

## Tobii Pro VR Analytics-

### Unity environment compatibility and requirements check list

#### Compatibility

For Tobii Pro VR Analytics to work properly, the Unity environment must be compatible with the Tobii Pro VR Analytics integration. Use the list below to check if your Unity environment can be used with Tobii Pro VR Analytics.

- Tobii Pro VR Analytics does not support mesh deformation.
- Tobii Pro VR Analytics does not support recording and replaying non-static objects. Metrics and Heatmap data will be collected for these objects, though, their movement will not be recorded or replayed. If you follow two simple rules during replay, environments with objects that move (i.e. make translations) behave correctly: 1. Replay one recording at a time. 2. Do not pause or change speed during replay.
- Tobii Pro VR Analytics supports Unity 2017.1 or later.

#### Requirements

To make use of the analysis functionalities in Tobii Pro VR Analytics in an optimal way, the Unity environment should meet certain requirements. Use the list below to check if your environment is well prepared for usage with Tobii Pro VR Analytics.

- Tobii Pro VR Analytics leverages the camera objects used in the Unity environment to allow different replay viewing angles. Use at least two cameras in your Unity environment. Make sure to add the cameras to the Unity environment before the environment is integrated with Tobii Pro VR Analysis.
- Name your objects so that they can be recognized in the list of objects of interest in the Metrics dialog in Tobii Pro VR Analytics. The Metrics dialog contains information about how long time the participants have been looking at objects, how many times they have focused on objects, how long time they have interacted with an object etc.
- Read/Write should be enabled for Models that need to be tracked.
- To carry out an effective study in VR, the environment should be immersive.
  - Make sure that the environment runs smoothly in VR (90 frames per second or better).
  - Real-time lighting is costly in terms of performance. Use it only when absolutely necessary.
  - Note that running Tobii Pro VR Analytics will have a small performance hit. Plan accordingly.
- Make sure that objects in the environment are scaled properly.
- Use anti-aliasing as necessary to avoid aliasing along the edge of rendered objects.
- The Tobii Pro VR Analytics feature of showing path arrows on the floor does not work for vertical movements. The path arrows will end up on the ground surface.