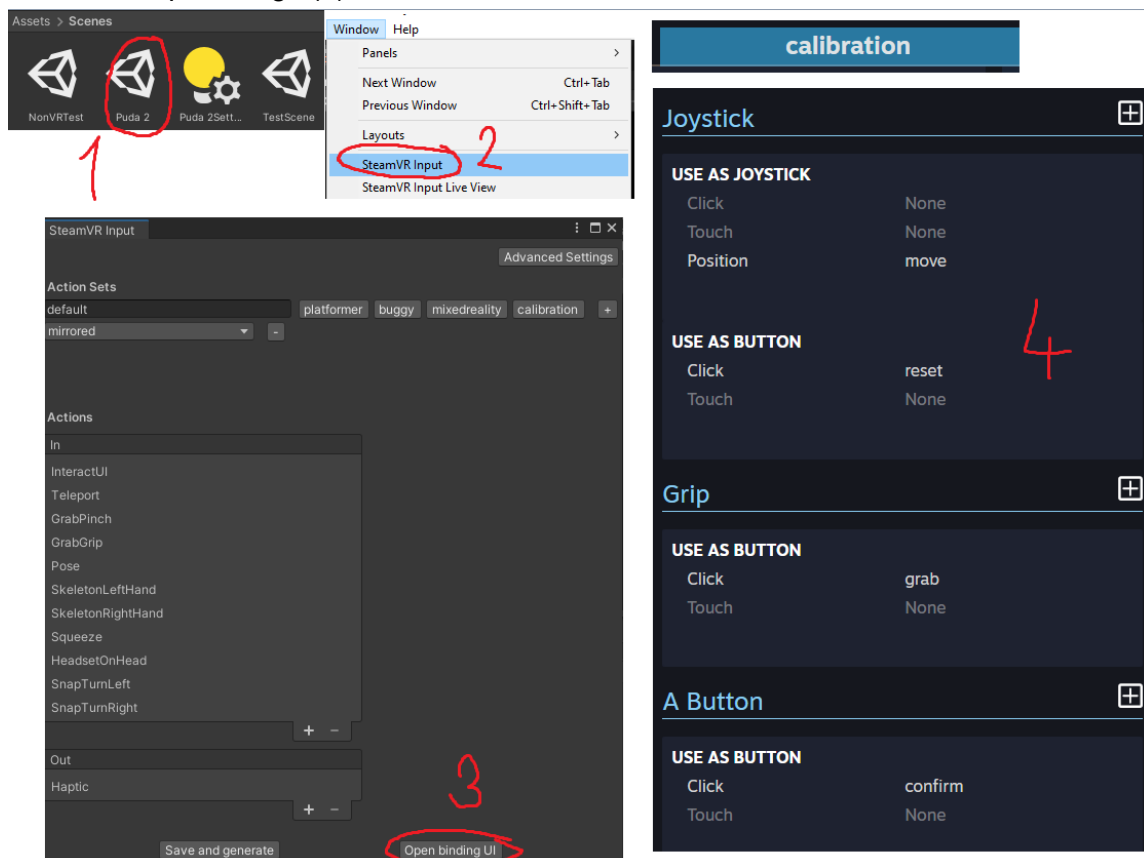


There is an attached video showcasing the implementation (uncompressed version on project's [git repository](#))

Instructions on how to build and use the implementation accompanying this thesis

- You can download the implementation from the project's archive in parts or from https://gitlab.fel.cvut.cz/langweil-mmp/vr_kresleni_papay
- You should have a Unity project in a folder called **Unity_2D_VR_painting**
- Now install
 - Unity version 2020.3.21f1 (other versions are NOT guaranteed to work) from <https://unity3d.com/get-unity/download/archive>
 - SteamVR from <https://store.steampowered.com/app/250820/SteamVR/>
- Open the project using Unity and start SteamVR
- Open the scene **Puda 2** in folder Scenes (1)
- Open Window → SteamVR Input → Open binding UI → Edit (current binding) → Calibration (2-4)
- Set up bindings (4)



- Click **Play**
- Put right controller at the center of the edge of the table
- Put left controller on the edge of the table left of right controller
- Click button you bound **confirm** to on the controller of your dominant hand
- Refer to in-game book for further instructions