

LG 360 VR

How to Make VR APP

LG 360 VR?

- G5와 연동되는 360 VR기기
- 가벼운 무게가 장점!
- 무게 : 134.3g



What is LG VR APP?

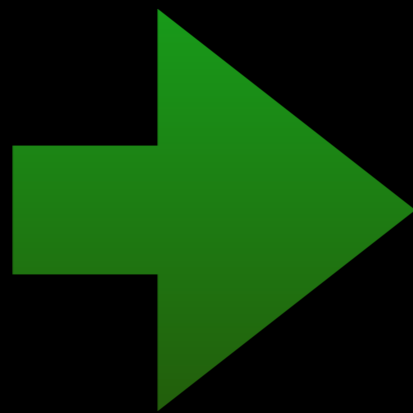


What is LG VR APP?

- 어플리케이션 목록에서 볼 수 없는 존재
- 360 VR 매니저에서 볼 수 있는 존재
- 360 VR 연결 후, 착용 하면 나타나는 존재



LG VR APP



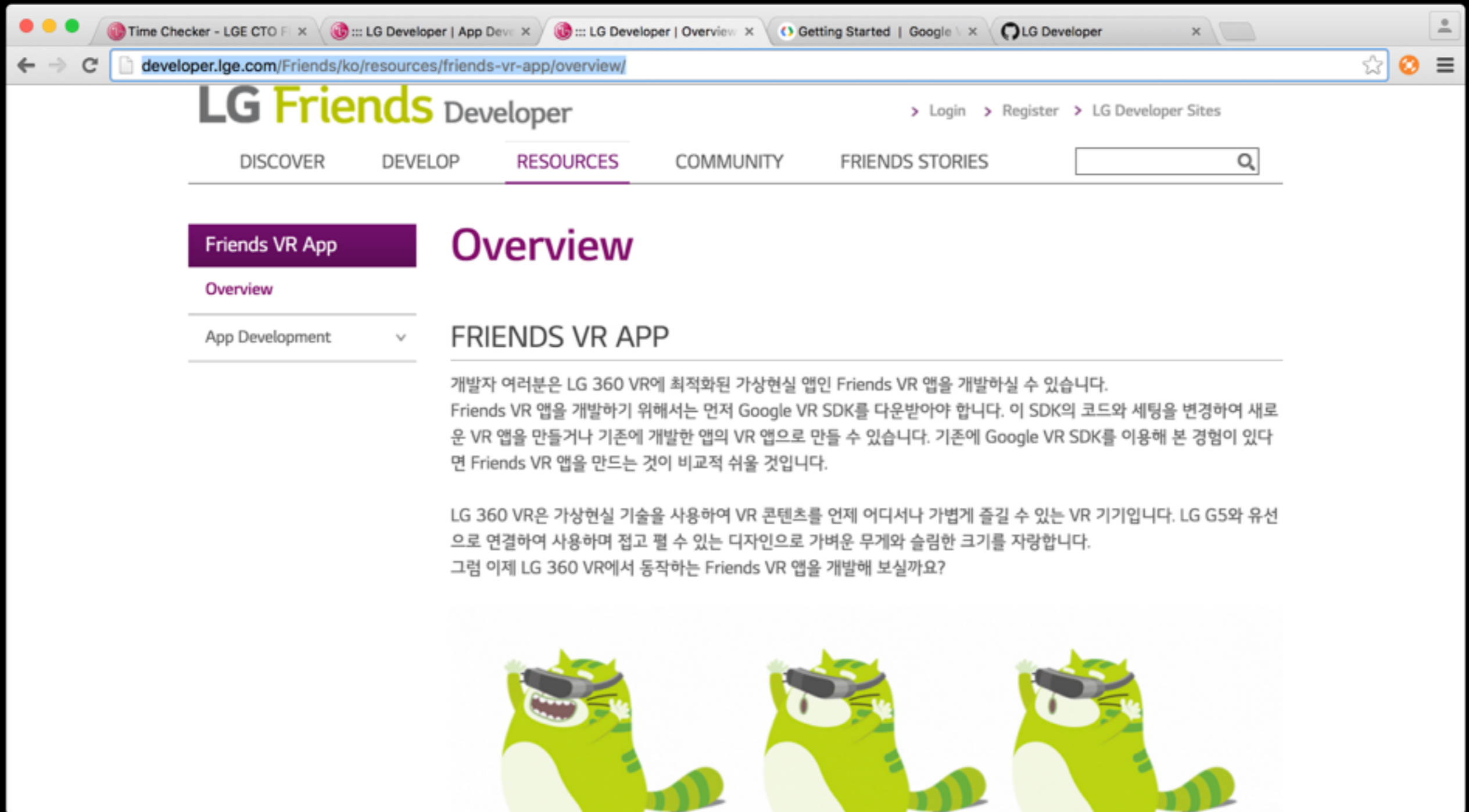
Need More??



