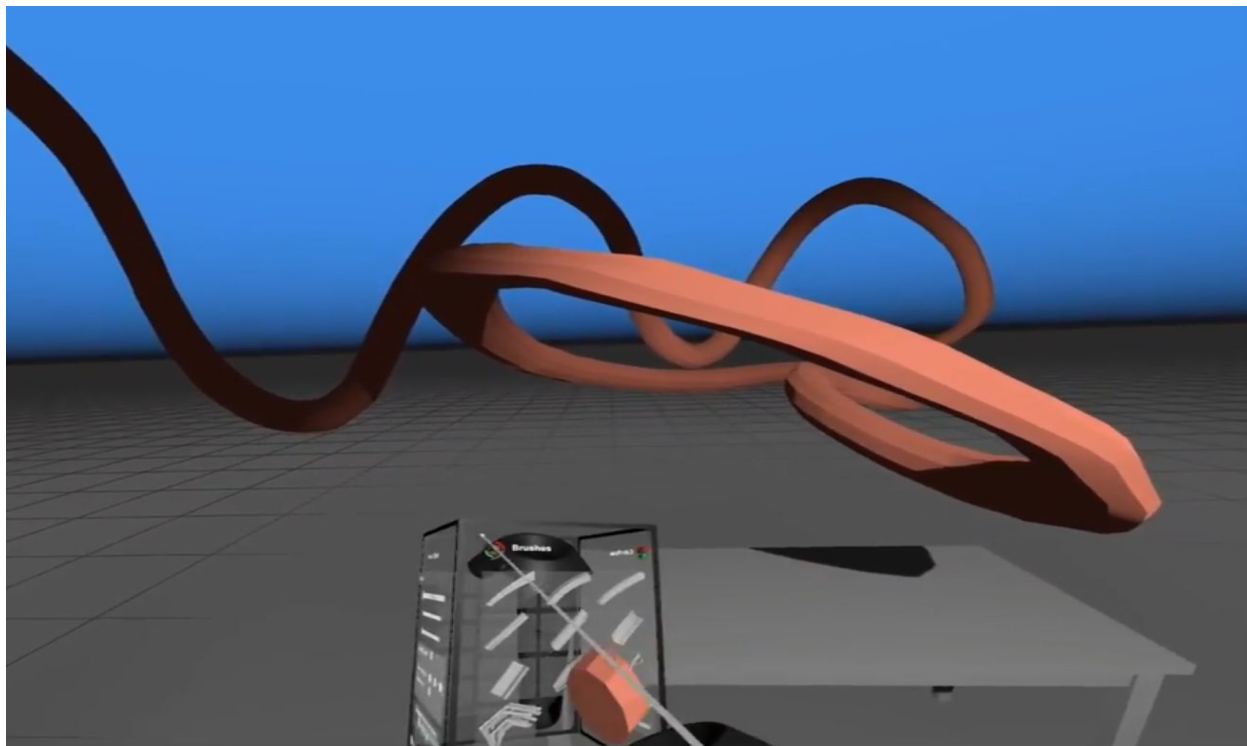


UP TO DATE DOCUMENTATION CAN BE FOUND HERE:

https://docs.google.com/document/d/15Ru3QirLG5ZE6r6iMsiO8nMJO1_5QMDg8uDlroNGxok/edit?usp=sharing



Virtual Studio

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Overview

Virtual Studio is a Unity painting toolkit with similar functionality to Google's Tilt Brush. Useful for creating game assets, sketching design ideas, or for adding painting functionality to existing social VR apps.

Source Code can be found at : <https://github.com/InsilicoStudios/Virtual-Studio>

How to use:

