

Tobii Pro VR Analytics – Unity compatibility & 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 objects that transform or deform. Movements such as translations of objects in the scene is supported.
- Tobii Pro VR Analytics does not support Skinned Mesh Renderer or objects that animate or deform their mesh.
- 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.

- 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.
- Tobii Pro VR Analytics leverages the names of the objects and the tags used in the Unity environment. 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. Use appropriate tags in the Unity environment to filter your Metrics in an efficient way. 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.
- 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.