

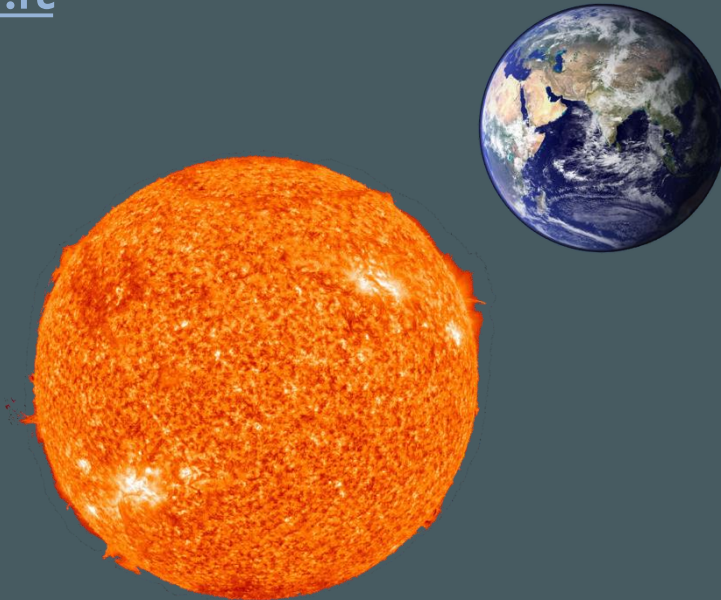
SOLAR SYSTEM EXERCISE: HANDS ON TOGETHER