How ?

- Just Go
<http://developer.lge.com/Friends/ko/resources/friends-vr-app/overview/>

Now !



The screenshot shows a web browser window with multiple tabs. The active tab is 'LG Developer | Overview'. The address bar shows the URL 'developer.lge.com/Friends/ko/resources/friends-vr-app/overview/'. The website header features the 'LG Friends Developer' logo and navigation links for 'Login', 'Register', and 'LG Developer Sites'. Below the header is a navigation bar with 'DISCOVER', 'DEVELOP', 'RESOURCES' (highlighted), 'COMMUNITY', and 'FRIENDS STORIES'. A search bar is located on the right. The left sidebar contains a 'Friends VR App' section with 'Overview' and 'App Development' links. The main content area is titled 'Overview' and 'FRIENDS VR APP'. It contains two paragraphs of Korean text and an illustration of three green cartoon cats wearing VR headsets.

developer.lge.com/Friends/ko/resources/friends-vr-app/overview/

LG Friends Developer

> Login > Register > LG Developer Sites

DISCOVER DEVELOP **RESOURCES** COMMUNITY FRIENDS STORIES

Friends VR App

Overview


App Development

Overview

FRIENDS VR APP

개발자 여러분은 LG 360 VR에 최적화된 가상현실 앱인 Friends VR 앱을 개발하실 수 있습니다. Friends VR 앱을 개발하기 위해서는 먼저 Google VR SDK를 다운받아야 합니다. 이 SDK의 코드와 세팅을 변경하여 새로운 VR 앱을 만들거나 기존에 개발한 앱의 VR 앱으로 만들 수 있습니다. 기존에 Google VR SDK를 이용해 본 경험이 있다면 Friends VR 앱을 만드는 것이 비교적 쉬울 것입니다.

LG 360 VR은 가상현실 기술을 사용하여 VR 콘텐츠를 언제 어디서나 가볍게 즐길 수 있는 VR 기기입니다. LG G5와 유선으로 연결하여 사용하며 접고 펼 수 있는 디자인으로 가벼운 무게와 슬림한 크기를 자랑합니다. 그럼 이제 LG 360 VR에서 동작하는 Friends VR 앱을 개발해 보실까요?



Google VR SDKs

- Android 에서 VR 동작할 수 있도록 지원
 - cardboard, daydream 모두 지원
 - LG 360 VR 지원
 - VR 앱을 위해 필요한 기본 지식



