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Building a Collaborative VR Game Environment

(GA500005)

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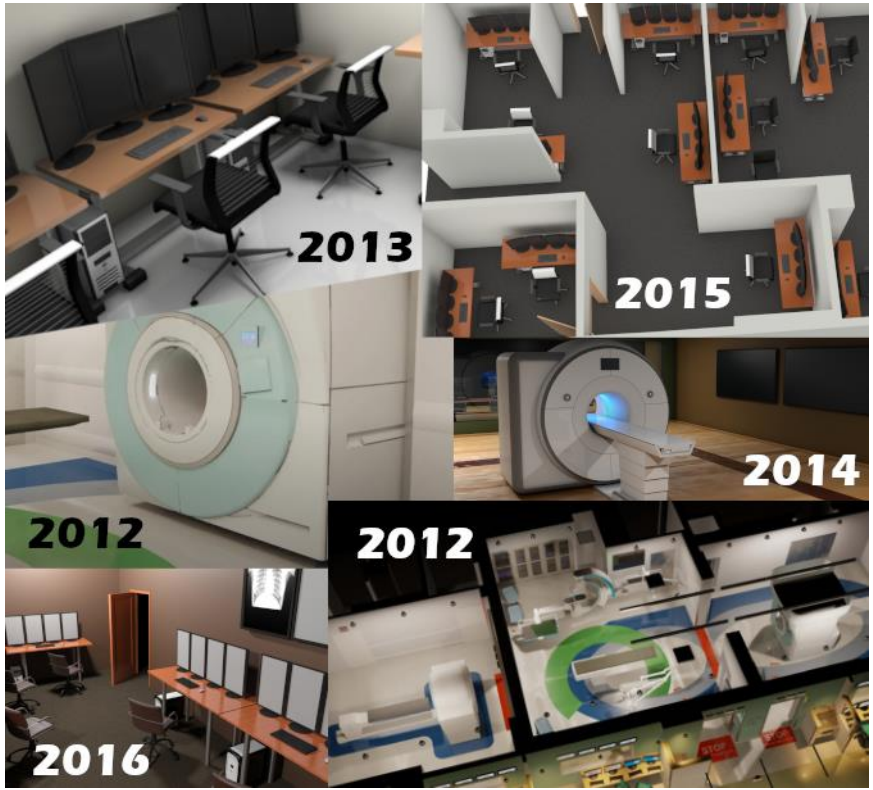
Bio

Background in 3D and visualization

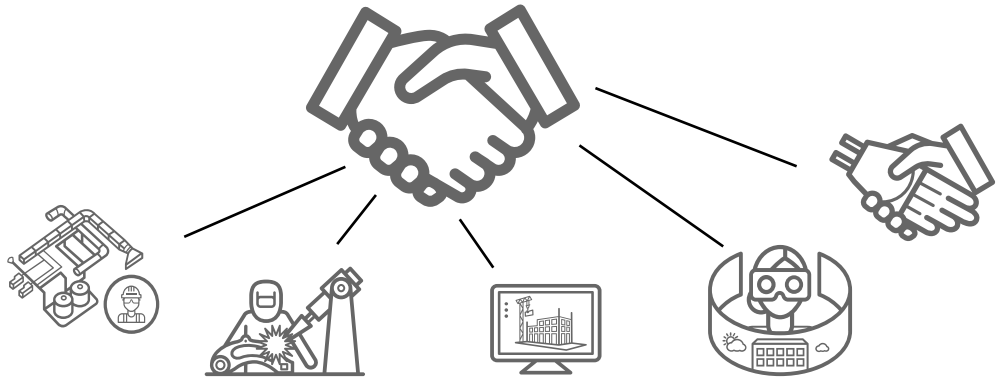


4th Industrial Revolution

Breaking down barriers

In the Information Age, due to the widespread use of multifunctional user interfaces, and constantly evolving software/hardware solutions, the sharing of new innovative technologies, and concepts between industries is increasing with a rapid pace