Corso Realtà Virtuale 2025/2026

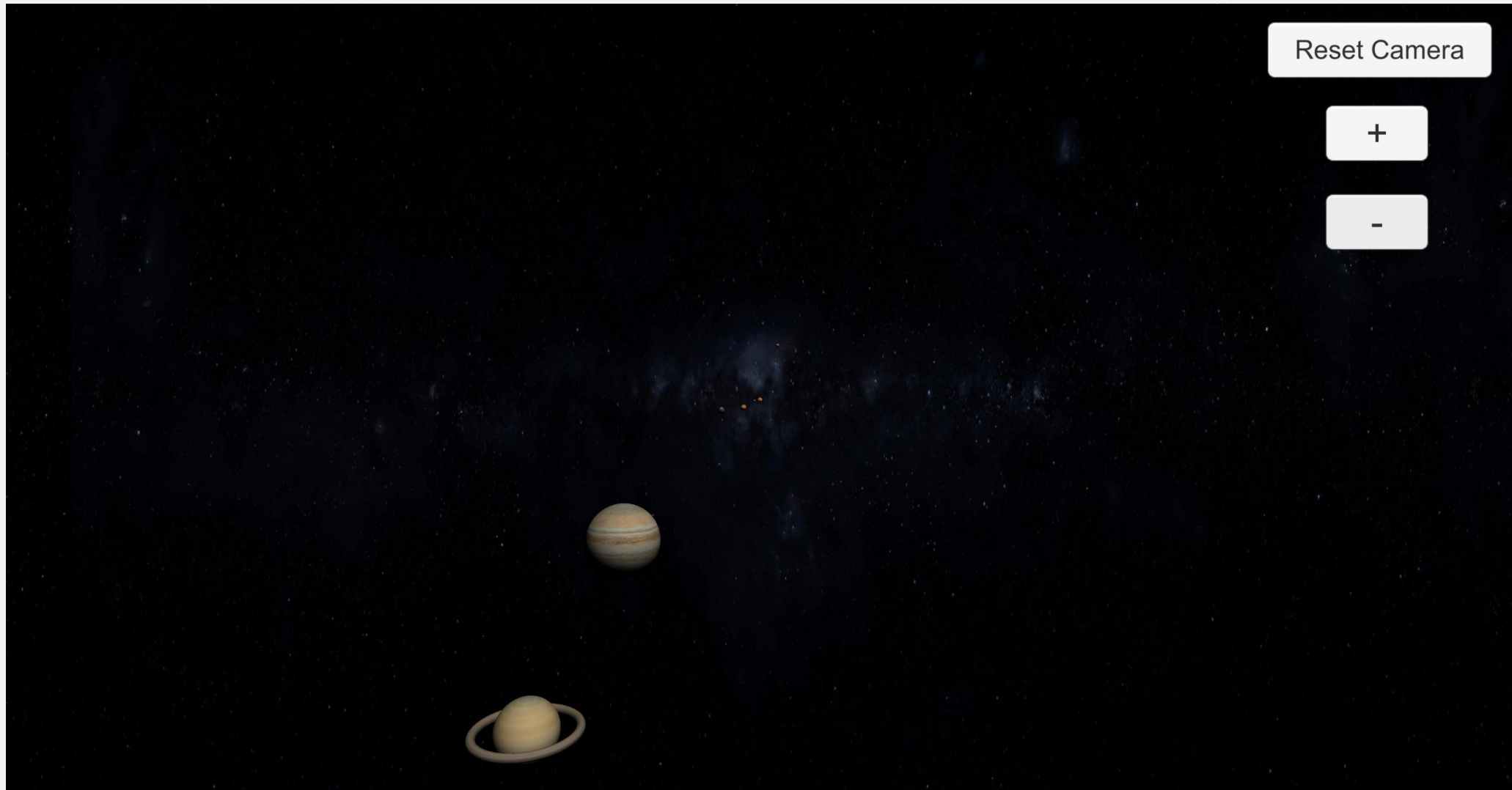
eleonora.chitti@unimi.it

Code on the laboratory repository Github in the folder
Material_Unity_Planetary

<https://github.com/aislabunimi/courses.vr2026>



SCREENSHOT OF THE FINAL RESULT 😊



Reset Camera

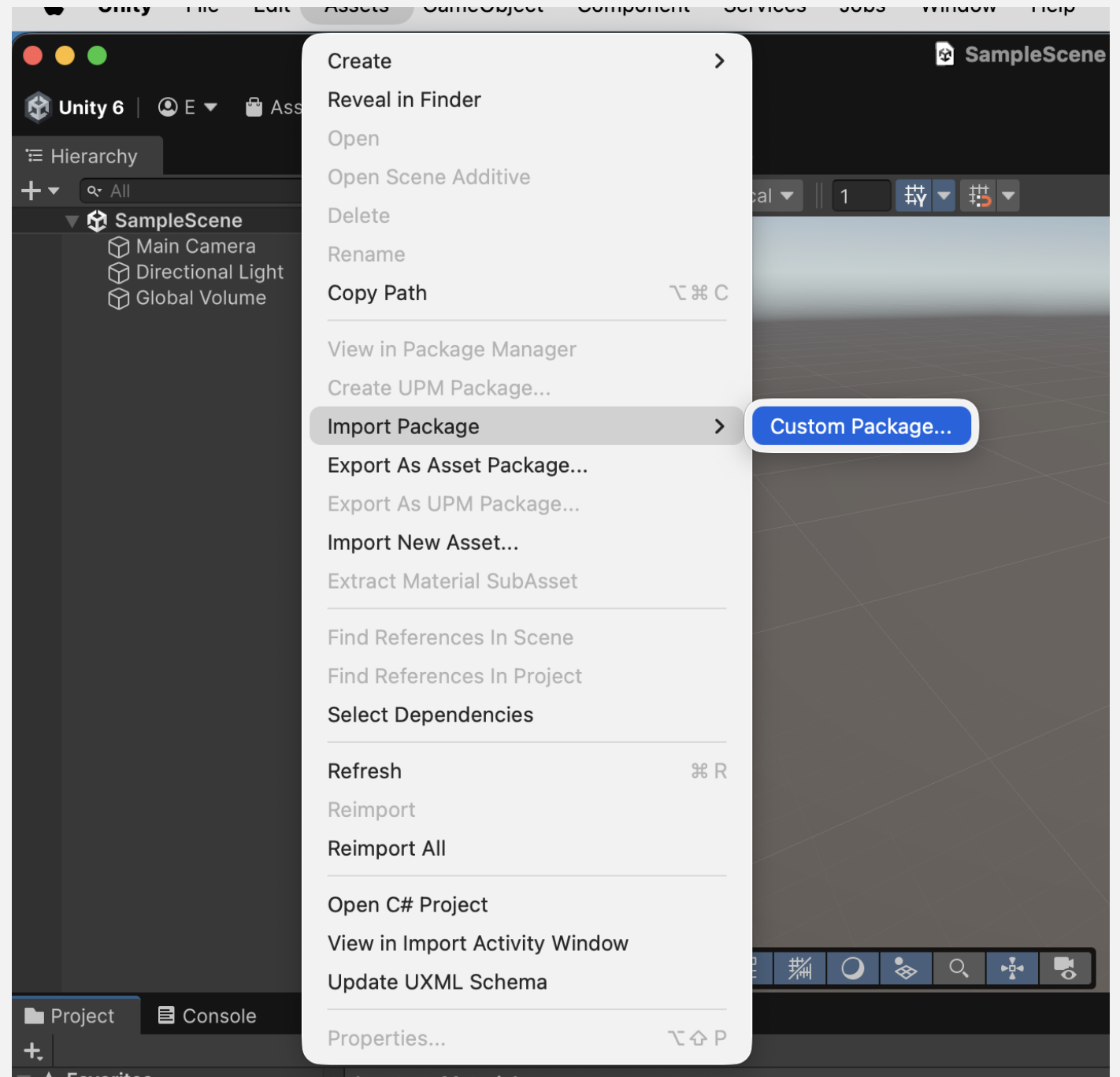
+

-



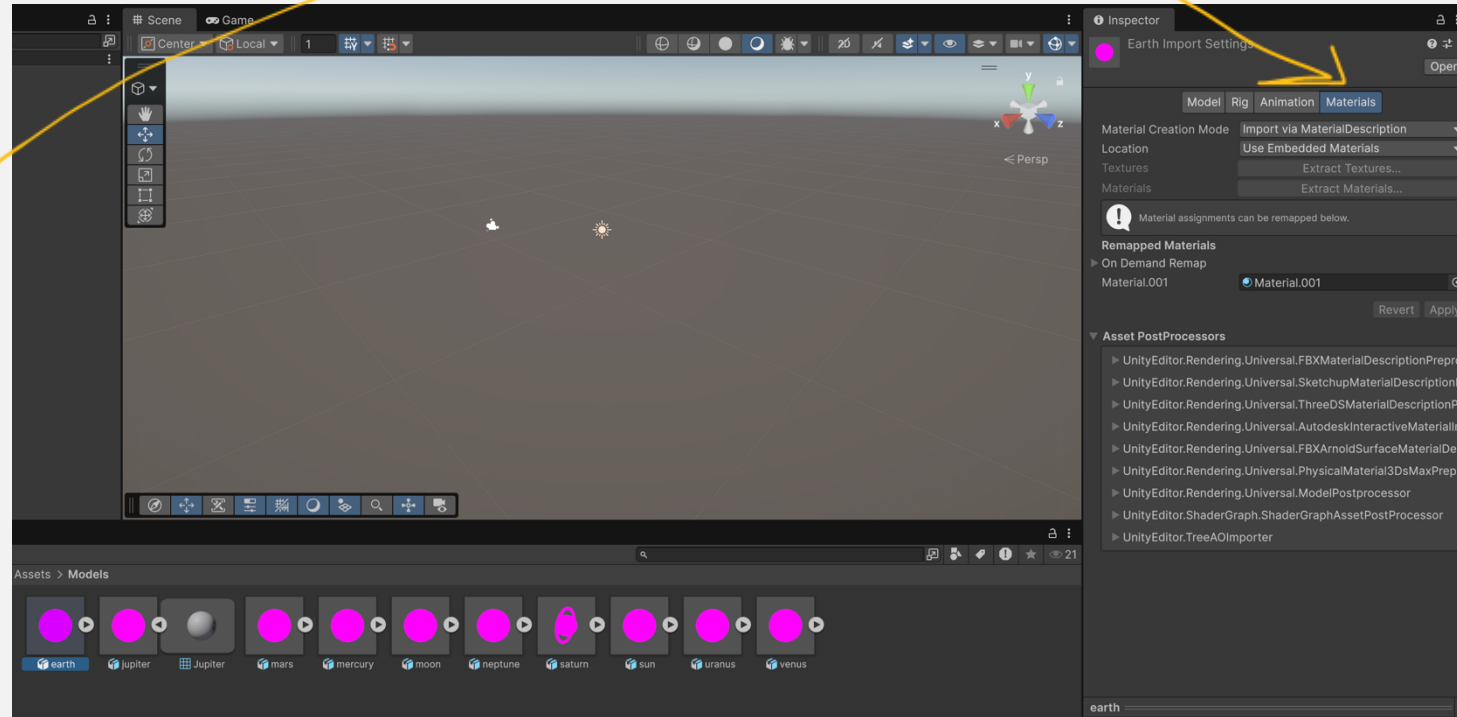