百聞不如一見

- Just Visit
<https://developers.google.com/vr/android/get-started>

百聞不如一見

The screenshot shows a web browser window with multiple tabs. The active tab is 'Getting Started | Google'. The address bar shows the URL <https://developers.google.com/vr/android/get-started>. The page has a teal header with 'Google VR' and navigation links for 'Daydream', 'Cardboard', 'Android' (selected), 'iOS', and 'Unity'. A search bar and 'All Products' link are also present. Below the header, there are tabs for '안내' (Guide) and '참조' (Reference). The main content area is titled 'Getting Started' with a five-star rating. It contains a paragraph about the document's purpose, a section for the 'Treasure Hunt sample app', and a list of features: Binocular rendering, Spatial audio, Head movement tracking, and Trigger input. A sidebar on the left lists navigation links like 'Android SDK & NDK', 'Introduction', 'Download', 'Get Started (SDK)', 'Get Started (NDK)', and 'Release Notes (SDK and NDK)'. A sidebar on the right lists a table of contents including '목차' (Table of Contents), 'Treasure Hunt sample app', 'Open and run Treasure Hunt', 'Prerequisites', 'Download the sample code', 'Build the sample app', 'Start your own project', 'Using Android Studio', and 'Directly using Gradle'.

Time Checker - LGE CTO x LG Developer | App De x LG Developer | Overview x Getting Started | Google x LG Developer x Getting Started | Google x

← → ↺ <https://developers.google.com/vr/android/get-started> ☆ ⚙ ⋮

이 페이지는 영어 로 되어 있습니다. 번역하시겠습니까? [안함](#) [번역](#) 옵션 x

Google VR Daydream Cardboard **Android** iOS Unity 🔍 검색 ☰ All Products

안내 참조

Getting Started

☆☆☆☆☆

This document describes how to get started using the Google VR for Android SDK by building and running one of our sample apps on your Android device.

Treasure Hunt sample app

You will build the Treasure Hunt app, which uses the following features of the Google VR SDK:

- **Binocular rendering:** A split-screen view for each eye in VR.
- **Spatial audio:** Sound seems to come from specific areas of the VR world.
- **Head movement tracking:** The VR world view updates as the user moves their head.
- **Trigger input:** The user can interact with the VR world by pressing a button.

In this game, you'll look around the game world to find and collect objects as quickly as possible. It's a basic game, but it demonstrates the core features of the Google VR SDK.

Android SDK & NDK
Introduction
Download
[Get Started \(SDK\)](#)
Get Started (NDK)
Release Notes (SDK and NDK)