- Classic barriers between industries are disappearing
- Collaboration becomes the new standard
- Interactivity redefines design choices in everything



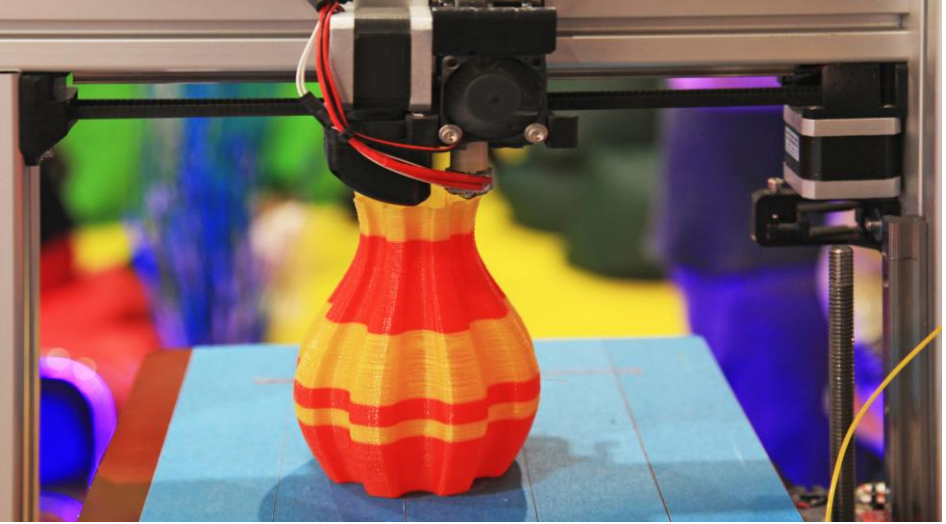
Why Gaming?

History

Gaming has changed the game

Many examples from gaming history

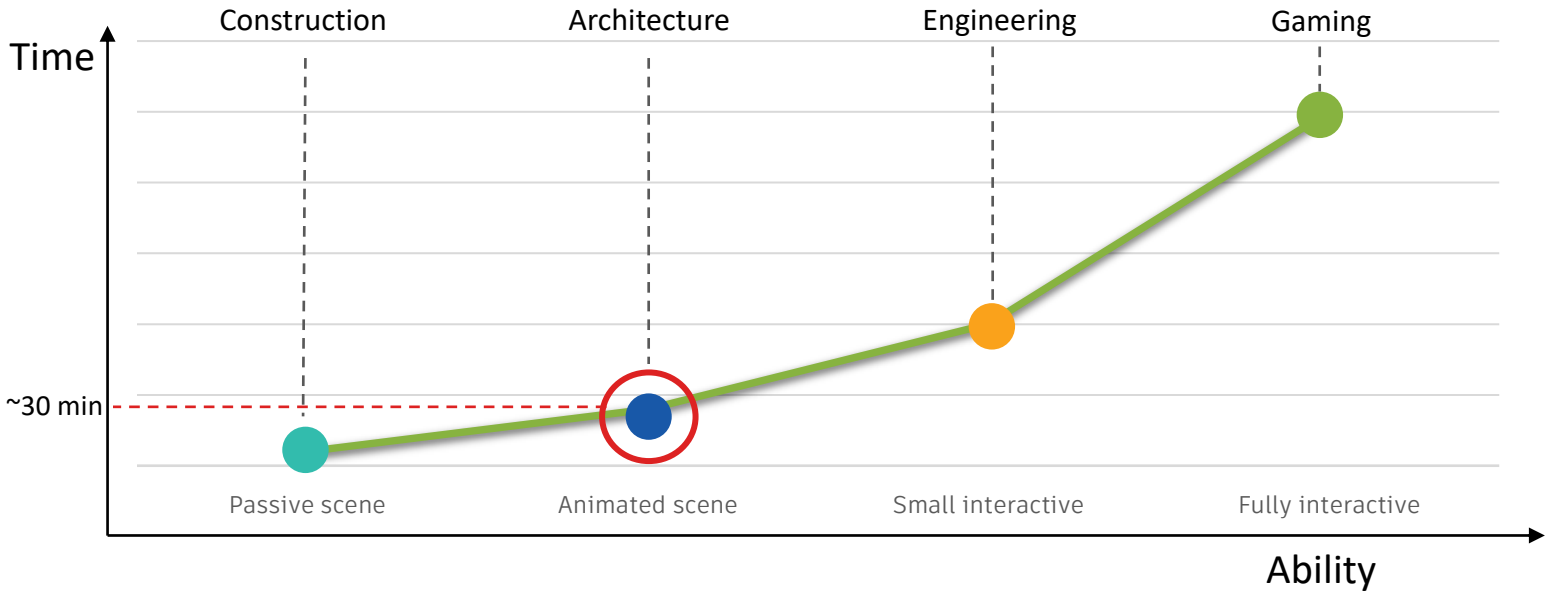
- Gaming capable operating systems
- Direct X® API
- Dedicated GPU and video cards
- Realistic physics
- Lighting and rendering engines
- Anti-aliasing technologies
- Community engagement technologies
- Advances in artificial intelligence
- Video streaming technologies



