XR Composition Layers

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A brief digression

We're canceling the Runtime Fee
and updating our subscription plans.
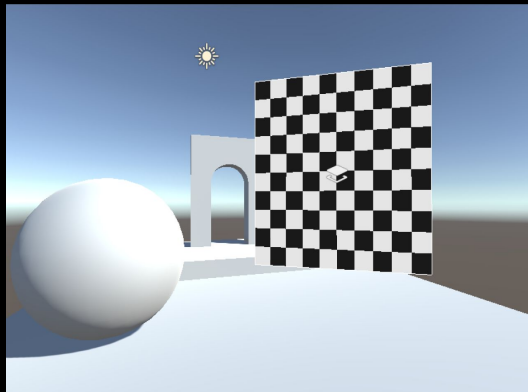
LEARN MORE →

Unity®

Disclaimer

XR Composition Layers
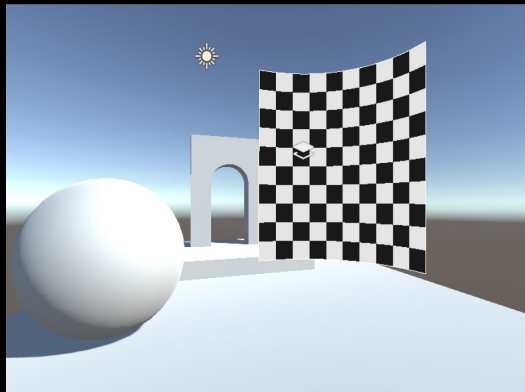
Coming Soon

➔ Sharp visual clarity

➔ Secure content

➔ Extendable: hardware acceleration

➔ Extendable: custom layer types

OpenXR

Quad

A layer that takes up a flat rectangular space in an environment
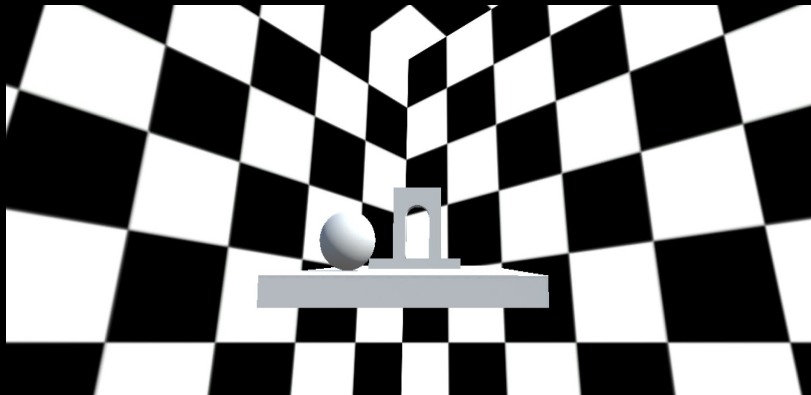
Cylinder

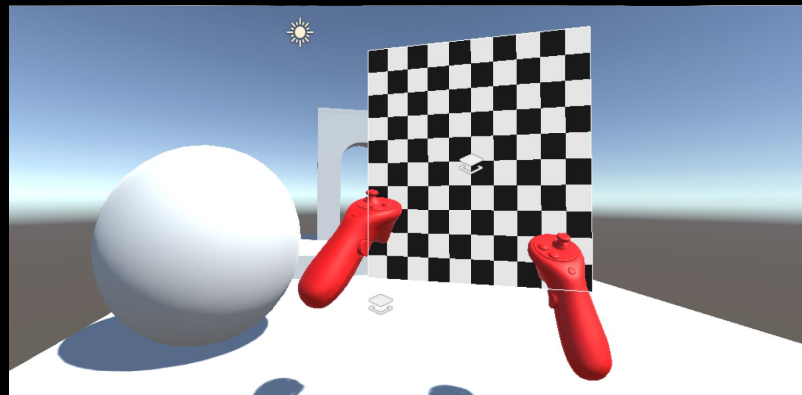A layer that takes up a curved rectangular space in an environment.

Equirect

A layer that maps equirectangular coded data onto the inside of a sphere.

Cube

A layer that takes a cubemap and projects it onto a cube.