First Step

1. Download from github the two UnityPackage
2. Go to Assets → Import package → Custom Package



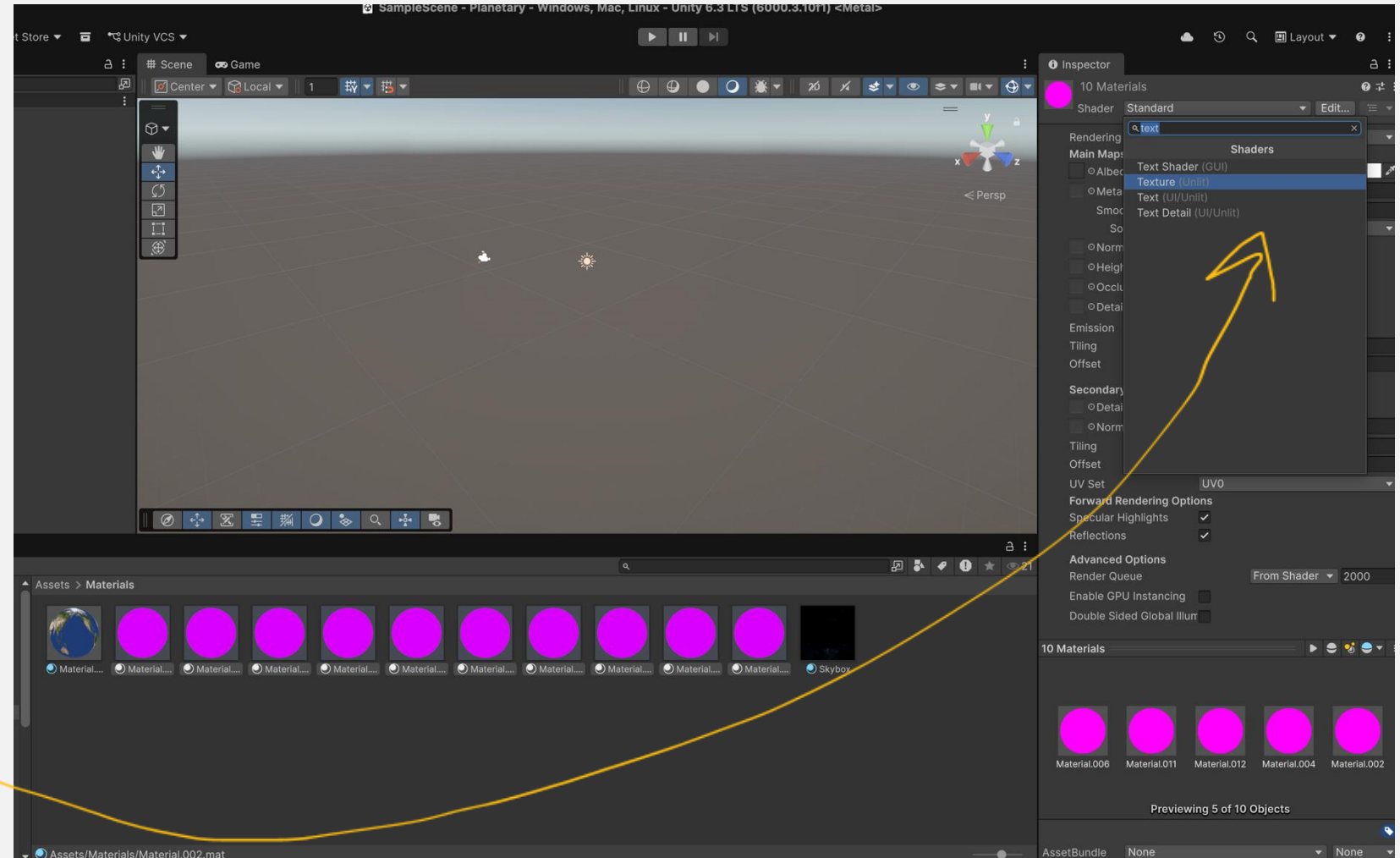
Fix Material (I) for URP

1. Go to Models folder
2. Click on a Pink planer
3. Click on Materials in the Inspector
4. Click on Extract Material
5. Extract the Material in the (Assets > Materials) folder



