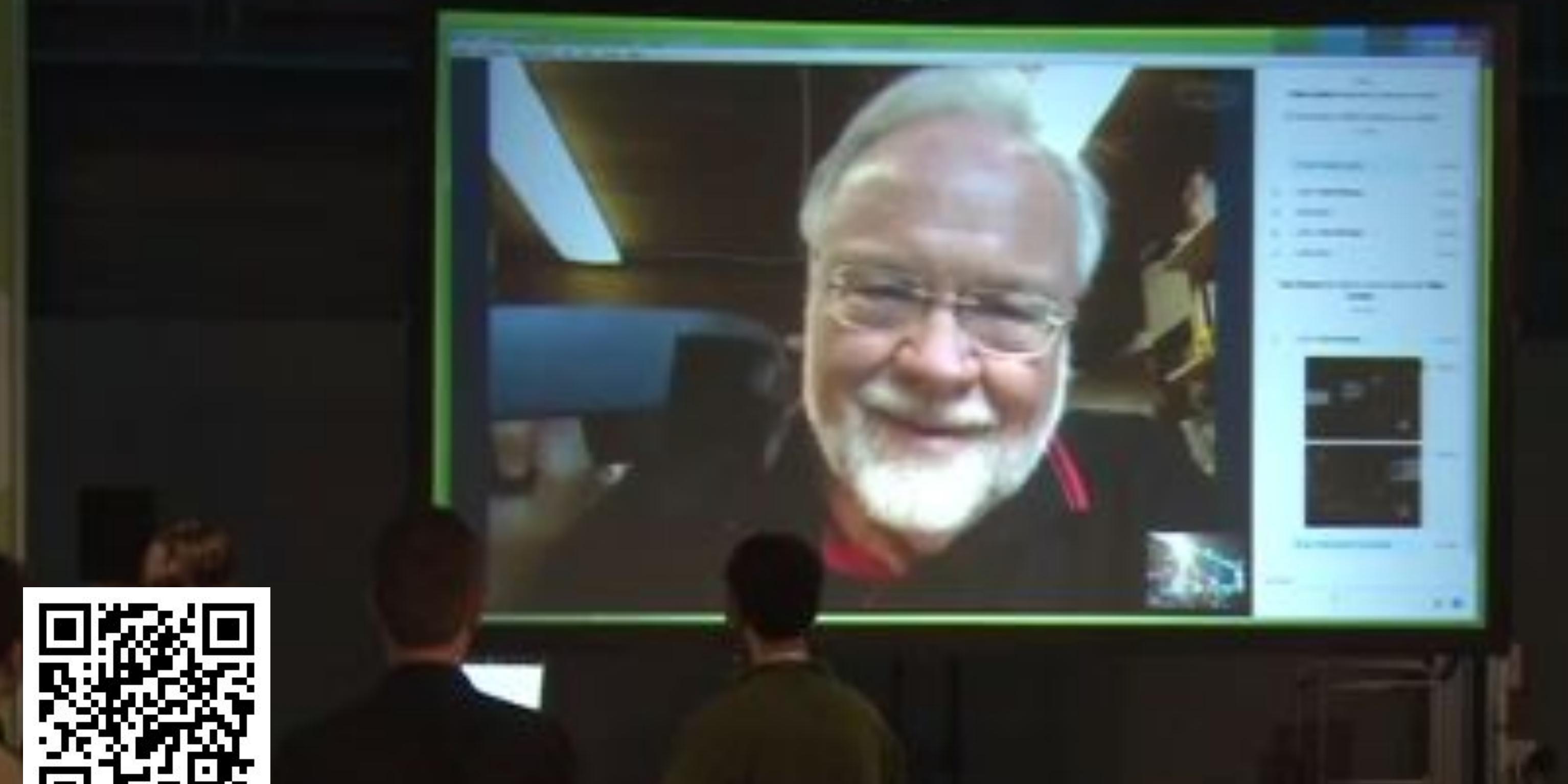






[Hello VR](#)