Projection

A layer that is stereo, with two textures from the point of view of the user's eyes.
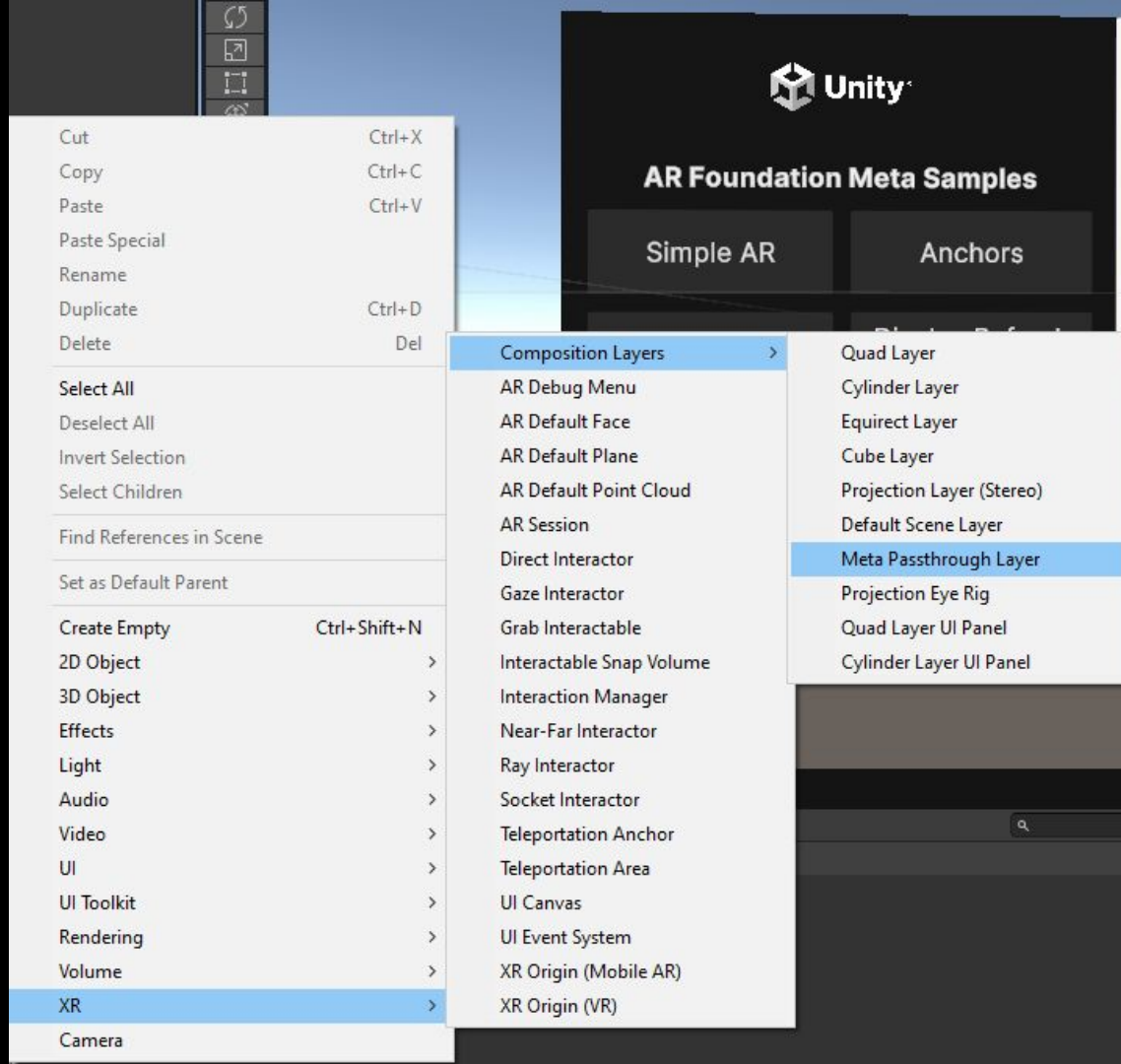
Meta Quest Passthrough

Create a Layer

Cut   Ctrl+X
Copy   Ctrl+C
Paste   Ctrl+V
Paste Special
Rename
Duplicate   Ctrl+D
Delete   Del

Select All
Deselect All
Invert Selection
Select Children

Find References in Scene

Set as Default Parent

Create Empty   Ctrl+Shift+N
2D Object
3D Object
Effects
Light
Audio
Video
UI
UI Toolkit
Rendering
Volume
XR
Camera

Composition Layers
AR Debug Menu
AR Default Face
AR Default Plane
AR Default Point Cloud
AR Session
Direct Interactor
Gaze Interactor
Grab Interactable
Interactable Snap Volume
Interaction Manager
Near-Far Interactor
Ray Interactor
Socket Interactor
Teleportation Anchor
Teleportation Area
UI Canvas
UI Event System
XR Origin (Mobile AR)
XR Origin (VR)