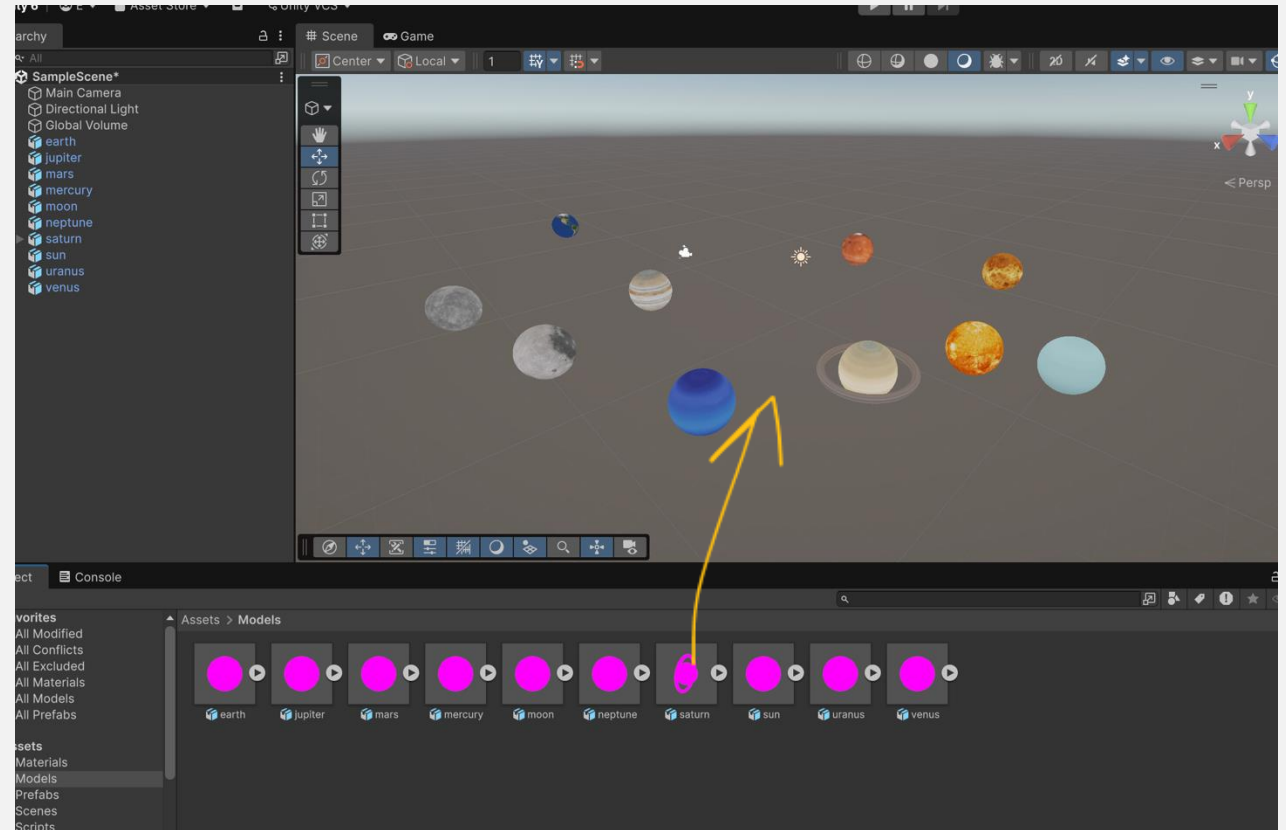
Fix Material (2) for URP

1. Go to Assets > Materials Folder
2. Click on the Pink Material
3. Replace Standard in the Inspector with «Texture (Unlit)»



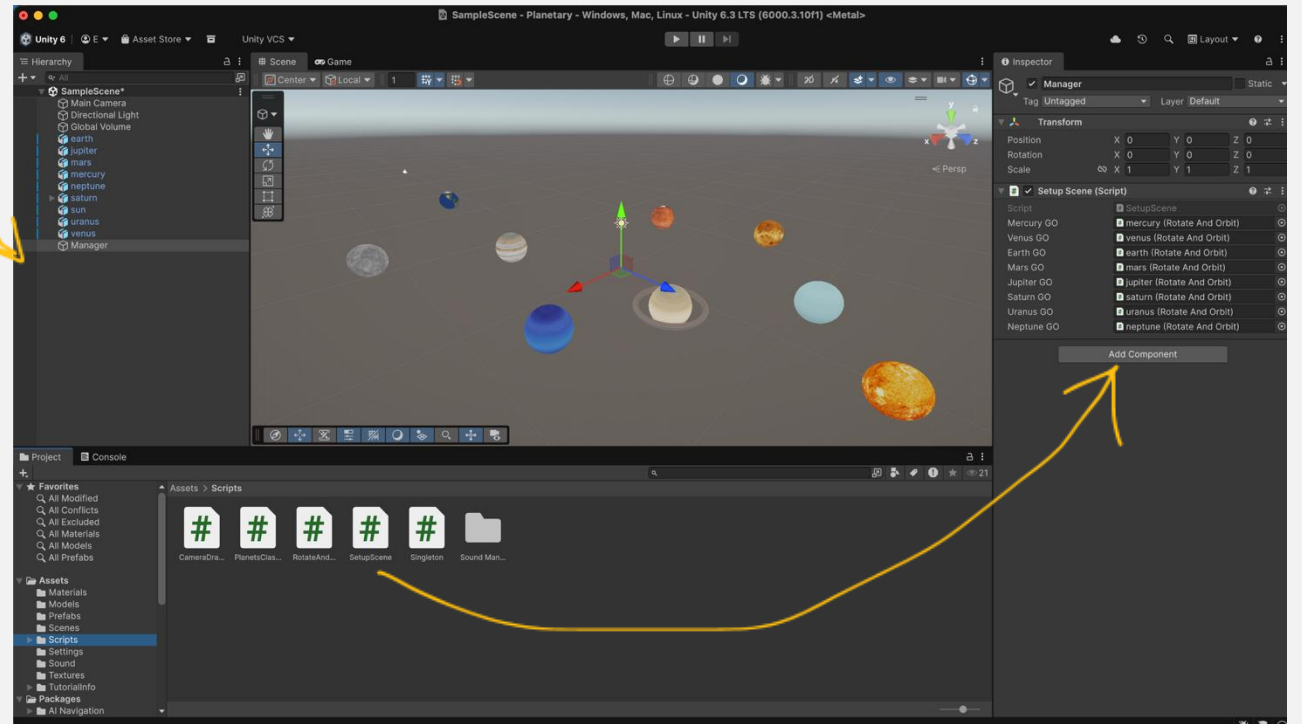
Design the Scene

1. Drag and Drop each Model of planet (in the Models folder) in the Scene
2. Create an Empty Game Object in the Scene (right click → Create Empty)
3. Call the New Empty GO manager