# It is all about an experience you want to live !



<https://youtu.be/MhpxXPr4SY8?t=309>

# Immersion: Rick & Morty



<https://youtu.be/szzVIQ653as?t=24s>

# Trick the mind



<https://youtu.be/-o7cyzcTLOQ>

# How I am ?



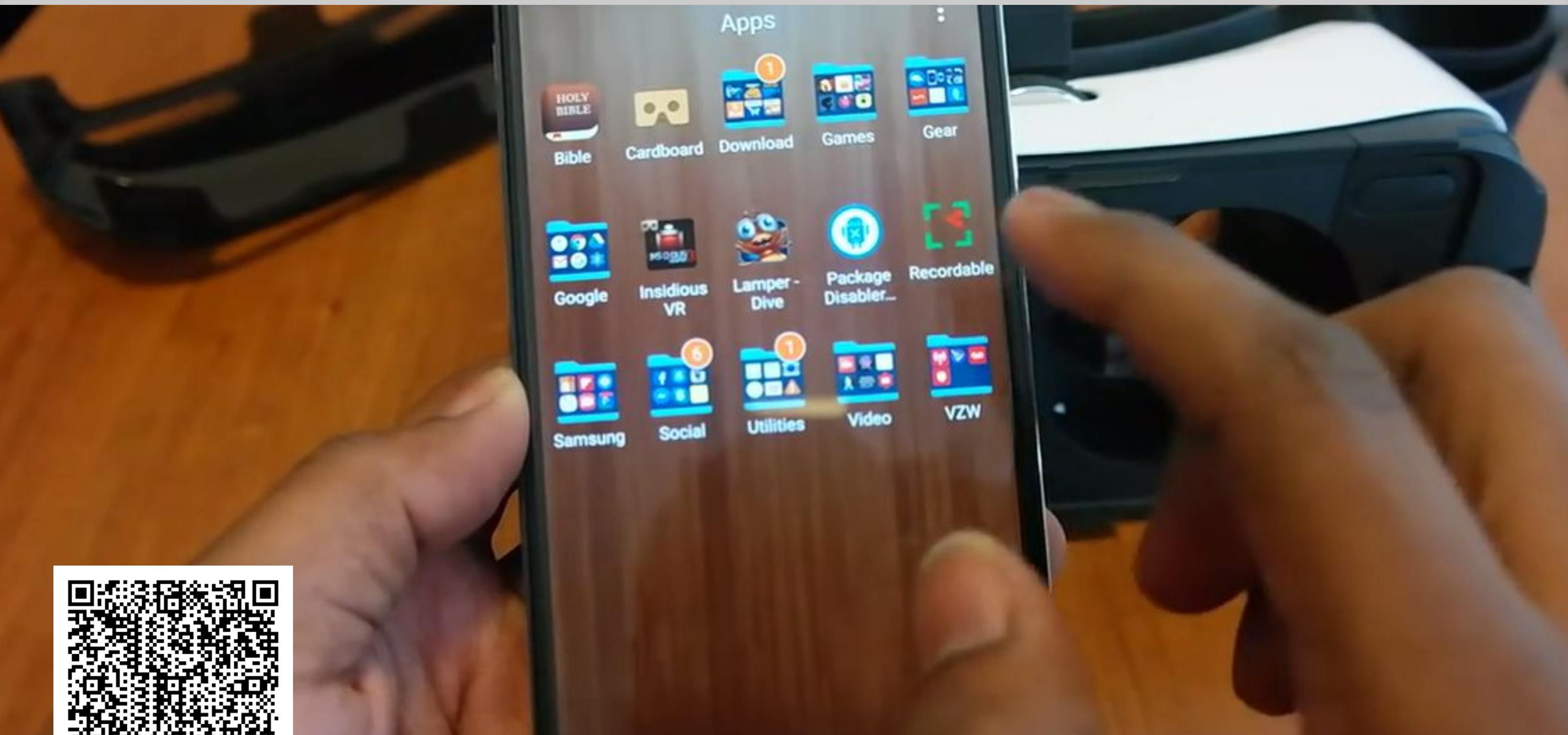
<http://www.jams.center/>

