

Installation

VoxyL is made to run on the Samsung Gear VR, which is compatible with a select subset of Samsung phones.

- **If your phone is compatible**, you can download the APK, install the app, and run it using the Oculus VR app and a Samsung Gear VR headset.
- **Otherwise**, you can demo the app from inside Unity by cloning the Git repo (<https://github.com/SerKale/voxyL>), opening the project in Unity, and clicking the Play button at the top of the screen.

Limitations

- You can only add media and audio from a limited gallery which is hard-coded into the app, instead of adding files that you have on your phone.
- You cannot save or load files, and any changes you make to the default moodboard won't be saved.
- You cannot share moodboards.

Instructions

- With the **Samsung Gear VR**, you can look around the scene simply by moving your head. Use the touchpad on the right side of the headset to perform various functions.
- In **Unity**, you can look around the scene by holding Alt and moving your cursor. Use the arrow keys on your keyboard to mimic up/down and left/right touchpad swipes, and click to mimic tapping the touchpad.
- Use the 360-degree menu at your feet to add pictures, sound, lighting, and terrains to your moodboard.
- Selecting the “add media” button on the menu will bring up a media display panel, where you can navigate through photos and choose the one you want. Swipe up/down on your touchpad to scroll through the media.
- Select content by positioning your reticule over it and double-tapping the touchpad on your headset. Drag it anywhere by moving your head; the content will stay attached to your reticule. Drop it by double-tapping the touchpad to release the content.
- Drag content to the trashcan icon in the menu to remove it from the moodboard.
- With a piece of content selected, swipe up/down on the touchpad to scale it up or down (this adjusts lighting for lights and volume for audio sources), and swipe left/right to move it forward/backward in the scene.
- Exit to the Main Menu using the Share/Save/Exit buttons on the 360-degree menu.