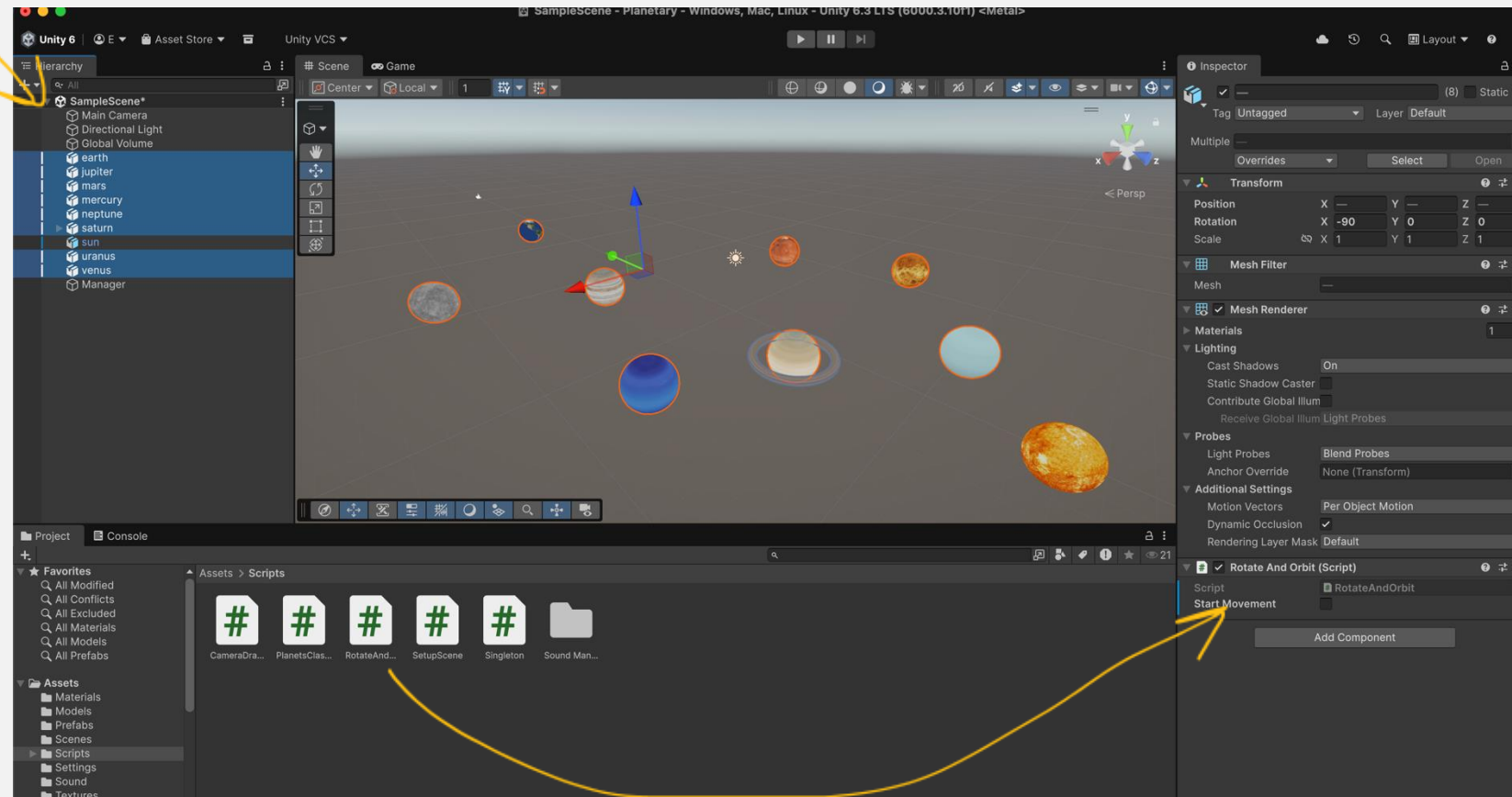
Design the Scene

1. Click on the Manager GO
2. Drag the Script «SetupScene» In the Inspector



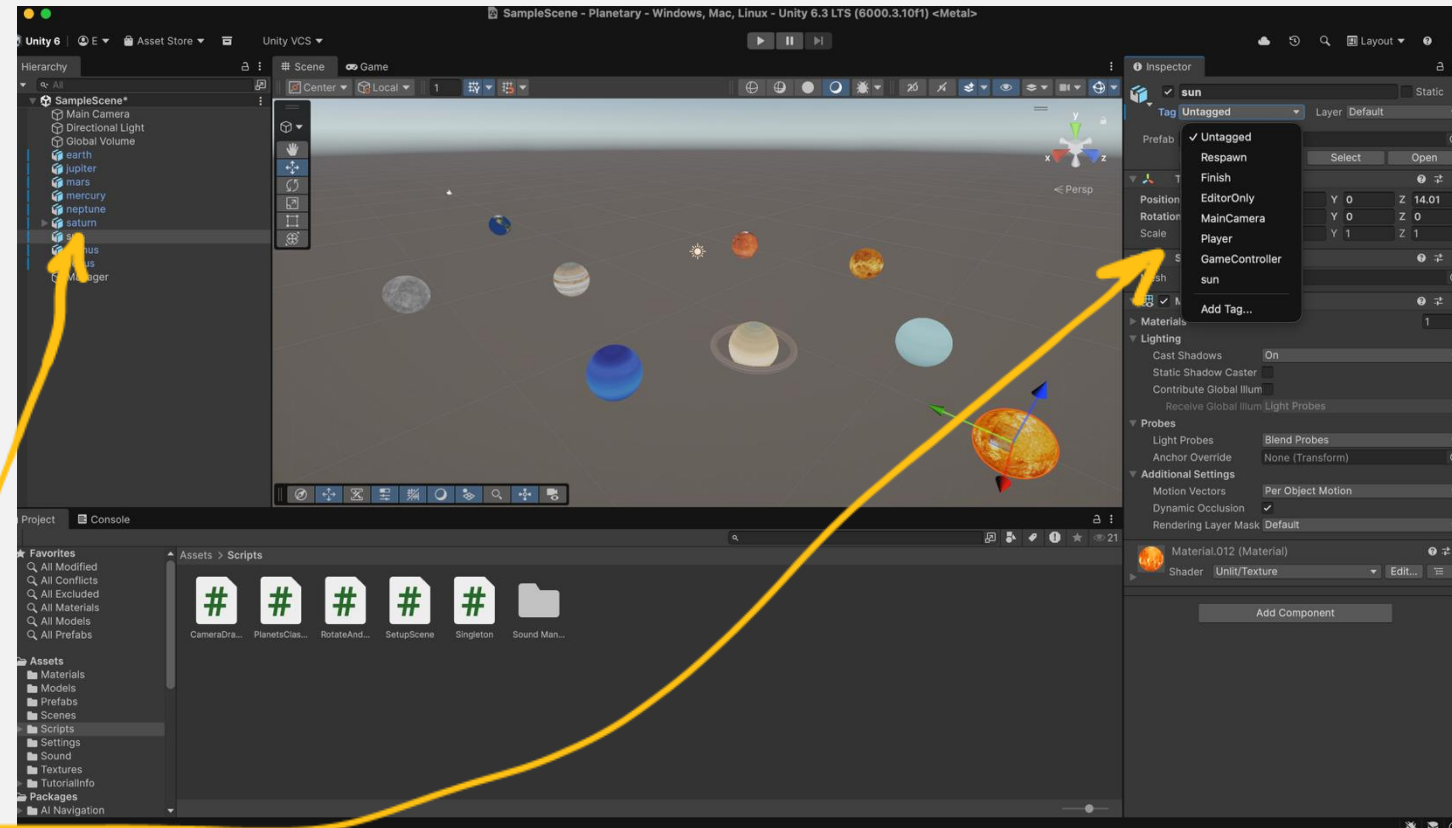
Design the Scene

1. With ctrl and click select all the planets except sun