# Never explain VR !!!



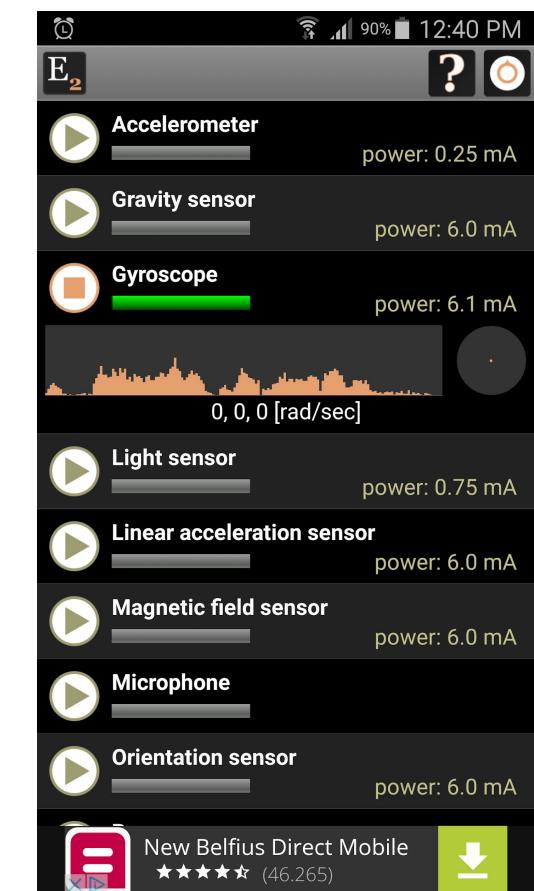
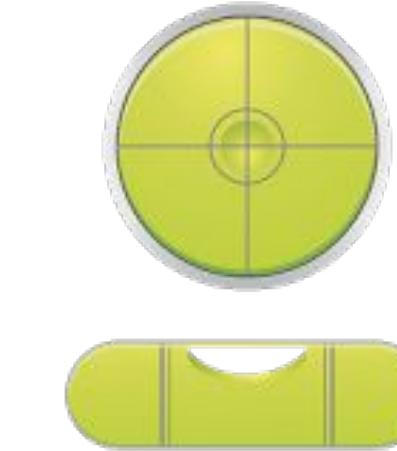
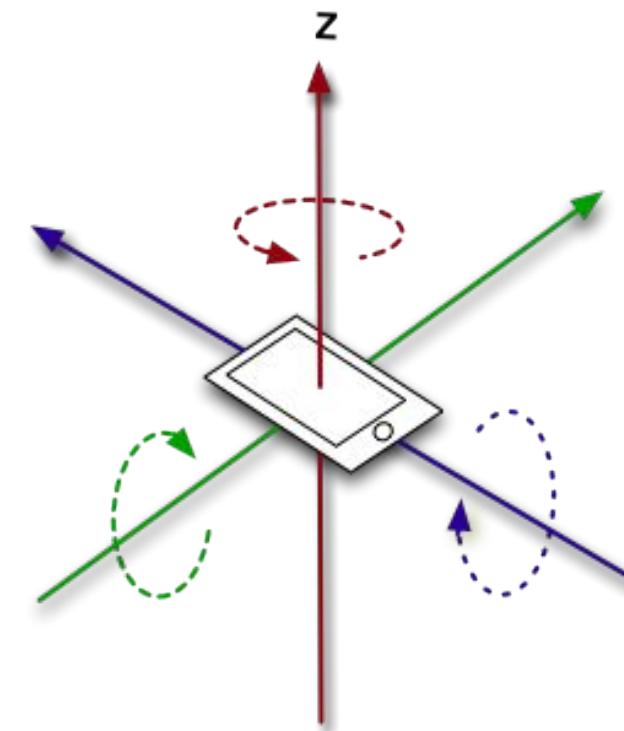
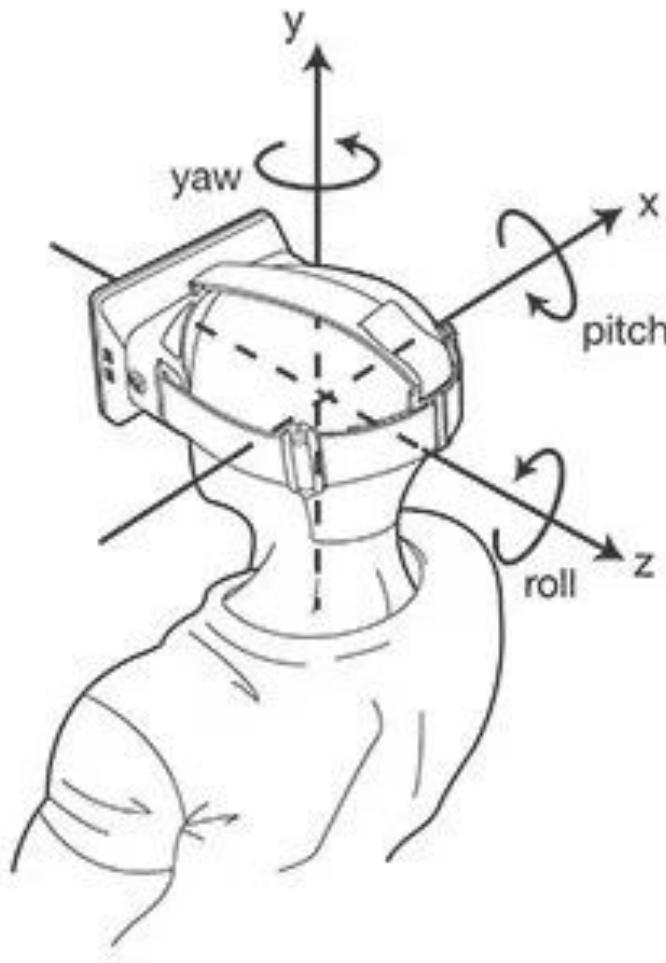
[https://github.com/JamsCenter/2017\\_06\\_15\\_HelloVirtualReality/wiki/Let's-Play](https://github.com/JamsCenter/2017_06_15_HelloVirtualReality/wiki/Let's-Play)

