

DEVELOPING VIRTUAL REALITY WITH **UE4**



UNREAL® ENGINE

VR

Cookbook



Mitch **McCAFFREY**

Praise for *Unreal® Engine VR Cookbook*

"I've been a fan of Mitch's work for quite some time. Back in early 2014, Mitch was exploring new locomotion mechanics in Unreal Engine for VR characters and sharing his findings, as well as numerous sample files, on the www.unrealengine.com forums in massive ongoing threads. Even in the early days of VR exploration, his work was helpful to many newcomers working to understand the issues of designing for a comfortable virtual experience. With his YouTube channel, *Mitch's VR Labs*, he helped thousands of people understand the foundations of locomotion and interaction mechanics with clear and concise UE4 videos. I'm thrilled that he has taken the time to bring all his knowledge and experience in working with Unreal Engine and virtual reality to the *Unreal® Engine VR Cookbook*. With the current attention and appetite for understanding how best to work in the exciting medium of virtual reality with Unreal Engine, I think Mitch is uniquely qualified to share this book with the world."

—**Luis Cataldi**, Unreal Engine Education, Epic Games, Inc.

Unreal Engine VR Cookbook: Developing Virtual Reality with UE4

Table of Contents

Cover

Title Page

Copyright Page

Contents

Preface

Acknowledgments

About the Author

Part I: Getting Started

1 Terminology and Best Practices

Terminology

Devices

Software

Unreal Engine

Best Practices

Summary

2 Head Mounted Display Setup

Gear VR

Gear VR Project Setup

Gear VR Global Menu Setup

Gear VR Global Menu Progress Material

Rift and Vive

Rift and Vive Project Setup

Rift and Vive Tracking Origins

Table of Contents

Summary

3 Toolkit

Generic Function Library

Oculus Function Library

Steam VR Function Library

Summary

Part II: Recipes

4 Trace Interaction

Understanding Trace Interaction

Understanding Interfaces

Setting Up Trace Interaction

Basic Project Setup

Interaction Interface Setup

Interaction Component

Interaction Pawn Setup

Setting Up a Basic Interactive Object

Summary

Exercises

5 Teleportation

Setting Up Teleportation

Parabolic Tracing

Visualizing the Teleport

Visualization Material

Visualization Actor

Simple Teleportation Volume

Summary

Exercises

6 Unreal Motion Graphics and 2D User Interfaces

Challenges with 2D UI in VR

Table of Contents

History and Compatibility of UMG

Basic VR Menu

Menu Actor

Menu Pawn

Custom Menu Interaction

Implementing Custom Menu Interaction: Approach 1

Implementing Custom Menu Interaction: Approach 2

Summary

Exercises

7 Character Inverse Kinematics

Introduction to Inverse Kinematics

Setting Up Head IK

Mirror Creation

IK Pawn

Head IK Animation Blueprint

Setting Up Hand IK

Adding Motion Controllers to Your Pawn

Hand IK Animation Blueprint

Summary

Exercises

8 Motion Controller Interaction

Why Motion Controller Interaction Works

What to Look Out For: The Importance of Affordance

Shared Input of the Current Generation of Motion Controllers

Setting Up the World Interaction Project

Interacting with Objects

Creating the World Interaction Interface

Creating the Interactor Component

Adding Interaction to the Interaction Pawn

Creating the Interactive Objects

Table of Contents

Creating an Interactive Static Mesh Actor

Creating an Interactive Button

Creating an Interactive Lever

Summary

Exercises

9 VR Locomotion

Simulator Sickness

Locomotion Types

Natural

Teleportation

Vehicle

Physical

Artificial

Locomotion Implementation

First Person Template for Snap Turning

First Person Template for Running in Place

Summary

Exercises

10 VR Optimization

Requirements of VR Rendering

Latency Mitigation

Performance Improvements

Forward versus Deferred

Instanced Stereo

Hidden Area Mesh Optimization

VR Project Settings

Summary

Exercises

Part III: Appendices

A: VR Editor

Table of Contents

Enabling the VR Editor

Controlling the VR Editor

 Navigating the World

 Interacting with Objects

 Interacting with Menus

Summary

B: Resources

Epic

Oculus

Valve

Google

Community

Physical Meetups

Conferences

Index