Why not VR?

VR knowledge

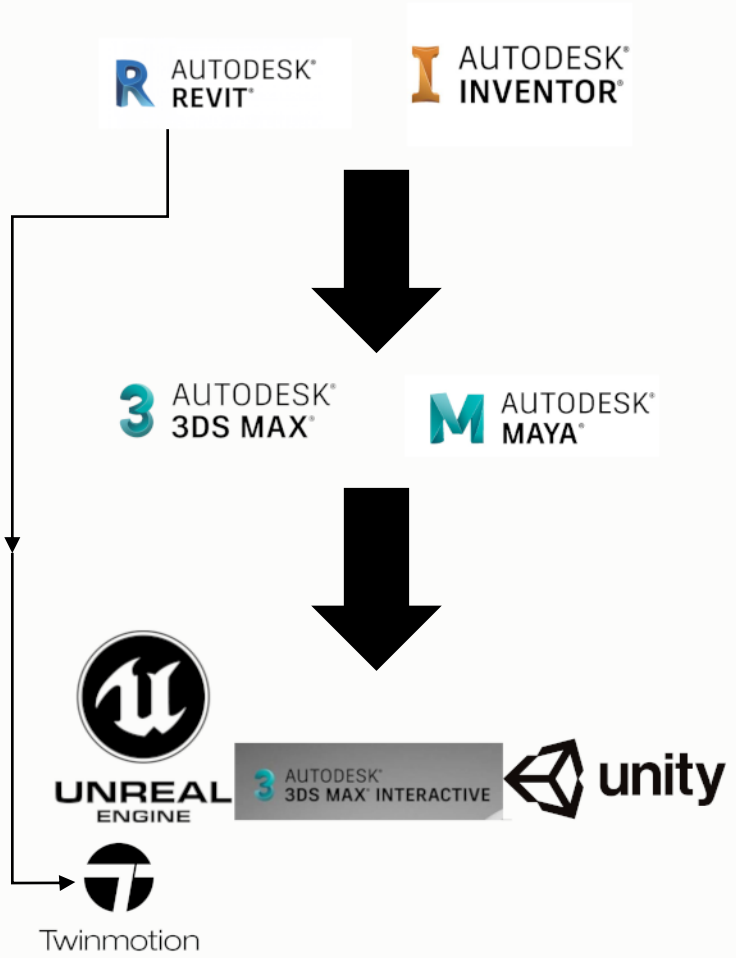
What is the “right amount” of VR knowledge



Learning Objectives

Primary VR workflow for this class

- Import passive models (FBX export)
- Setup VR scene
- Fix materials
- Setup lights
- Bake lights
- Apply reflection probe
- Import active models
- Setup Animations
- Test VR walkthrough
- Using Oculus Rift S



Let’s begin!

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