# Cardboard on Gear VR



<https://www.youtube.com/watch?v=mDO9Ld6cDwo>

# Gyroscope



<https://github.com/JamsCenter/2AM/wiki/M%230005>

# Cardboard vs Gear VR



[https://docs.google.com/presentation/d/1SfjUvsefmJ9\\_Nxdqqu5wrcrfgWbGUAOqiBqjBWA5v8/edit?usp=sharing](https://docs.google.com/presentation/d/1SfjUvsefmJ9_Nxdqqu5wrcrfgWbGUAOqiBqjBWA5v8/edit?usp=sharing)

# Sickness



[Learn the rules](#)

# Network: Echo Arena



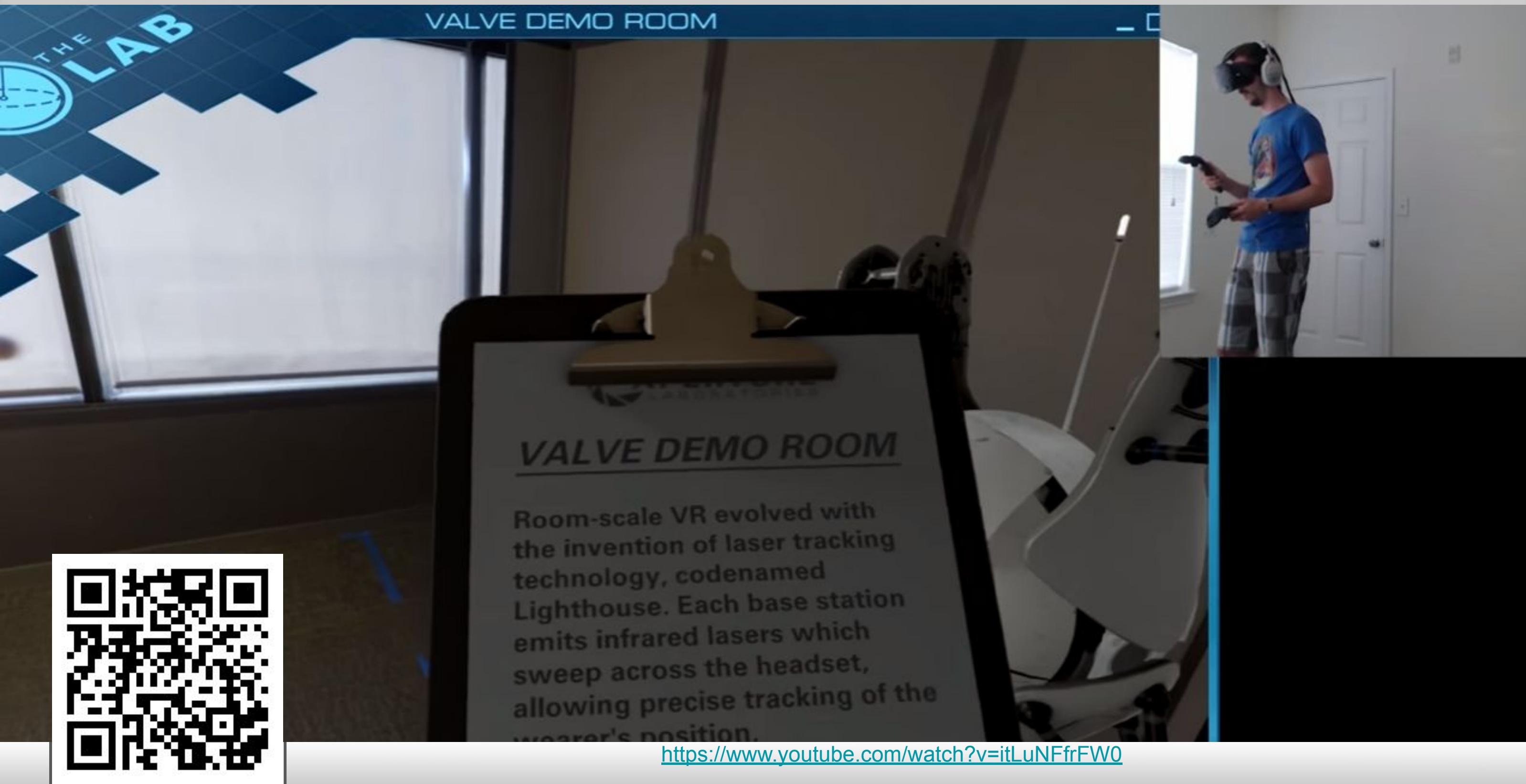
<https://youtu.be/vluqYbQEeek?t=12m30s>

# Network: Cannon Mole



<https://www.youtube.com/watch?v=XbhJoqWZ224>

# Network: Secret room



# Network: Cinema VR



<https://www.youtube.com/watch?v=9D8DzfNJ-78>

# Network: Panoptic



<https://www.youtube.com/watch?v=qsQrUAqVguQ>

# Network: Goliath VR



<https://www.youtube.com/watch?v=tcXnNYCXlFo>

# Network: Zero Latency



<https://youtu.be/lBMUoFiNg6Y?t=53>

# Arcade



[Arcade VR](#)