2. Drag the Script «Rotate and Orbit» In the Inspector



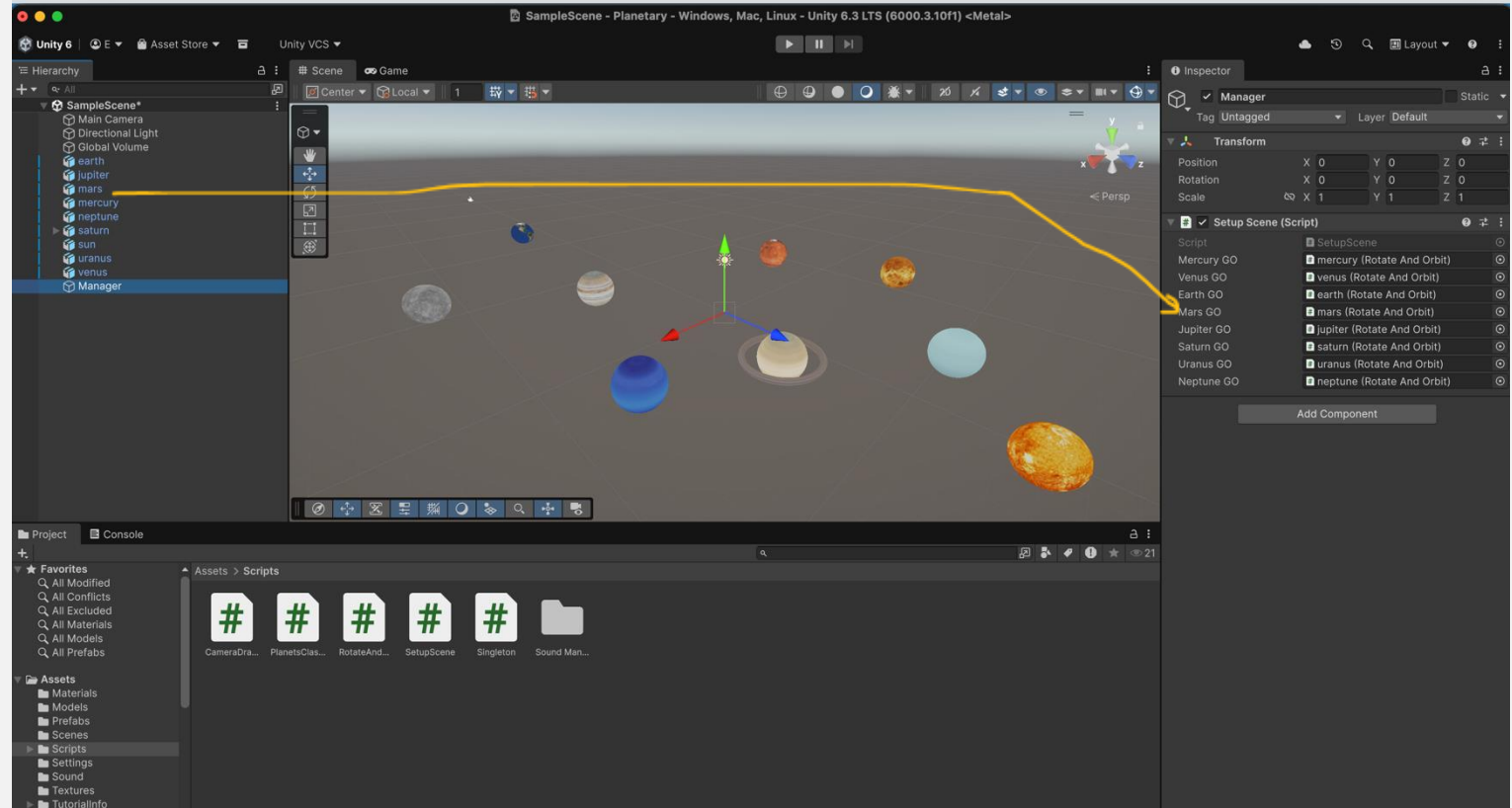
Design the Scene

1. Click on the sun
2. In the Inspector click on Tag
3. Click on Add a new tag
4. Click on + and create a tag «sun»
5. Now click again on the sun
6. Click on Tag
7. Select the «sun» tag



