

## Hello ImmersaXR-Studio

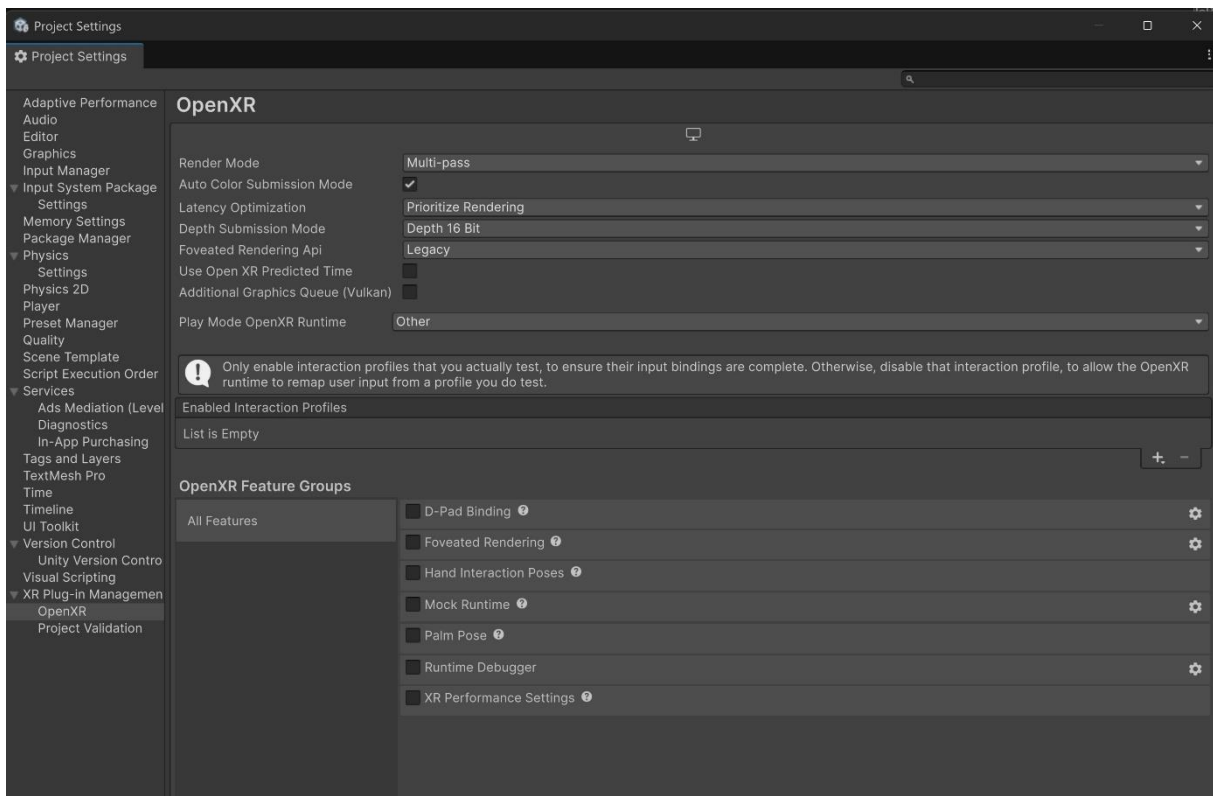
A minimal Unity hello-world project showing how to use [ImmersaXR-Studio](#) with OpenXR.

### Requirements

- **Unity** 6000.3.2f1 (Unity 6.3)
- **OpenXR Plugin** 1.16.1
- An OpenXR-compatible runtime (e.g. ImmersaXR-Studio)

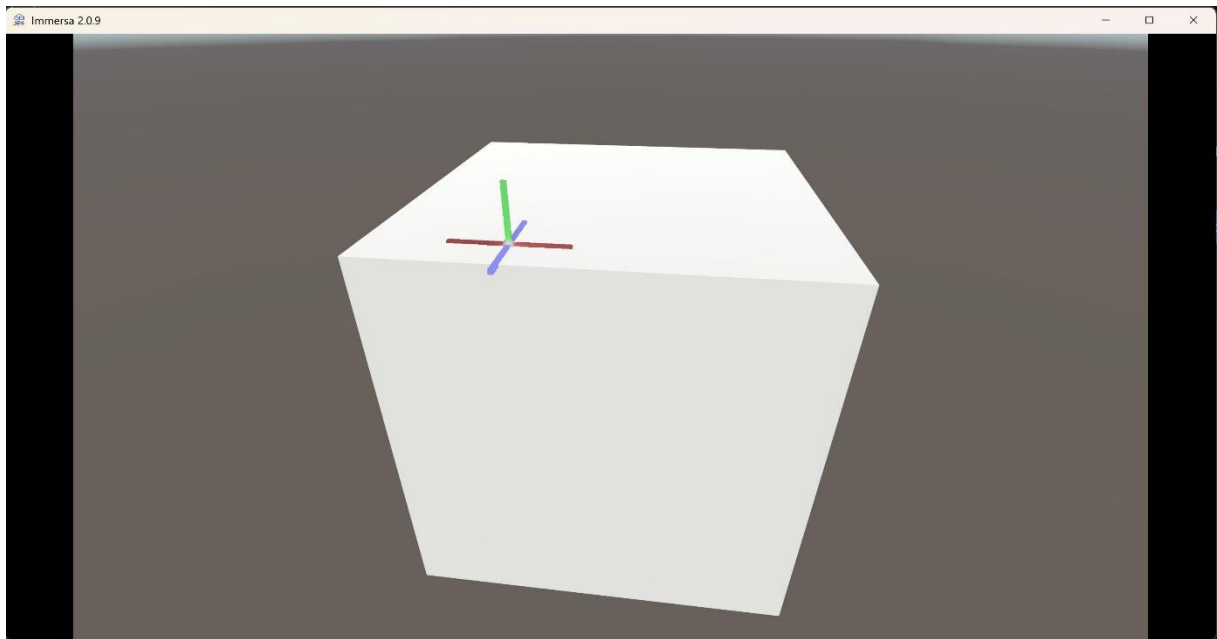
### Setup

1. Create a new Unity 3D project.
2. Install the **OpenXR Plugin** package via Package Manager.
3. Convert the default Main Camera to an **XR Rig**.
4. In **Project Settings** → **XR Plug-in Management**, enable **OpenXR** as the runtime.
5. In **Project Settings** → **XR Plug-in Management** → **OpenXR**, set:
  - **Depth Submission Mode** → Depth 16 Bit
  - **Render Mode** → Multi-pass



## Running in ImmersaXR-Studio

The scene running through the ImmersaXR-Studio OpenXR runtime:



## Project structure

Assets/      Scenes, input actions, and XR settings

Packages/      Unity package manifest

ProjectSettings/      Project-level Unity settings