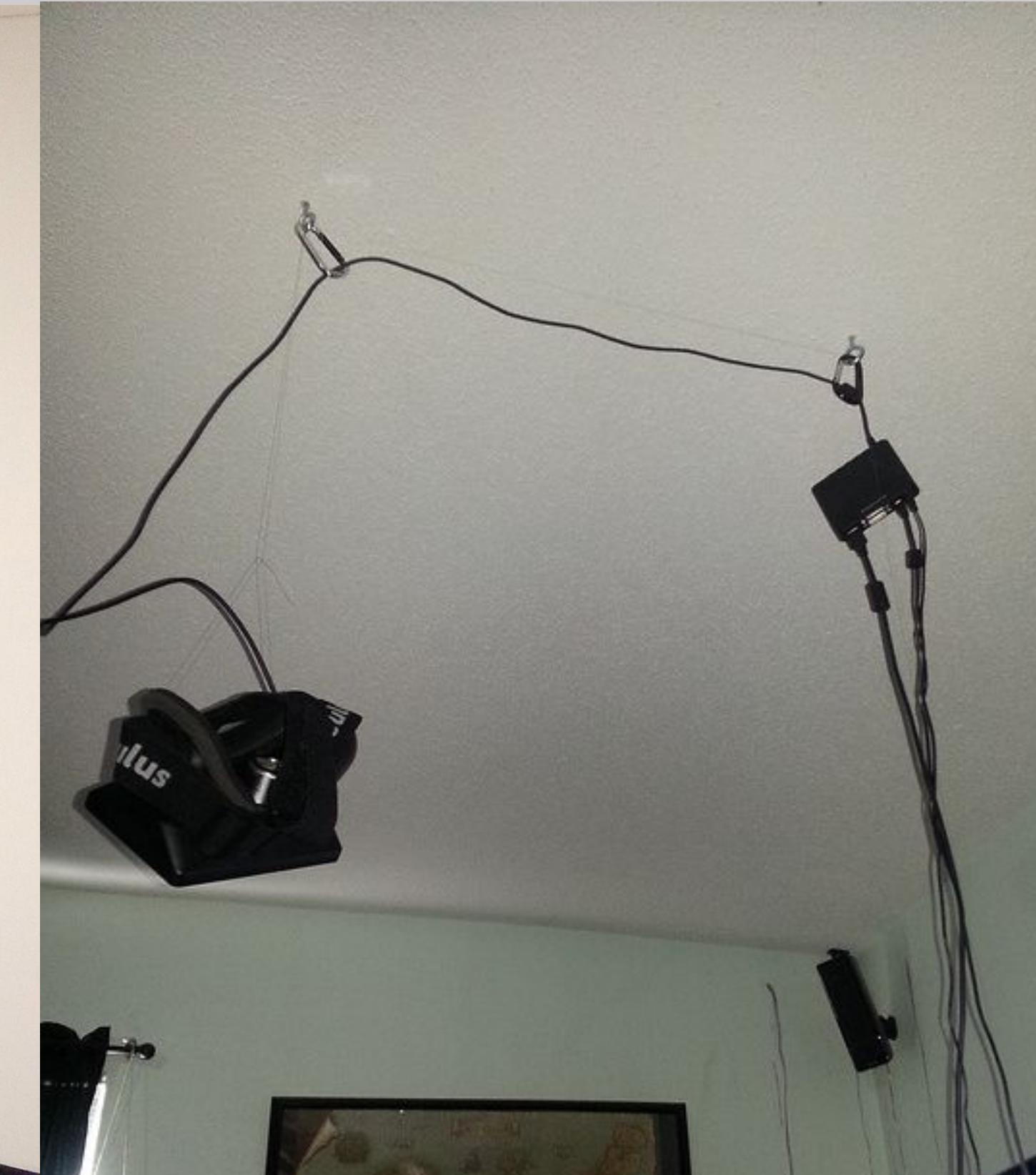
# Know where you cable is



<https://youtu.be/MfWALdv5n58>



# VR Cable



# Back Pack



<https://youtu.be/WH0loAudISk>

# VR Wifi



<https://www.youtube.com/watch?v=Z-CWz8nAFgs>

# HTC Mobile



htc  
MOBILE  
VIVE



Steam VR