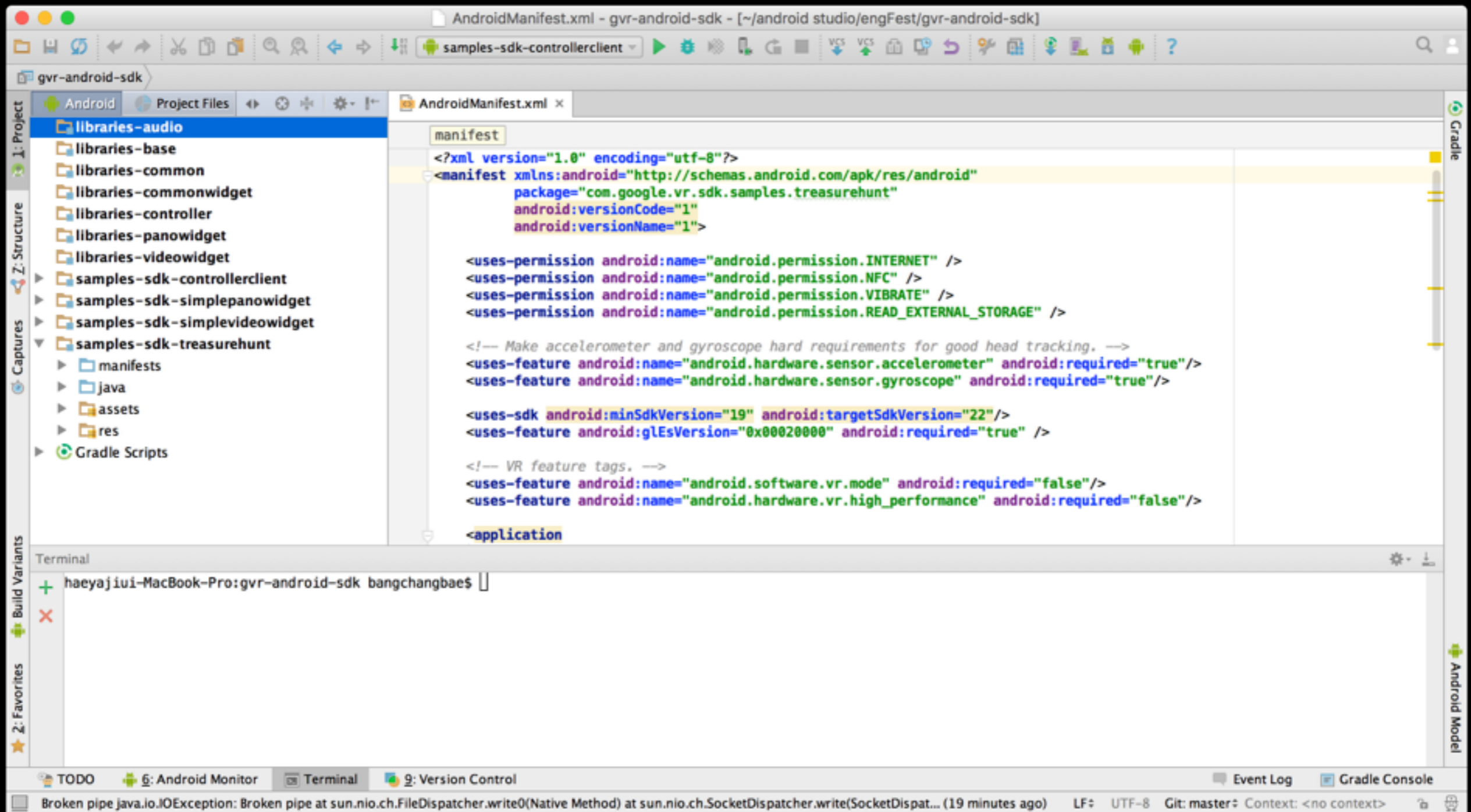
Samples and Tutorials
Treasure Hunt (SDK)
VR View (SDK)
API Walkthrough (NDK)

목차
Treasure Hunt sample app
Open and run Treasure Hunt
Prerequisites
Download the sample code
Build the sample app
Start your own project
Using Android Studio
Directly using Gradle

