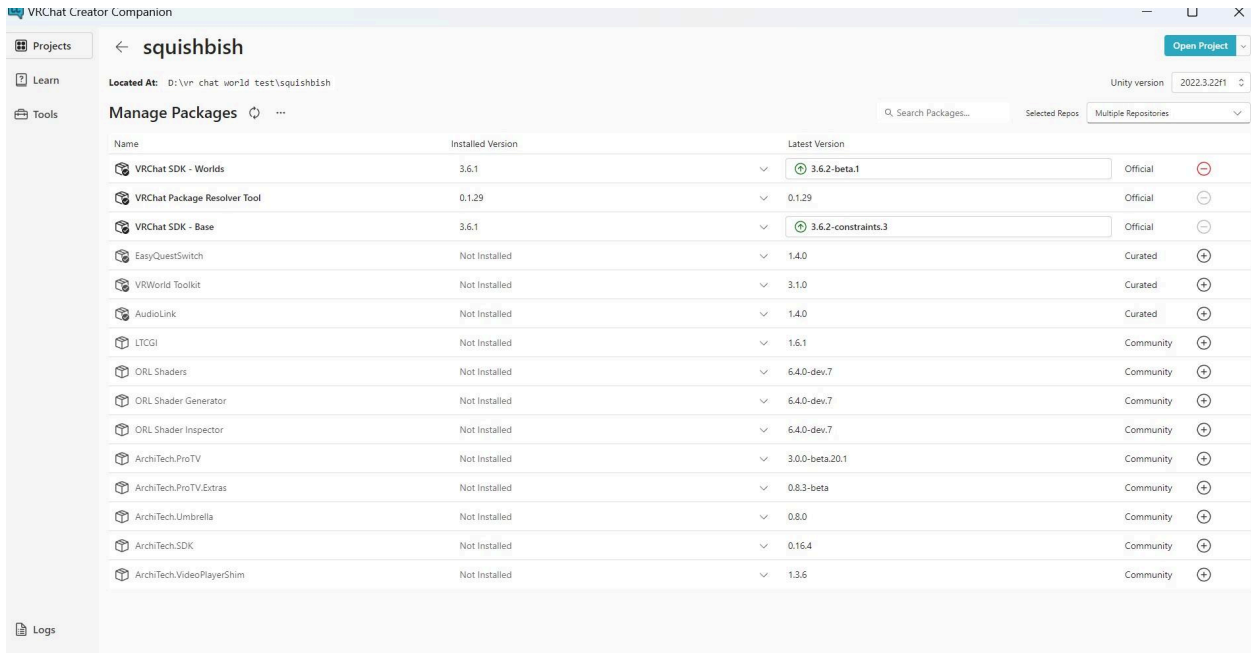
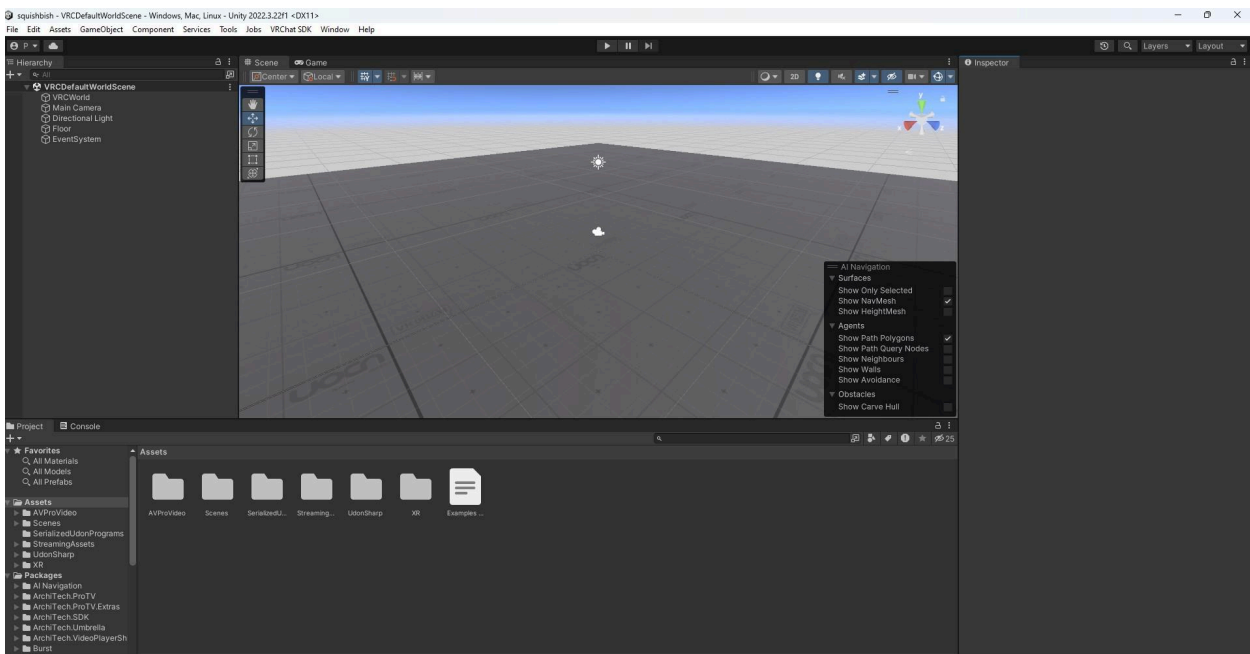- In the "AVPro Trial Importer" box, click "Yes, Import"
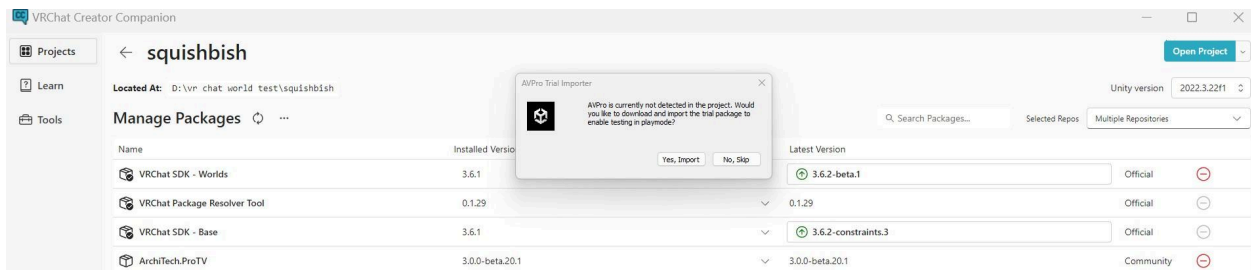
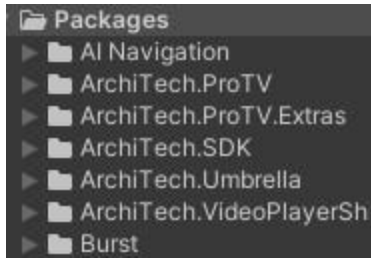- Wait for Unity to finish importing packages