[https://developer.viveport.com/fr/develop\\_portal/](https://developer.viveport.com/fr/develop_portal/)

# Day Dream



<https://vr.google.com/daydream/>

# Cleaning



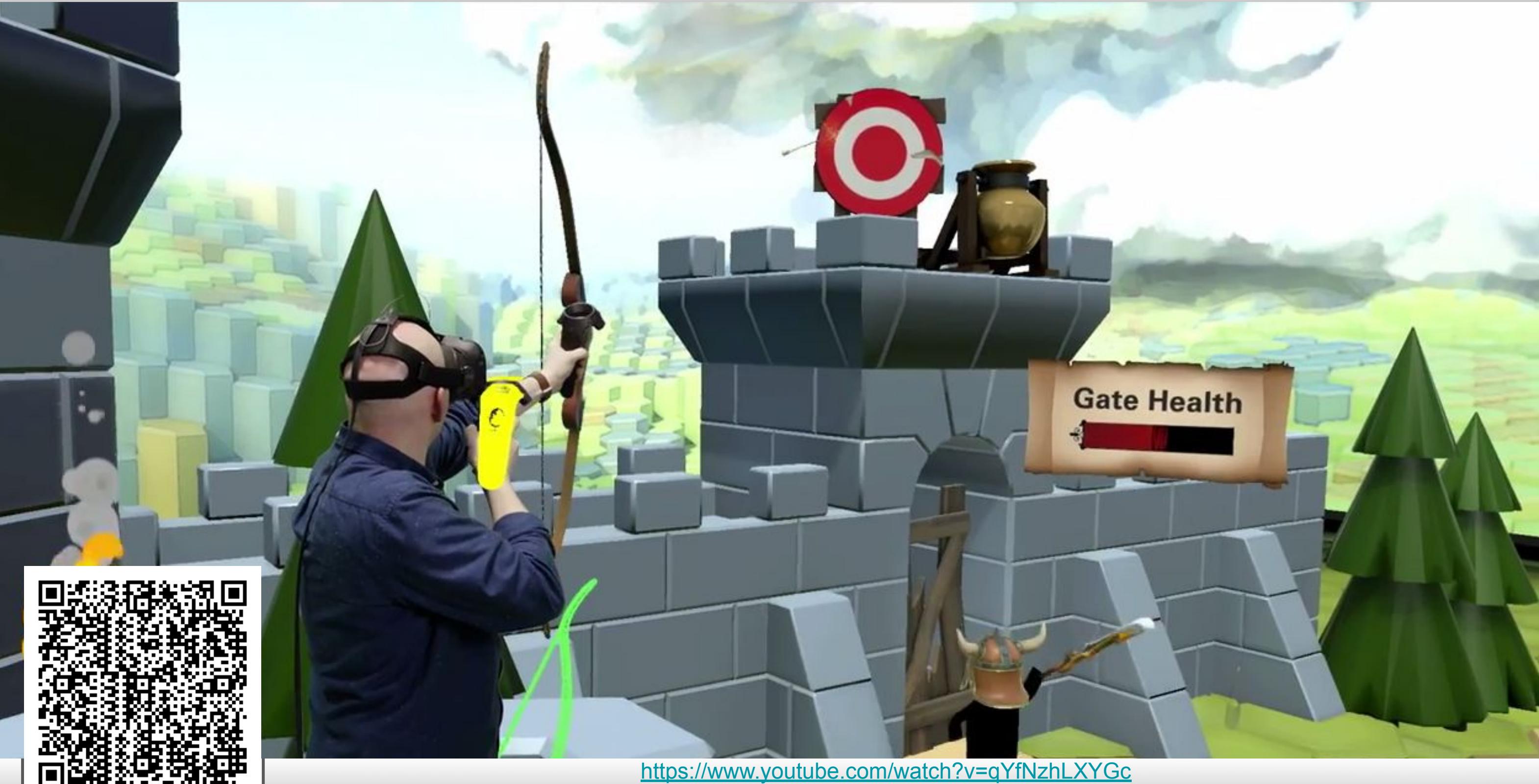
<https://vrcover.com/>

# Thomas Van Bouwel



[Insite VR](#)

