

**Contact:**

[github.com/Unity-Technologies/EditorVR](https://github.com/Unity-Technologies/EditorVR)  
Unity Technologies



EditorVR (EVR) unlocks VR development in VR for Unity developers. The project is technically challenging for a variety of reasons:

Performance: EVR needs to be able to work with any VR scene while adding visuals and functionality on top without significantly degrading performance.

Working in edit mode: EVR has to mimic much of the functionality of play mode (colliders, physics, animations, etc.) in order to “feel” good to use while staying in edit mode. One significant constraint on development is that all functionality must be non-mutating and non-destructive.

EVR had to be designed to allow for extensibility and adaptability, as it is meant to grow with the VR marketplace and developers’ needs.

Amir Ebrahimi  
Timoni West  
Matt Schoen  
Dylan Urquidi  
*Unity Technologies*