(this is what it looks like after importing)

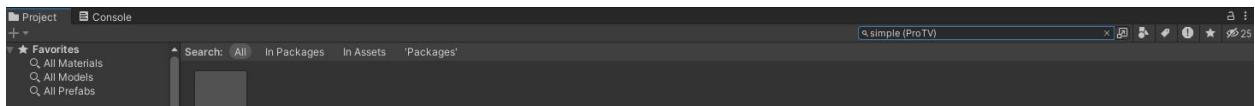- Open up Unity after all the packages installed
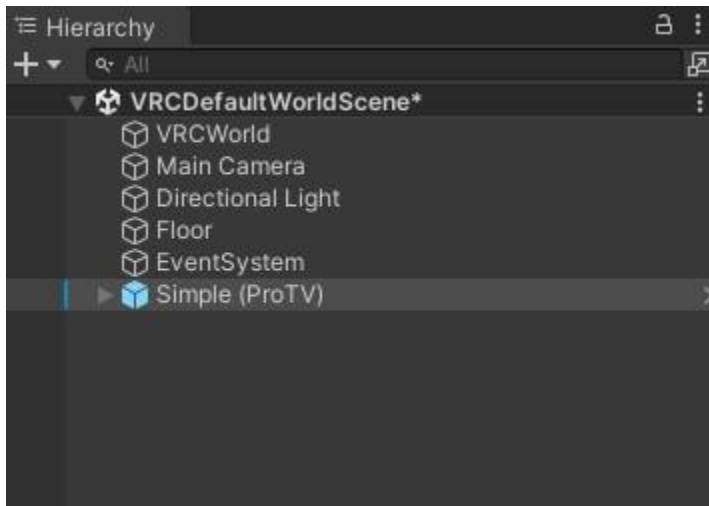

