🎓 LESSON 01
VRChat+Unity Introduction

Start

LESSON GOALS

🎯 Goal Summary:

- Introduction to Unity Editor + VRChat SDK

- Set up the full development environment

- Build and upload your first VRChat world

- Enter the world using Desktop and VR modes

Video Link

Next

Learning Objectives + Deliverables

Learning Objectives

Understand the purpose of VRChat Worlds

Install and configure the required tools:
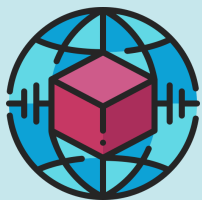
Info

Open and explore a VRChat World project

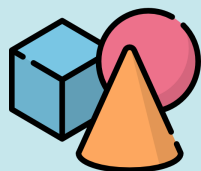Build & Test their first world

Upload and enter the world inside VRChat

Deliverables

✓ A functional, empty VRChat world

✓ Containing at least a few primitive objects

✓ Successfully tested in Desktop and VR mode

Install and configure the required tools:

- Unity Hub
- Correct Unity version (2022.3.22f1)
- VRChat Creator Companion (VCC)
- SteamVR & Meta Link (for VR users)

High-Level Description

🎯 **Goal:** Setting up the working environment and make sure everything is going to work (VR headset deployment).
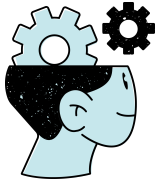
◍ **LEVEL 1: Advanced Challenge**

In this lesson we will:

◆ Install all required software (Unity, VRChat SDK, VCC, SteamVR, Meta Link)

◆ Set up a new VRChat World project using the official Worlds Template

◆ Explore the VRChat SDK Control Panel from inside Unity

◆ Build & Test the world so we can see it inside VRChat

◆ Verify everything works in both Desktop and VR sessions
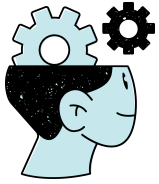
Next

Exercise 1: Install all required software components and create accounts.

- ◆ Download and install:

  - Unity Hub

  - Unity version supported by VRChat (2022.3.22f1)

  - SteamVR

  - Meta Link (for Oculus/Meta headsets)

  - VRChat Creator Companion (VCC)

- ◆ Create accounts for:

  - Unity

  - Steam

  - Meta

  - VRChat

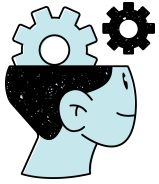# Exercise 2: Create a new VRChat World project using VCC.

◆ Create the project:

• VRChat Creator Companion window

• Project created using Worlds Template

• Unity project opening correctly

◆ Unity description:

• Focus only in few elements:

    1. Hierarchy: The list of elements of our game

    2. Scene: The 3D visualization of the elements

    3. Project: The files and folders of the project

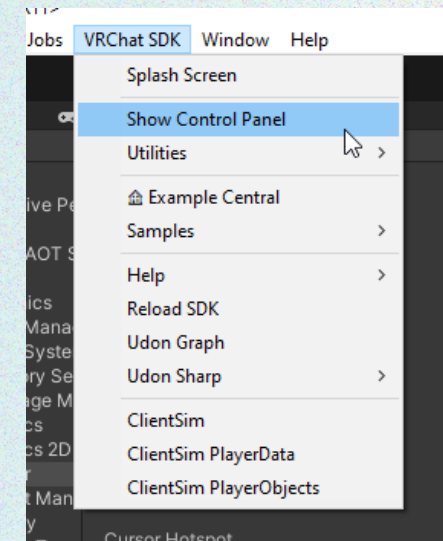   4. Inspector: The properties of any selected item

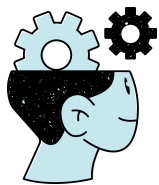# Exercise 3: Login in VRChat SDK and build a VRChat Windows Instace

◆ Login in VRChat SDK:

• Open the VRChat Control Panel

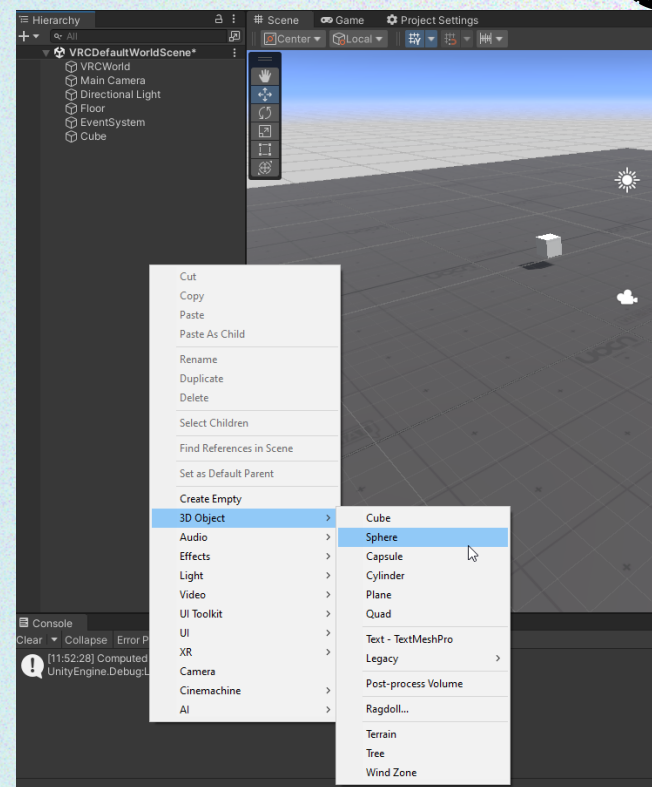• Login with your VRChat account

◆ Run a VRChat Windos Instance:

• Select the section "Builder" in the VRChat SDK

• Select "Build & Test Your World" with "Windows" and 1 client

• Enable "Force Non-VR" for Windows instance

• Press "Build & Test".