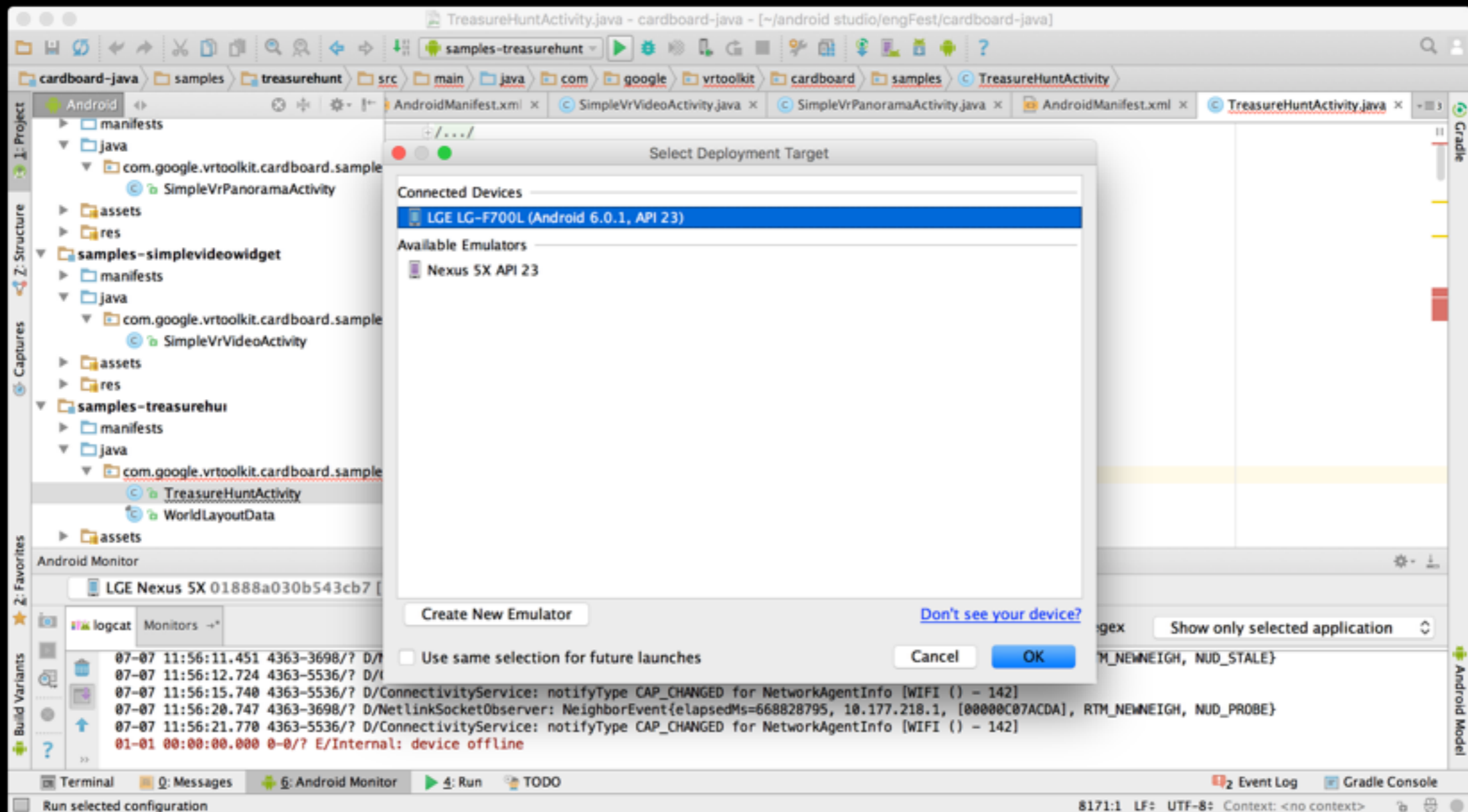
百聞不如一受

- Just Clone
git clone <https://github.com/googlevr/gvr-android-sdk.git>

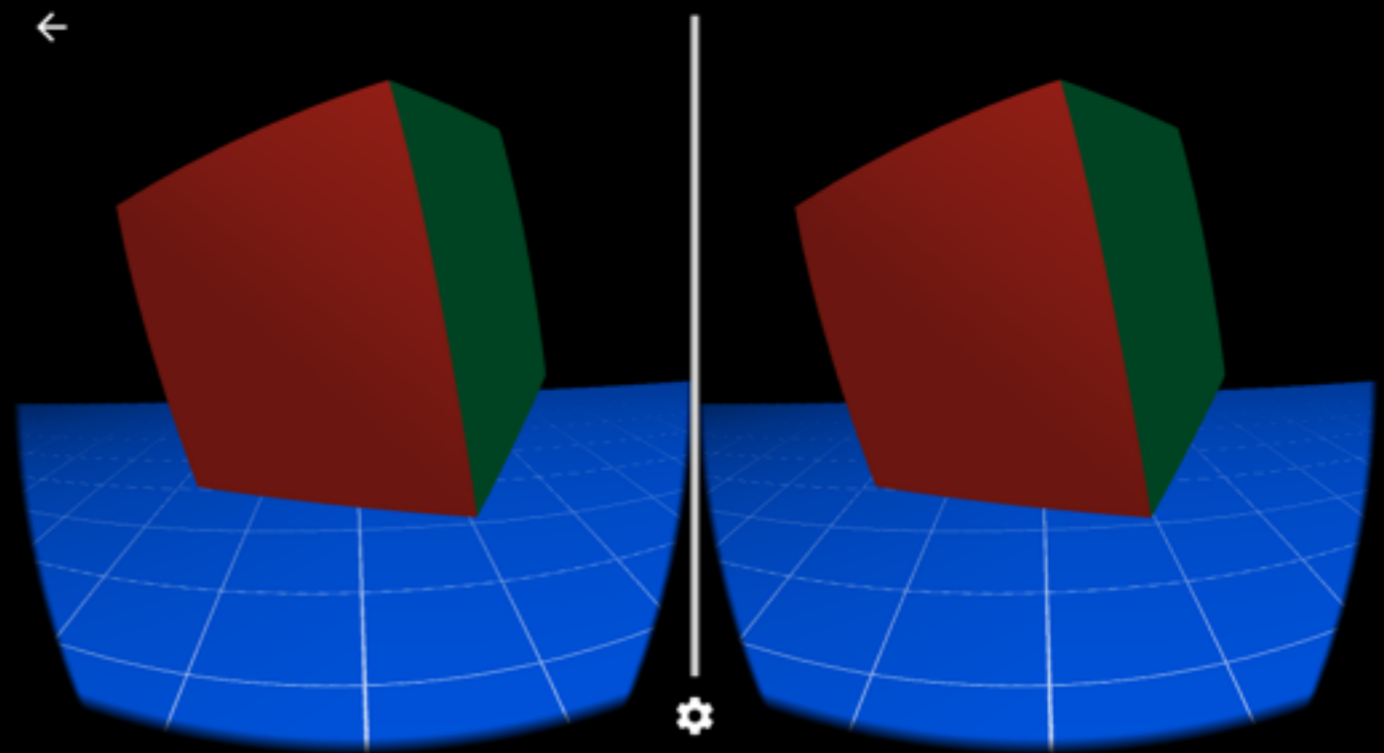
百聞不如一受



Run!!



Run!!



TreasureHunt

```
<application
    android:allowBackup="true"
    android:supportsRtl="true"
    android:icon="@drawable/ic_launcher"
    android:label="@string/app_name">
    <activity
        android:name=".TreasureHuntActivity"
        android:label="@string/app_name"
        android:screenOrientation="landscape"
        android:configChanges="orientation|keyboardHidden|screenSize" >
        <intent-filter>
            <action android:name="android.intent.action.MAIN" />
            <category android:name="android.intent.category.LAUNCHER" />
            <category android:name="com.google.intent.category.CARDBOARD" />
        </intent-filter>
    </activity>
</application>
```

Modifying TreasureHunt

developer.lge.com/Friends/ko/resources/friends-vr-app/app-development/

Friends VR App

Overview

App Development ^

UX Guidelines

Samples

Version* 1.0
Bundle Version Code 1
Minimum API Level **Android 6.0 'Marshmallow' (API level 23)**

MODIFYING THE ANDROID MANIFEST

Friends VR 앱을 개발하기 위해서는 Android Manifest 파일에서 다음과 같이 수정하여야 합니다.

- 앱이 LG 360 VR 홈에 표시되도록 다음과 같이 추가합니다.
`<action android:name="com.lge.home.vr.LG_360VR_APP" />`
- 앱이 스마트폰의 홈에 표시되지 않도록 다음의 Intent filter를 삭제합니다.
`<category android:name="android.intent.category.LAUNCHER" />`
- 앱이 LG 360 VR 홈에 표시되도록 다음의 Intent filter를 추가합니다.
`<category android:name="android.intent.category.INFO" />`
- 앱이 최근 사용 앱 리스트에 표시되지 않도록 다음과 같이 Activity 속성을 설정합니다.
`<activity android:excludeFromRecents="true" />`