8. **Set Up a Video Player**
   - Click on "Packages" in the project menu (bottom left)
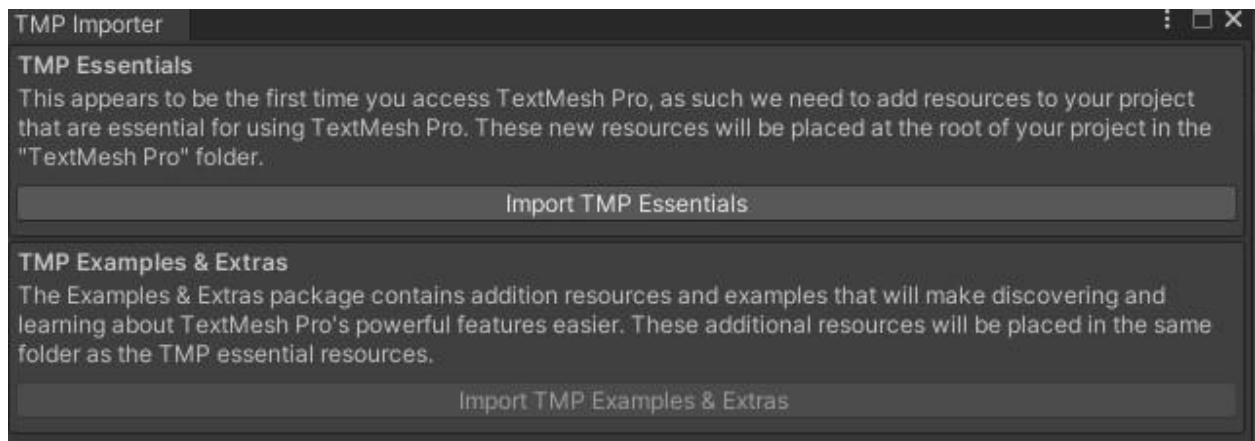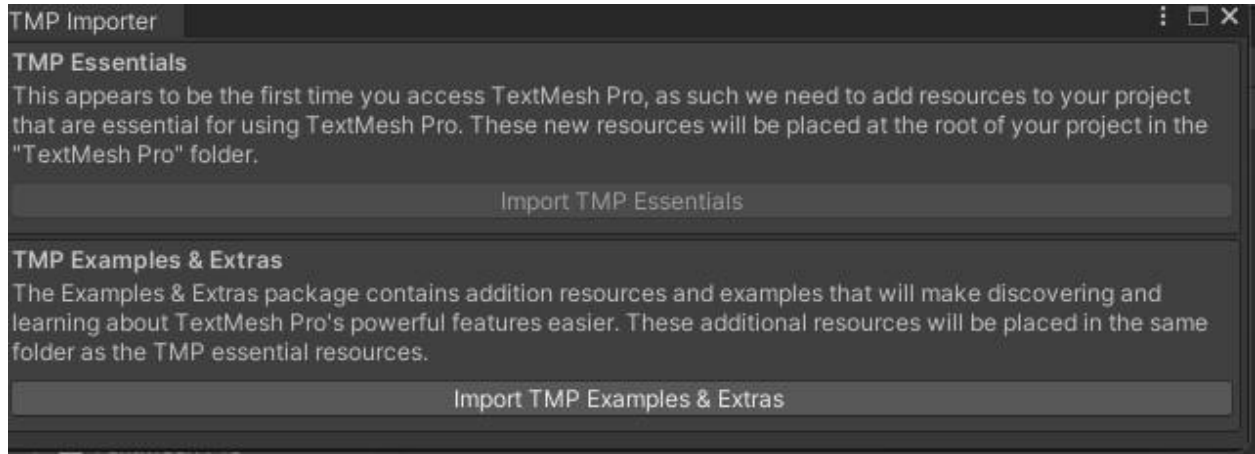
- ○ In the search bar under "Project," type "simple (ProTV)"

