Welcome

SteamVR / Room-Scale Dev Workshop #1

Agenda

- UE4 SteamVR Demo Experience
- Base VR Project Setup in Unreal Engine 4
- Setting up the Motion Controllers
- Importing Assets
- Static Meshes
  - Basic Gameplay
  - Physics
- Materials
- Particle System
- Packaging
- Upcoming Unreal Engine 4.13 release
- VR C++ Template

Questions?

Thank You!

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▶ goo.gl/jQDbS4