

Sheet1

create a new project							
	create a new project with unity hub 2019.4.31.fl						
	template 3d sample URP						
	name it what every you want						
setting up the project to upload you files							
	go to edit						
	go to project setting						
	Player settings						
	Windows pc, mac liunix						
	xr settings						
	go to deprecated setting click the box						
	virtual reality sdk						
	oculus						
						shared depth buffer	enable
						dash support	enable
	OpenVR						
	Stereo Rendering Mode*						
	single pass						
	Andriod						
	Xr setting						
	Deprecated Settings						
	go to Virtual Reality Support click the box						
	virtual reality sdk						
	oculus						
						Low Overhead Mode	enable
						Protected Context	enable
						V2 signing (quest)	enable
	Stereo Rendering Mode*						
	single pass						
	Other Setting						
	Graphics APIs						

Sheet1

					delete Vulkan			
				Identifcaiton				
				Minimum API level		Android 6.0 'marshmallow' (API level 23)		
				Configuration				
					scripting backend		Mono	
				Optimization				
					Optimize Mesh Data		enable	
To install the UtopiaVR uploader app								
	Download the plugin from the the web site							
		https://infiniteworldgames.com/Plugins%20UtopiaVR%20uplaoder.zip						
	unzip the uploader with your unzip program							
	export the the plugin folder in the zip file to the assets folder of your unity project							
Then refer to the world building pdf.								
		https://www.infiniteworldgames.com/World_Building_Walkthrough.pdf						