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

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

- Close the TMP Importer window

9. **Configure the Volumetric Video Player**
   - Select "Bideo volcap player" in the Asset folder within the Project directory
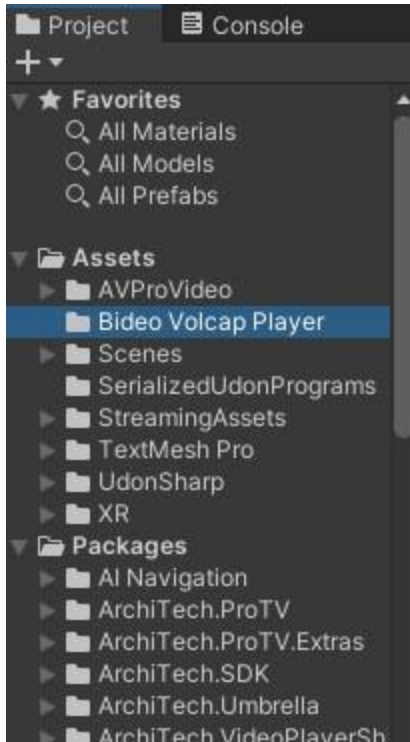
- ○ Drag the Unity scene file named "scene" into the Hierarchy directory under "Simple (ProTV)"

- ○ 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"

- ○ Select "Simple (ProTV)"
- ○ In the Inspector tab, paste the demo URL (https://youtu.be/lHCGt4YwDeM) into the Autoplay settings under "Autoplay Main URL"

Inspector

Simple (ProTV) ☑ ☐ Static ▾

Tag Untagged ▾   Layer Interactive ▾

Prefab 🧊 Simple (ProTV) ⊙

Overrides ▾   Select   Open

Transform ❓ ⚏ ⋮

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

✓ TV Manager (Script) ❓ ⚏ ⋮

Program Source ▪ TVManager (Udon Sharp Program Ass ⊙
Program Script ▫ TVManager ⊙
Synchronization Method Manual ▾
▸ Utilities

Show Hints ☐
Max Log Level Debug ▾
Override Subscriber Logging ☐

> ⚠ AudioLink is not detected. ProTV highly recommends including AudioLink in your project for fun visuals!
>
> If you know you have AudioLink already installed, you may need to upgrade to the latest version. ProTV expects 0.3.2 or later.

Autoplay Settings

Autoplay Main URL   **https://youtu.be/lHCGt4YwDeM**
Autoplay Alternate URL
Autoplay Title
Autoplay Loop ☐

Default TV Settings

Default Manager   AVPro Best ▾
Default Volume   ●————— 0.3
Start with 2D Audio ☐
Start with Video Disabled ☐

Sync Options

Sync To Owner ☑
Automatic Resync Interval   600
Play Drift Threshold   Infinity
Pause Drift Threshold   Infinity
▸ Sync Tweaks

Media Load Options

Play Video After Load ☑

- ○ 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)"
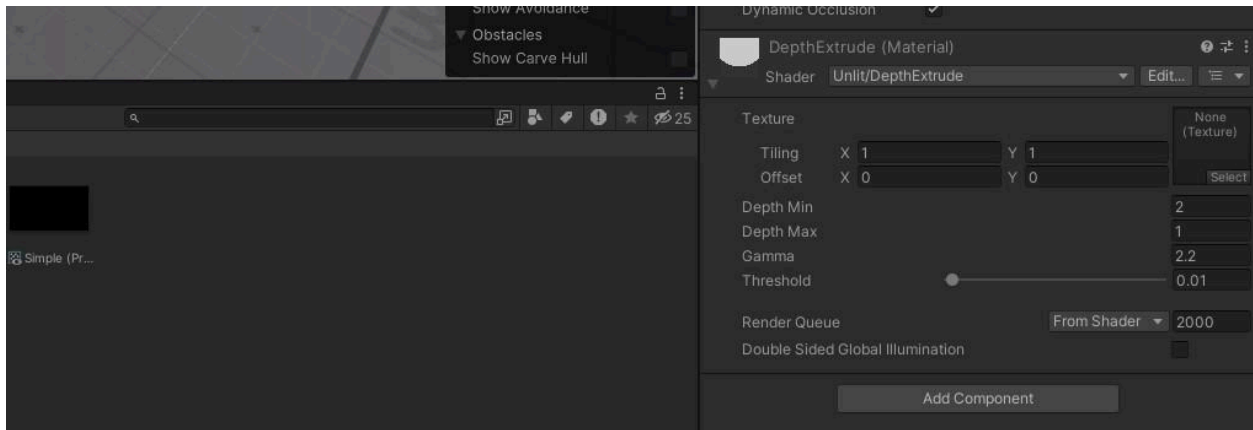
10. **Play and Test**
- ○ Click "Play" to demo the setup