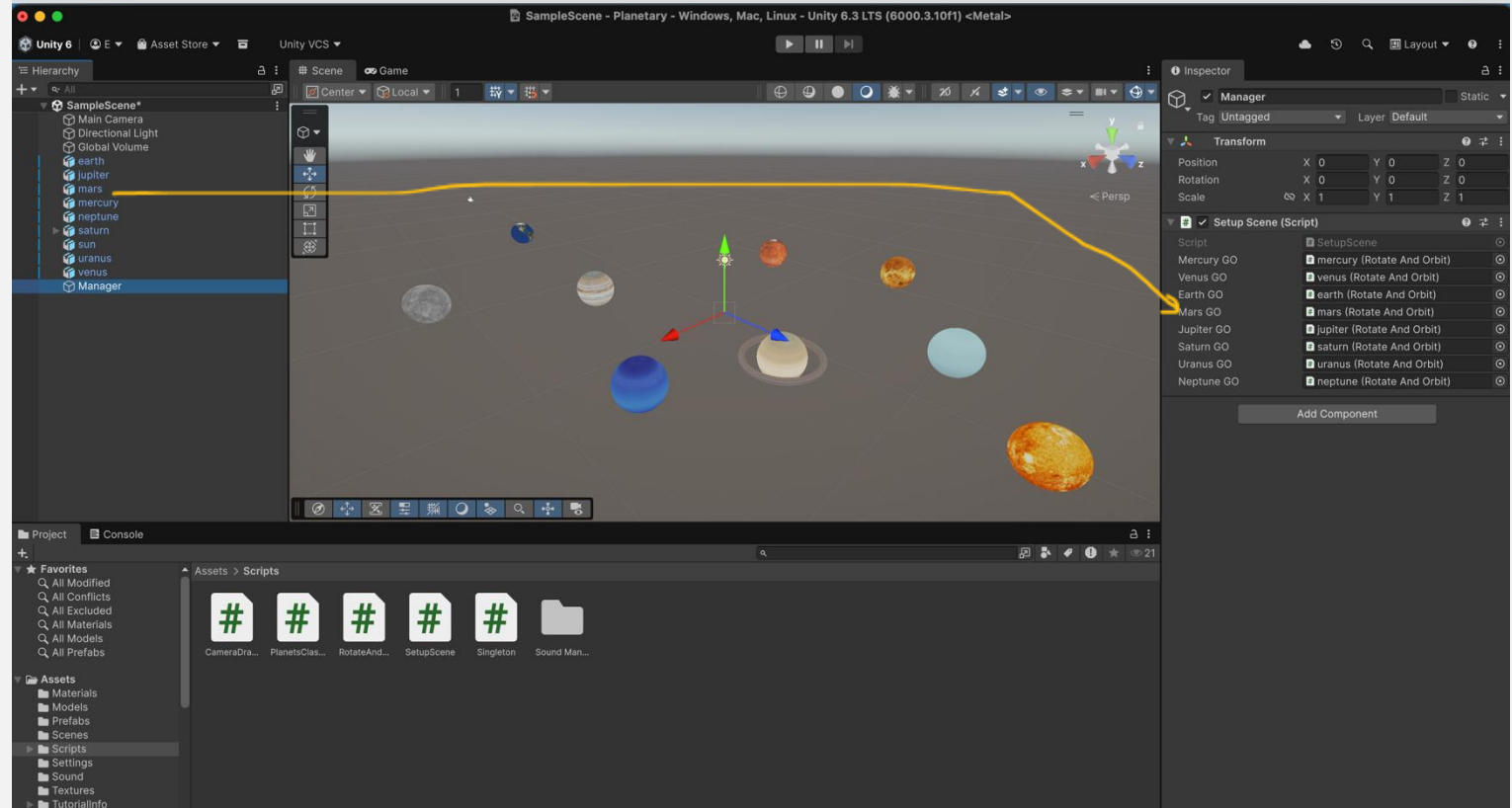
Design the Scene

1. Click on the Manager
2. In the Inspector Drag each planet from the Scene Hierarchy in the Inspector matching Names



Design the Scene

1. Click on the Manager
2. In the Inspector Drag each planet from the Scene Hierarchy in the Inspector matching Names

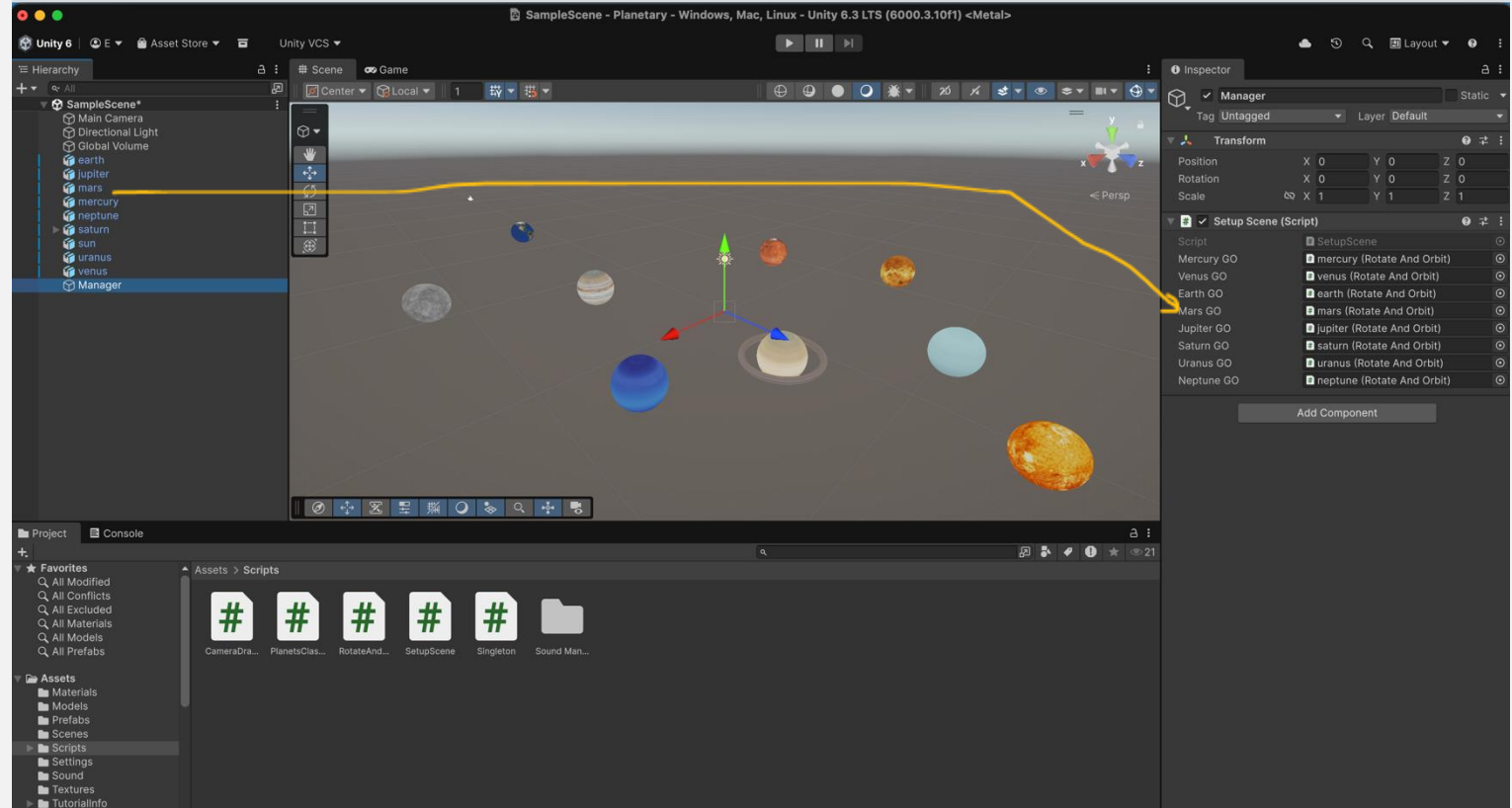


Add Music and UI



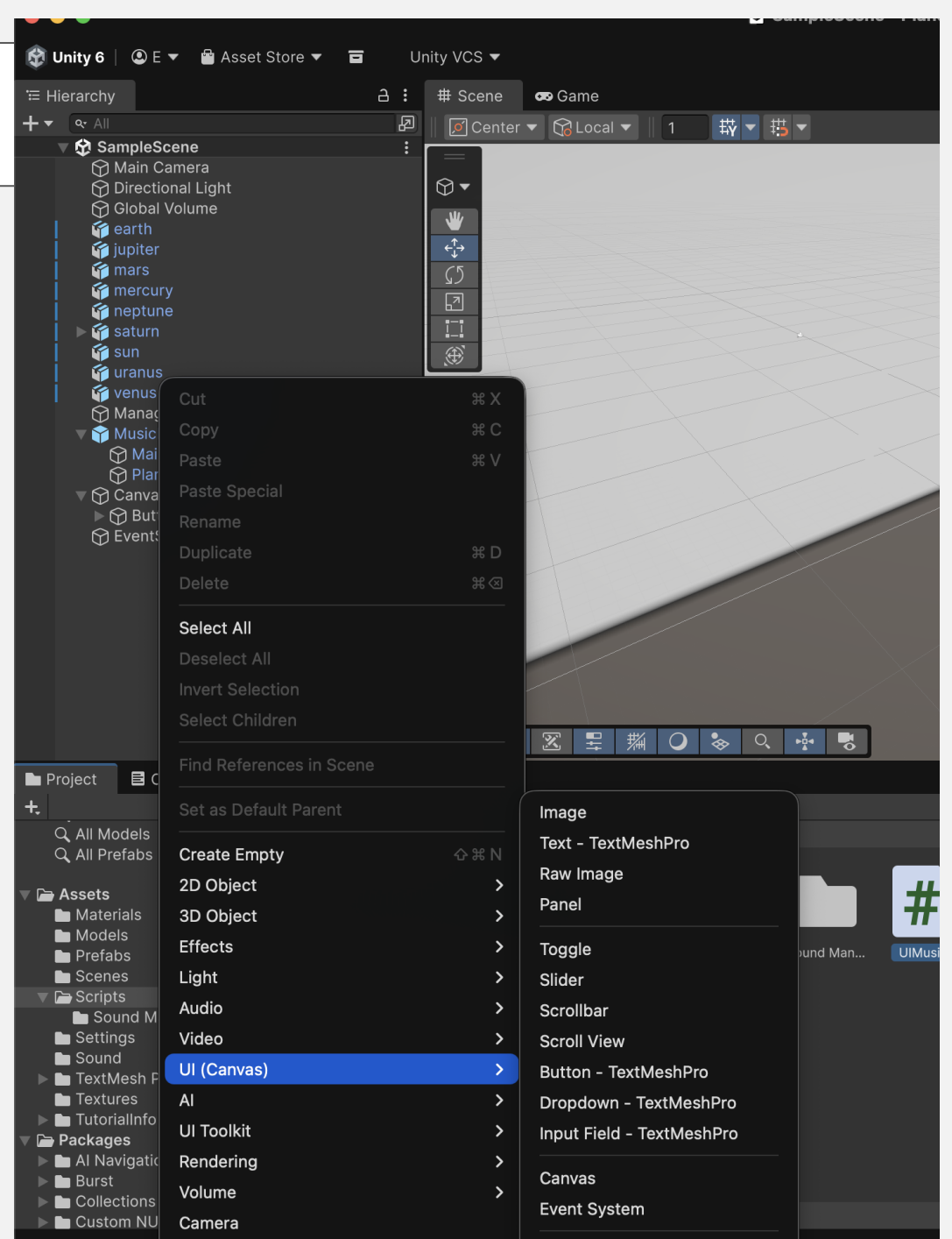
Add Music

1. Click on the Assets > Prefab folder
2. Drag the Music Prefab



Add UI

1. Click on the Hierarchy
2. Right Click -> UI -> Add a Canvas
3. Right Click -> UI -> Add a Button



```
using UnityEngine;
```

```
public class UIMusic : MonoBehaviour  
{
```

```
    public MusicManager m_music_manager;  
    private bool mainTitle;
```

```
    private string title1 = "MainMenuAudio";  
    private string title2 = "PlanetaryAudio";
```

```
    // Start is called once before the first execution of Update after the MonoBehaviour is created
```

```
    void Start()
```

```
    {  
        mainTitle = true;
```

```
    }
```

```
    // Update is called once per frame
```

```
    void Update()
```

```
    {
```

```
    }
```

```
    public void SwitchMusic()
```

```
    {  
        m_music_manager.StopAll();  
        if (mainTitle)  
        {  
            m_music_manager.PlayMusic(title2);  
            mainTitle = false;  
        }  
        else  
        {  
            m_music_manager.PlayMusic(title1);  
        }  
    }  
}
```

Add UI

1. Create a new GO and add a the script
2. In the Inspector go to Button -> On Click
3. Add the GO in the empty space
4. Seleyc the funcion Switch Music