Quad Layer
Cylinder Layer
Equirect Layer
Cube Layer
Projection Layer (Stereo)
Default Scene Layer
Meta Passthrough Layer
Projection Eye Rig
Quad Layer UI Panel
Cylinder Layer UI Panel

Unity

AR Foundation Meta Samples

Simple AR   Anchors

OpenXR
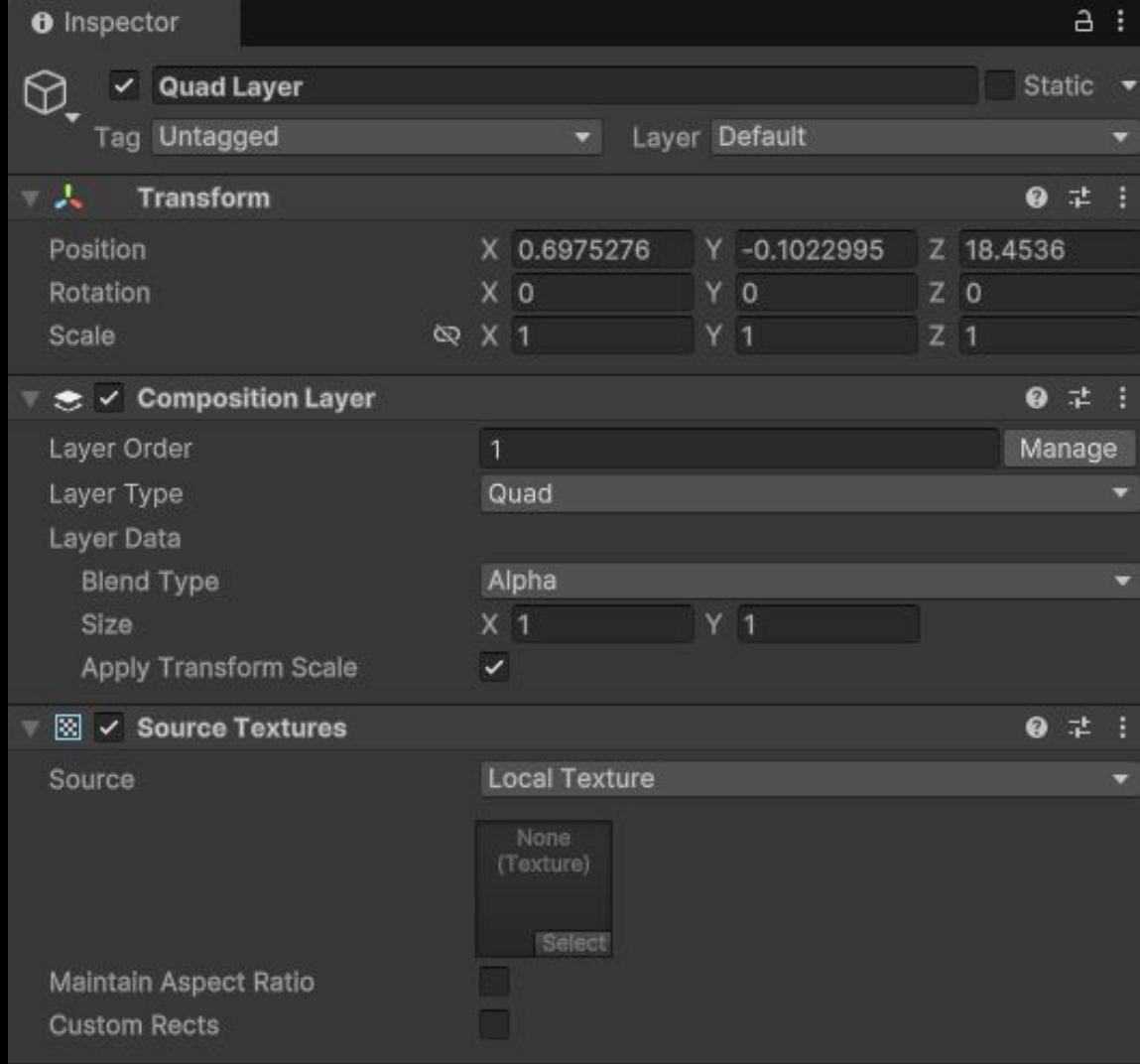
Composition Layer Component

Composition Layer Support

→ Unity 2022.3 and newer

→ Both BiRP and URP

→ **Works for all OpenXR runtimes and compatible hardware***

*Cylinder, equirectangular, and cube layer are supported through OpenXR extensions; Not all runtimes may support these.