Check the demo scene example in `VirtualStudio/ExampleScene.unity`

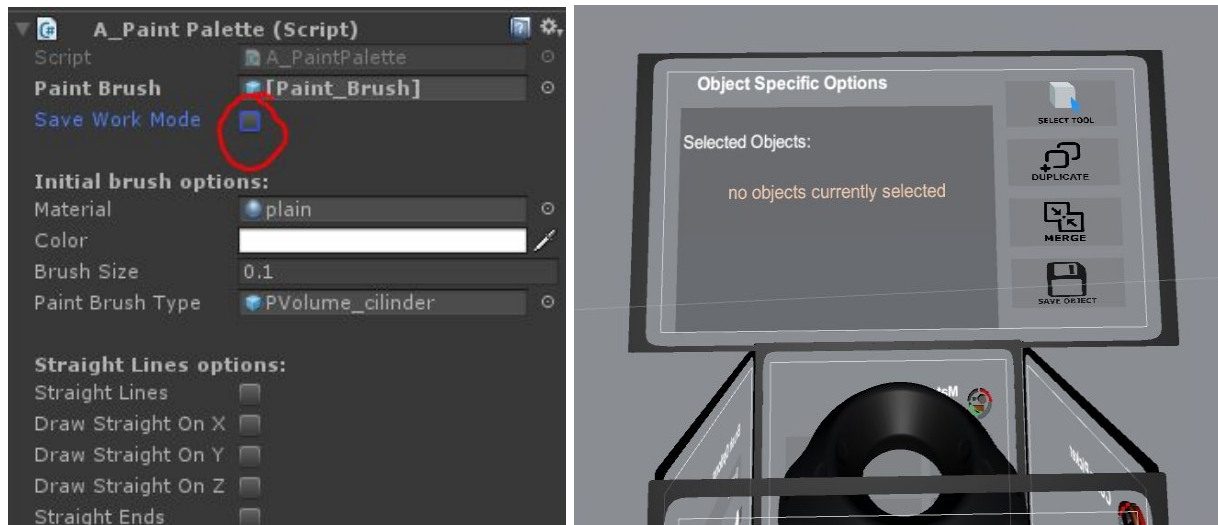
You should have a paint palette on your left hand, and a paint brush on your right. If you're used to Tilt Brush this will feel familiar. One of the differences is the menu on your right hand used to toggle the eraser on/off, a quick brush scaling button, and paint brush on/off toggle.



To interact with the painted objects, VRTK is required. The source code already includes a stripped down version of VRTK. The functions VRTK adds are Grabbing and Scaling. Virtual Studio will work fine without VRTK, it just means that you will lose the previously mentioned functionality.

2. Saving and working with painted objects

In the Unity Editor, click on the game object [PAINT_Palette] and toggle on 'Save Work Mode'. This will activate an extra menu on the paint palette.



