

Welcome to Week 3 - Intro to Complete 360!

Ready to start making tours? This week will serve as an inside look at how 360 Tours are created with Unity. First, we will cover what Complete 360 is and Unity packages. Then we will create our own simple tour using Complete 360!

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Part 1 - Intro to Complete 360

1.1 What is Complete 360?

[Digital Salmon Studio](#) creates an asset of Unity tools called Complete 360, also called C360, that we use for constructing tours, and it is a great tool even for those that have no background in Unity. This asset is called a Unity package, a type of file that contains a collection of pre-made Unity components that is easy to add to your project.

1.2 Making a 360 Tour Using Unity C360

The EAC has a few articles about making 360 tours using Complete 360. This week, we will just focus on the base Complete 360 tutorial found [here](#). Read this page up to step 8 (don't worry about steps 9 and 10 yet, we will get to those at a later week) and re-visit it in this week's assignment as you see fit.

1.3 - Extra Help

If you get stuck or want to learn more about Complete 360, check out [Digital Salmon's tutorial videos of Complete 360](#).

The Complete 360 Tutorial Videos are extremely detailed and definitely worth watching again when you are stuck on any problem related to Digital Salmon Unity assets. The assets and code are well commented and extremely customizable.

Part 2 - 3D Vista Pro

[3D Vista Pro](#) is the newest addition to the EAC toolbox. This stand-alone software streamlines the process of creating 360 Tours and does not require the use of Unity Game Engine. This application can also be uploaded and deployed via the [3DVista VR](#) application in the Quest store. You can download the free trial version [here](#), and try it out yourself. To learn more about 3D Vista Pro, visit the full video tutorial playlist [here](#). (This is optional.)



For this week's exercise, you will create a short 360 tour using Unity and C360. Your tour should meet the following requirements:

1. Contain three panoramic images.
2. Contain at least one popup image.
3. Contain at least one text popup.
4. Connect each panoramic image using a hotspot.
5. Prepare to share your 360 tour at the next Intro360 meeting.

If you need any help reach out to Cecily Mobley at dcmobley@ualr.edu.