# Mixed Reality



<https://www.youtube.com/watch?v=qYfNzhLXYGc>

# AAA Game



<https://youtu.be/UNT63sUVUbw>

# Divide Market



**VRMARK™**  
The Virtual Reality Benchmark



# Unity Day



<https://www.youtube.com/watch?v=OqZ7MesJtRA&list=PLX2vGYjWbI0RtPoeDoBUPnwY8USGra-pD>

# Performance

## Optimisations

CPU Pre-processing	Render loop	CPU to GPU	Vertex processing	Fragment processing	Multi- pass	Screen space processing
<ul style="list-style-type: none"><li>Compute physics / AI</li><li>Rendering transforms</li><li>LOD</li><li>Decomposition</li><li>Dynamic batching</li><li>CPU rendering</li><li>Postprocess rendering</li><li>Shading</li></ul>	<ul style="list-style-type: none"><li>Offscreen render</li><li>Shadow map computation</li></ul>	<ul style="list-style-type: none"><li>Material change</li><li>Lighting change</li><li>Spatial occlusion</li><li>Send CommandBuffers</li></ul>	<ul style="list-style-type: none"><li>Recursion</li><li>Shadows</li><li>Per vertex light</li><li>CPU rendering</li></ul>	<ul style="list-style-type: none"><li>Shadow map computation</li><li>Deferred lighting per pass</li><li>Lightmapping</li><li>Physical based shading</li></ul>	<ul style="list-style-type: none"><li>Material rendering</li><li>Deferred lighting</li><li>Forward lighting light lists</li></ul>	<ul style="list-style-type: none"><li>Screen space</li><li>Downsampling</li><li>Down sampling</li><li>SSAO</li><li>SSR</li></ul>
<ul style="list-style-type: none"><li>Level culling API</li><li>Customized character hierarchy</li><li>Distance sorting</li><li>If not obscured by opaque objects don't batch</li></ul>	<ul style="list-style-type: none"><li>Double buffering rendering</li><li>Reduce texture costs and overhead, limit shadow distances and cascades</li><li>Raycast Shadow mapping (use fast shadows or baked practices)</li></ul>	<ul style="list-style-type: none"><li>Streaming</li><li>Texture atlas</li><li>Large lightmaps or one for most of the scene</li><li>Material property blocks</li><li>Multi-threaded rendering</li><li>Mesh API</li></ul>	<ul style="list-style-type: none"><li>Power streaming</li><li>CPU rendering</li></ul>	<ul style="list-style-type: none"><li>Layer culling</li><li>Context switching to use multi-threaded rendering</li><li>Forward rendering</li><li>Avoid transparency (mesh, split these animation particles)</li><li>Transparent shaders (A mobile)</li></ul>	<ul style="list-style-type: none"><li>Deferred per pixel light maps</li><li>Fast per pixel lights</li></ul>	<p>All final processing per frame is optional</p>