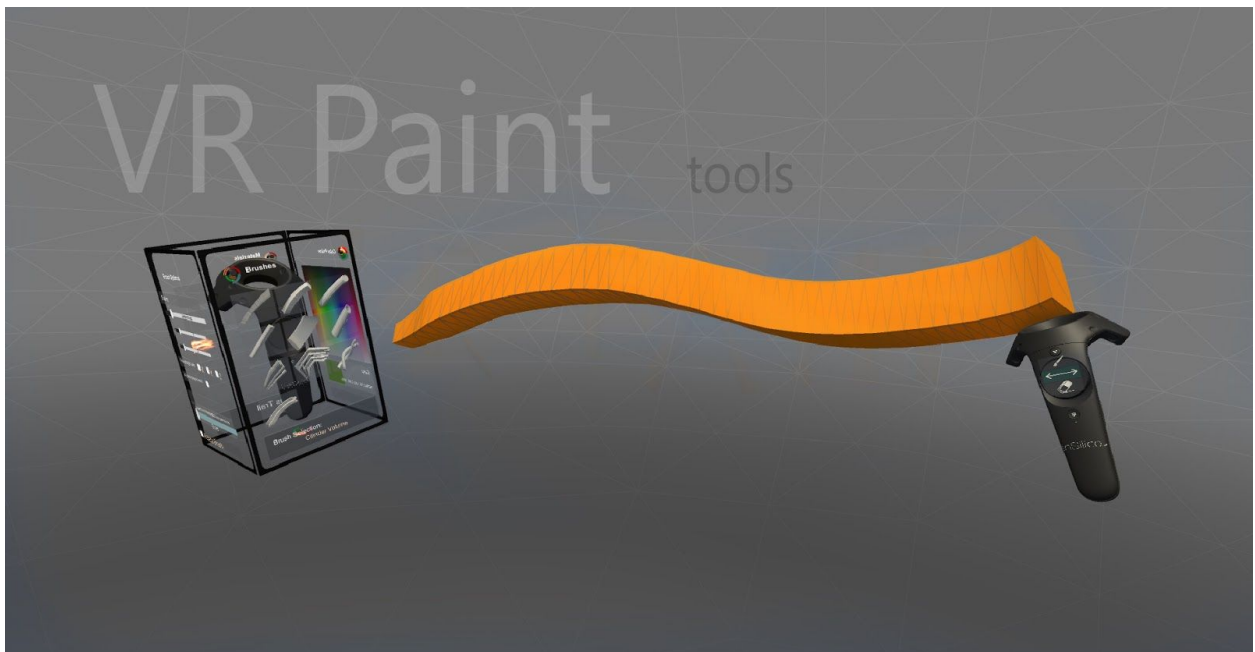
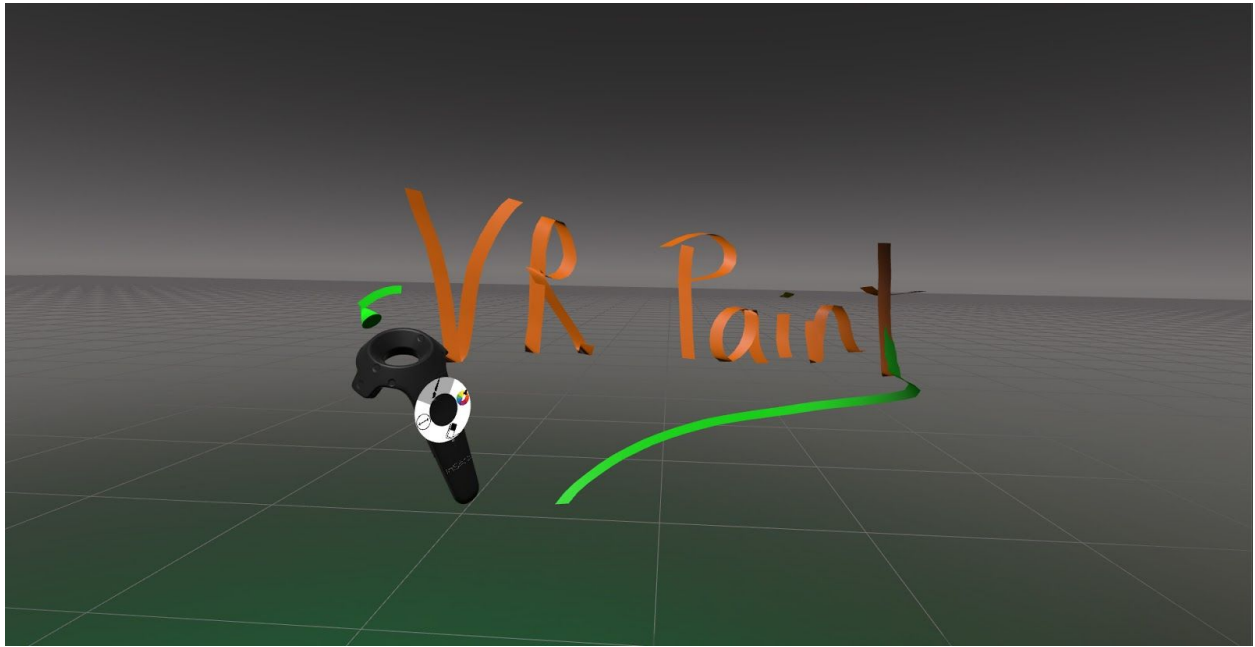
Clicking on the 'SELECT OBJECT' button will let you click and select paint objects. Then you can merge them, duplicate, and save in the editor as a prefab.

3. Adding Virtual Studio to your own scene

- Drag the [Paint_Brush] prefab found in Assets/Virtual Studio/ on your left or right controller. ;
- Drag the [Paint_Palette] prefab on the other controller. In the inspector fill in the 'Paint Brush' reference on the [Paint_Palette] game object by dragging the newly created [Paint Brush];
- Then fill in the 'Paint Palette' reference the same way and drag the controller the paintbrush is under to the 'VR Controller' reference;
- That is all!

Note : Do not change the hierarchy of these game objects or their children as the code is written to get the references at Start() or Awake() based on the hierarchy.

4. Creating new brushes



Enjoy!