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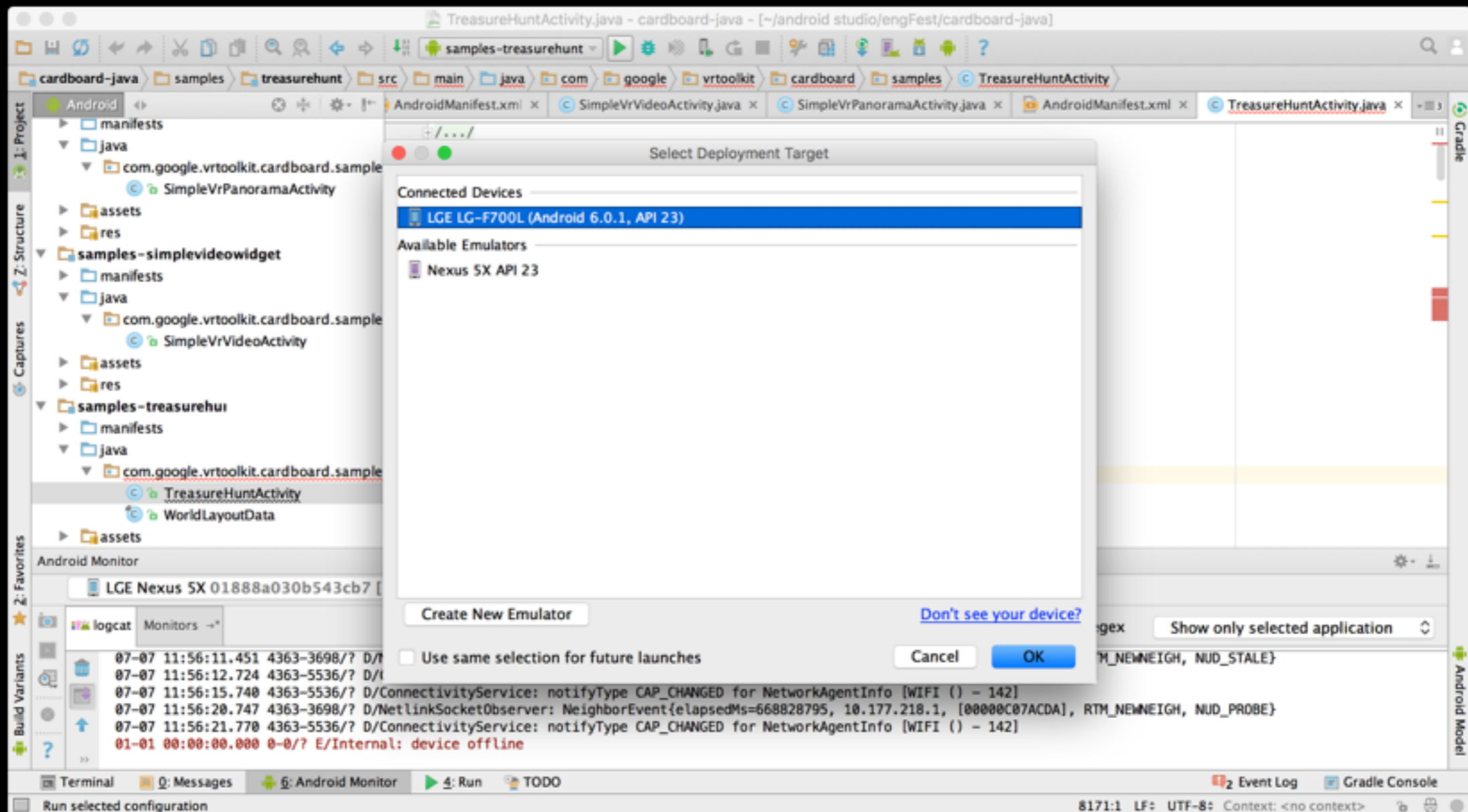
한국어

