5.1 New Snap Zone Testing

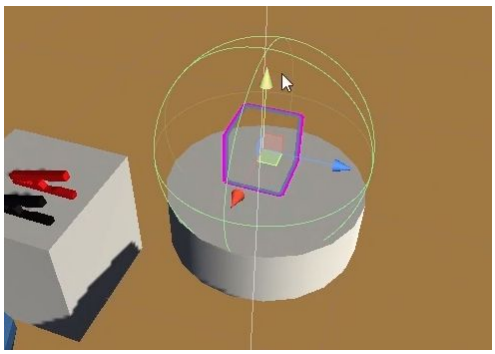
5.2 Adjusting Activation Area

Activities:

Step 1: Insert a Snap Zone prefab

Step 2: Insert a Cylinder to indicate the SZ location

Step 3: Snap Zone Activation Area



Length:	10 minutes
Overview:	Create a Snap Zone (SZ) from a prefab. Create a cylinder underneath it so we know where the invisible SZ is. Both are placed off to the side of our cars so we can tinker with it.
Project Outcome:	1 Snap Zone above a new cylinder object.
Learning Objectives:	The students will be able to: - Locate and insert a prefab. - Create and position a cylinder
Prerequisite:	Previous tutorial steps (Sections 1-4)
ISTE Student Standards	4a "...use a deliberate design process for generating ideas, testing theories…" 6d "customize the medium for the intended audiences"
Video	5.1 https://vimeo.com/349088203 5.2 https://vimeo.com/349089927 **OR**

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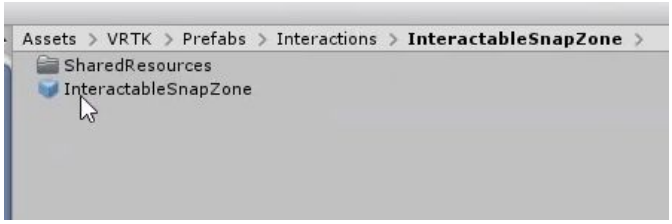
Step 1: Insert a Snap Zone prefab

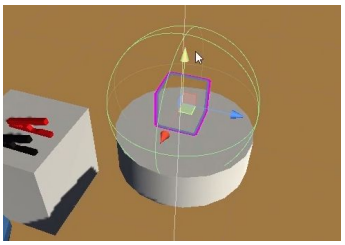
1. Navigate in the Project folder to Assets > VRTK > Prefabs > Interactions > InteractableSnapZone, and drag the prefab into the scene, off to the side (any empty space)



- **Explain** A Snap Zone (or "Snap Drop Zone") is a designated area where you can place an object near it, illuminating a shape to indicate you can place it there. Upon releasing the held object, it will "snap" into place.

Step 2: Insert a Cylinder to indicate the SZ location

1. To remind ourselves where the SZ is, insert a Cylinder to use as a table (GameObject menu >3D Object > Cylinder), and move it to table height near the SZ.
2. Ensure the SZ is directly above the cylinder.



- **Explain** The cylinder isn't required for the Snap Zone to function, but because SZ's are usually invisible until you activate them, it makes it easier to find when play testing!

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Step 3: Snap Zone Activation Area

3. In the Hierarchy, expand the InteractableSnapZone and select Activation Area.
4. Locate the Sphere Collider in the Inspector. This is the Activation Area. Try changing the value to 0.2
5. Play test to see that you now must place an object much closer before the SZ activates.

- **Discuss:** In what situations would you require a user to place objects in a specific location? (Assembling parts is a good start)

End of Lesson

Recap

Key concepts:

- Snap Zones are a good way to guide the user where objects should go.

Key skills:

- Adding a Snap Zone prefab
- Modifying the Snap Zone Activation Area (changing the collider size)

Key terms:

- **Vertex Snapping:** A method of moving objects that “snaps” a vertex point (such as an edge) onto another objects’ vertex point.
- **Activation Area:** The collider area where the user must hold an object before triggering the snap zone to activate.

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