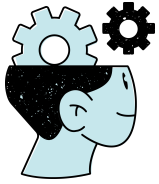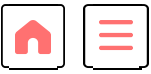• Move around with AWSD/Arrow keys and mouse

Exercise 4: Place a few primitive objects in the empty world and play the scene

- ◆ Create few GameObject primitives

- In "Hierarchy", press left mouse button

- In the menu "3D Object" select (Cube, Sphere, Cylinder, Capsule)

- First, test the project in the Unity editor pressing "Play" button

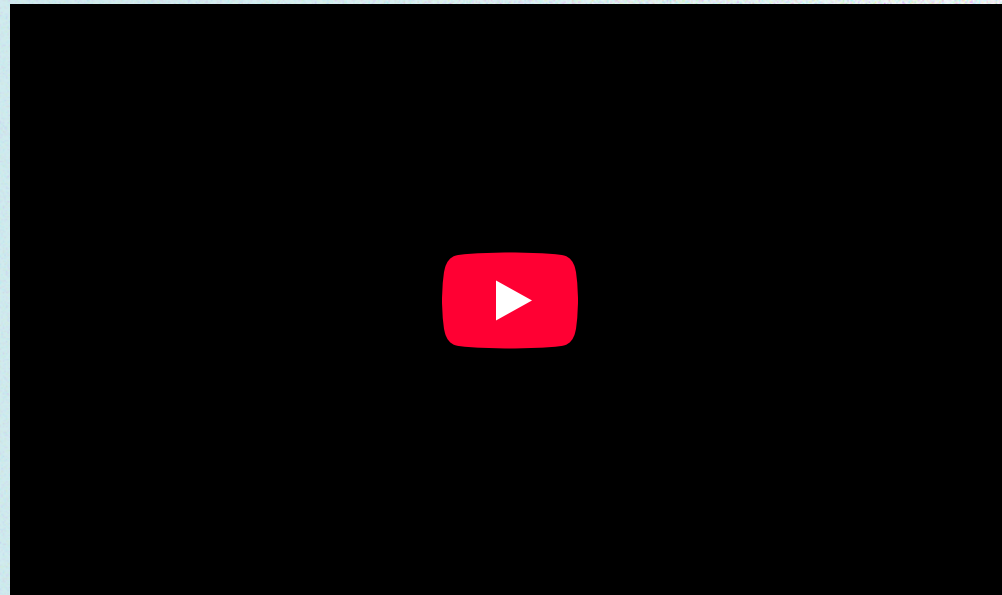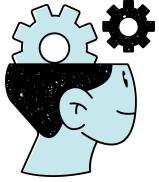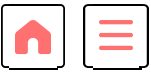- Second, test with a VRChat Windows instace

Exercise 5: Test the world in VR

◆ **Steps:**

1. Connect the VR headset to your PC
2. In VR, click on the "USB connection detected".
3. Still in VR, establish the link with your PC
4. In the Unity editor, with the VRChat SDK, "Build & Test" with "Force Non-VR" set to false.
5. Wait and test the world.

Video Link

Exercise 6: Upload the world to VRChat and test it.

♦ In the section "Builder" of VRChat SDK:

1. Fill the information about the game (name, description, number of player, image)

2. Switch platform to "Android"

3. Press "Build & Publish Your World Online"

4. Check the world in the browser

5. Once uploaded run VRChat your VR headset.

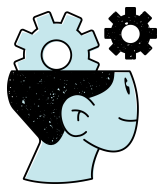6. Go to "Worlds" > "My Worlds" > "Uploaded" and select your world.

LESSON 01 COMPLETED

You now have:

• A working VRChat development environment

• Their first world uploaded & testable

• Ability to enter VRChat and explore their own scene

Self-Evaluation

It's time to put what we've learned into practice! These are the questions to check by yourself your knowledge.

Question 1

Question 2

Question 3

Question 4

What does "Build & Test" allow you to do during development?

| Permanently publish the world for all VRChat users | Test the world only inside Unity Play Mode | Enter and test the world privately inside VRChat before publishing |

What is the main purpose of using the VRChat Creator Companion (VCC)?

To create and manage VRChat projects with the correct SDK and Unity version	To design 3D models and textures for VRChat worlds	To upload avatars and worlds directly without using Unity

Why is it important to use the specific Unity version supported by VRChat?

Because newer Unity versions always run faster

Because VRChat SDK is only compatible and stable with specific Unity versions

Because older Unity versions do not support C#

Which of the following best describes a VRChat World?

A Unity project that defines an interactive environment players can join inside VRChat

A 3D model uploaded directly to VRChat without scripts

A standalone game that runs independently from VRChat

Help us to improve

Was the setup process (Unity, VCC, VRChat) clear and easy to follow?

Write your answer here.

Send

Which installation step was most confusing or slow?

Write your answer here.

Send

What could make the setup lesson smoother or faster?

Write your answer here.

Send

Feel free to tell us anything you would have changed or any other suggestion for this lesson?

Write your answer here.

Send