TOP

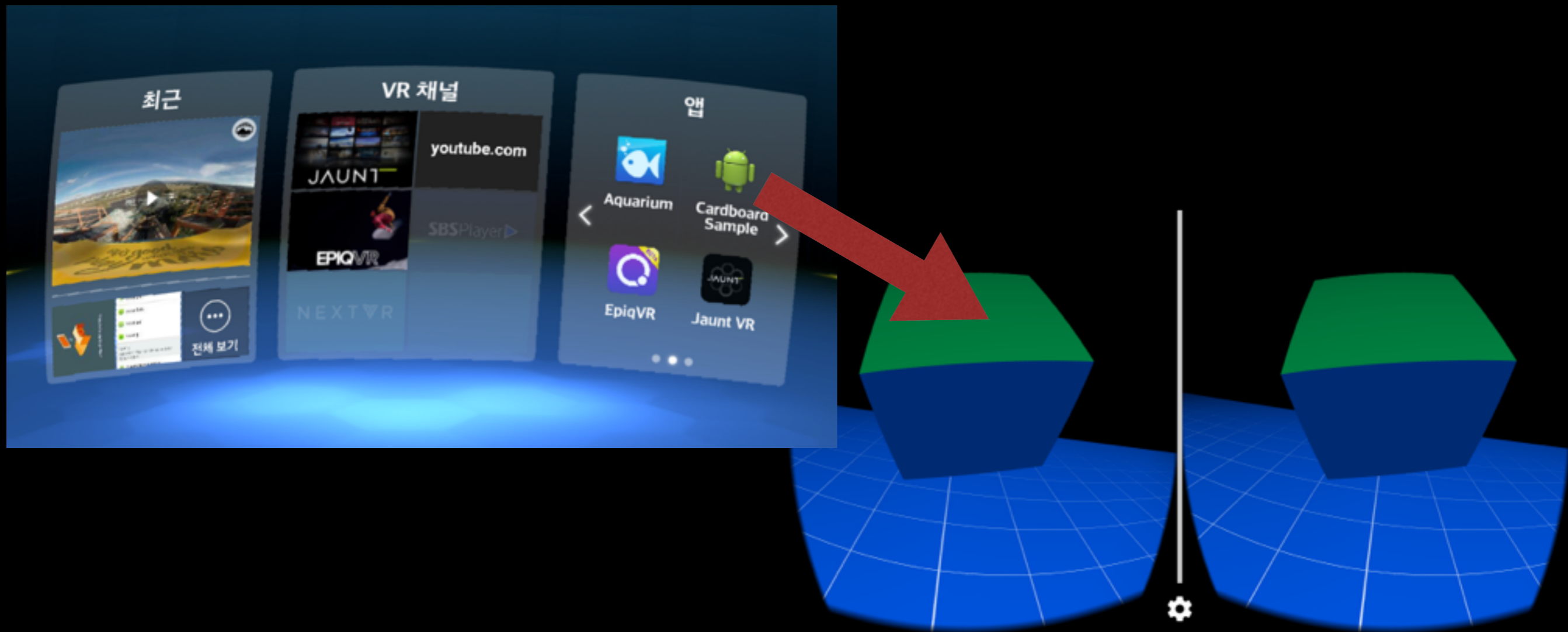
TreasureHunt as LG VR APP

```
<application
    android:allowBackup="true"
    android:supportsRtl="true"
    android:icon="@drawable/ic_launcher"
    android:label="@string/app_name">
    <activity
        android:name=".TreasureHuntActivity"
        android:label="@string/app_name"
        android:screenOrientation="landscape"
        android:configChanges="orientation|keyboardHidden|screenSize"
        android:excludeFromRecents="true">
        <intent-filter>
            <action android:name="android.intent.action.MAIN" />
            <category android:name="android.intent.category.INFO" />
            <category android:name="com.google.intent.category.CARDBOARD" />
            <action android:name="com.lge.home.vr.LG_360VR_APP" />
        </intent-filter>
    </activity>
</application>
```

Run Again!!



Treasurehunt as LG VR APP



TIP

- 360 VR 을 Phone 에 연결하고 Debugging??
 - adb -d tcpip 5555
adb connect [IP ADDRESS]:5555
- 더 복잡한 360 VR 샘플이 필요할 땐??
 - Phone에 이미 깔려 있는 LG VR APP!
- LG VR APP 제약 사항
 - GvrActivity(Base activity that provides easy integration with GVR headsets.) 으로