



# **Virtual Reality Development**

# Agenda

- UE4 VR Template
- Blueprint Basics — Adding VR Movement
- Going under the hood — C++
- Material Node Editor
- VR Editor
  - Navigation
  - Basic Editing
  - Foliage painting

# Questions?

# Thank You!



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[goo.gl/jQDbS4](https://goo.gl/jQDbS4)