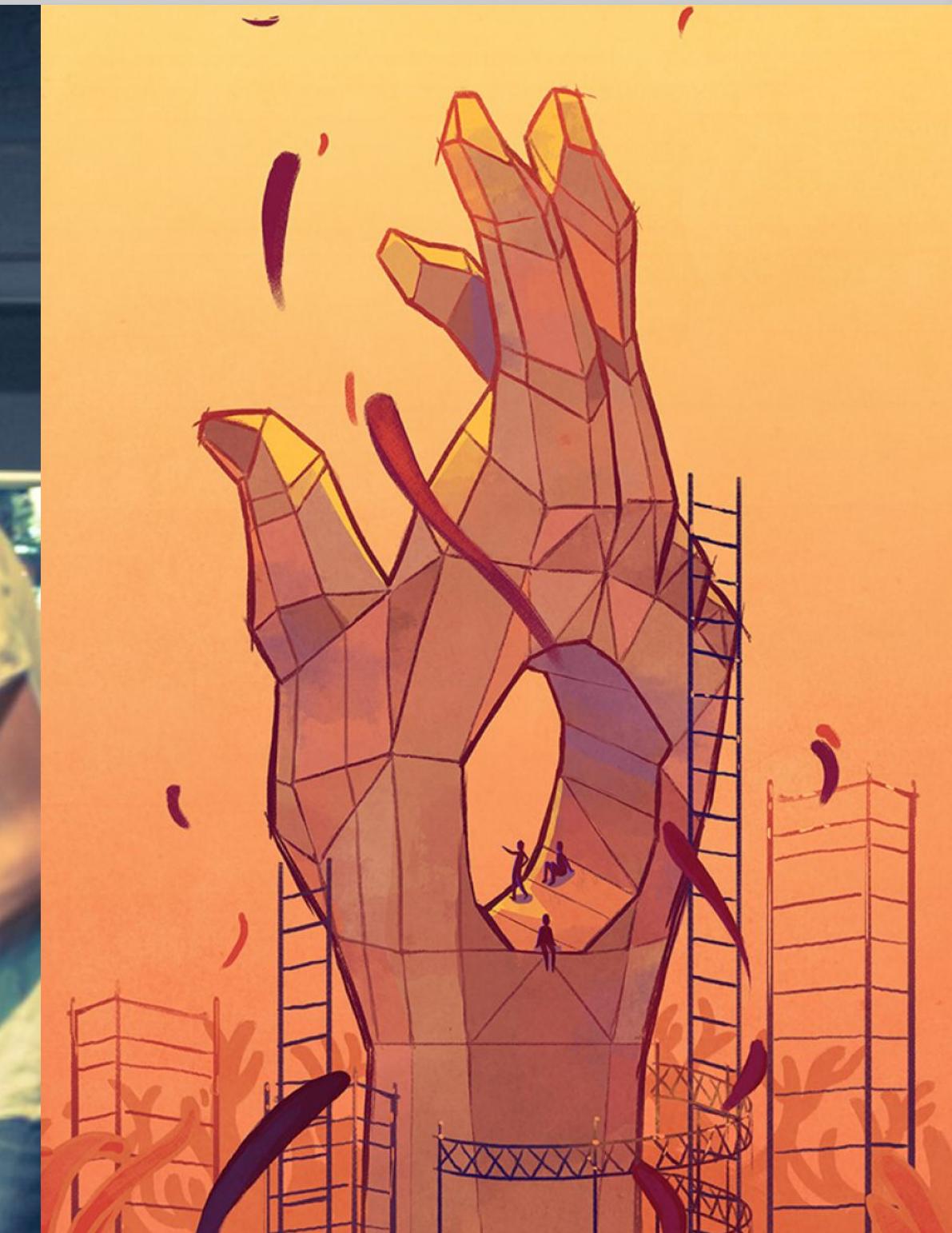


<https://www.youtube.com/watch?v=2hCPS2gs1L8>

Is one eye is enough ?



# ZooMachines

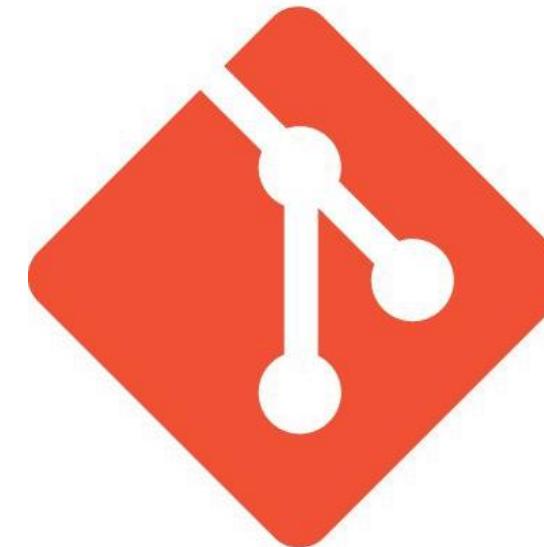
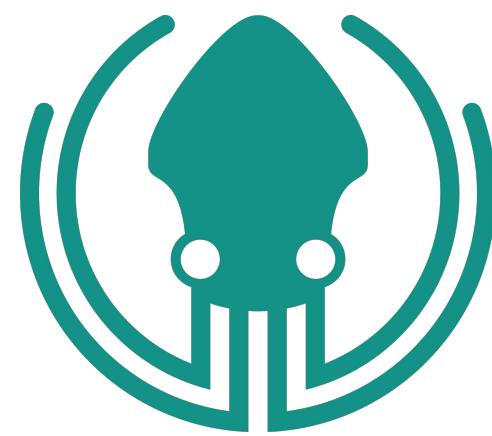


<http://www.simonbachelier.com/#/zoo-machines/>

# Blind Little Girl







# git

sourcetree-website (Git)

Commit Pull Push Branch Merge Shelf Show in Finder Terminal Settings

WORKSPACE History All Branches Show Remote Branches Ancestor Order Jump to:

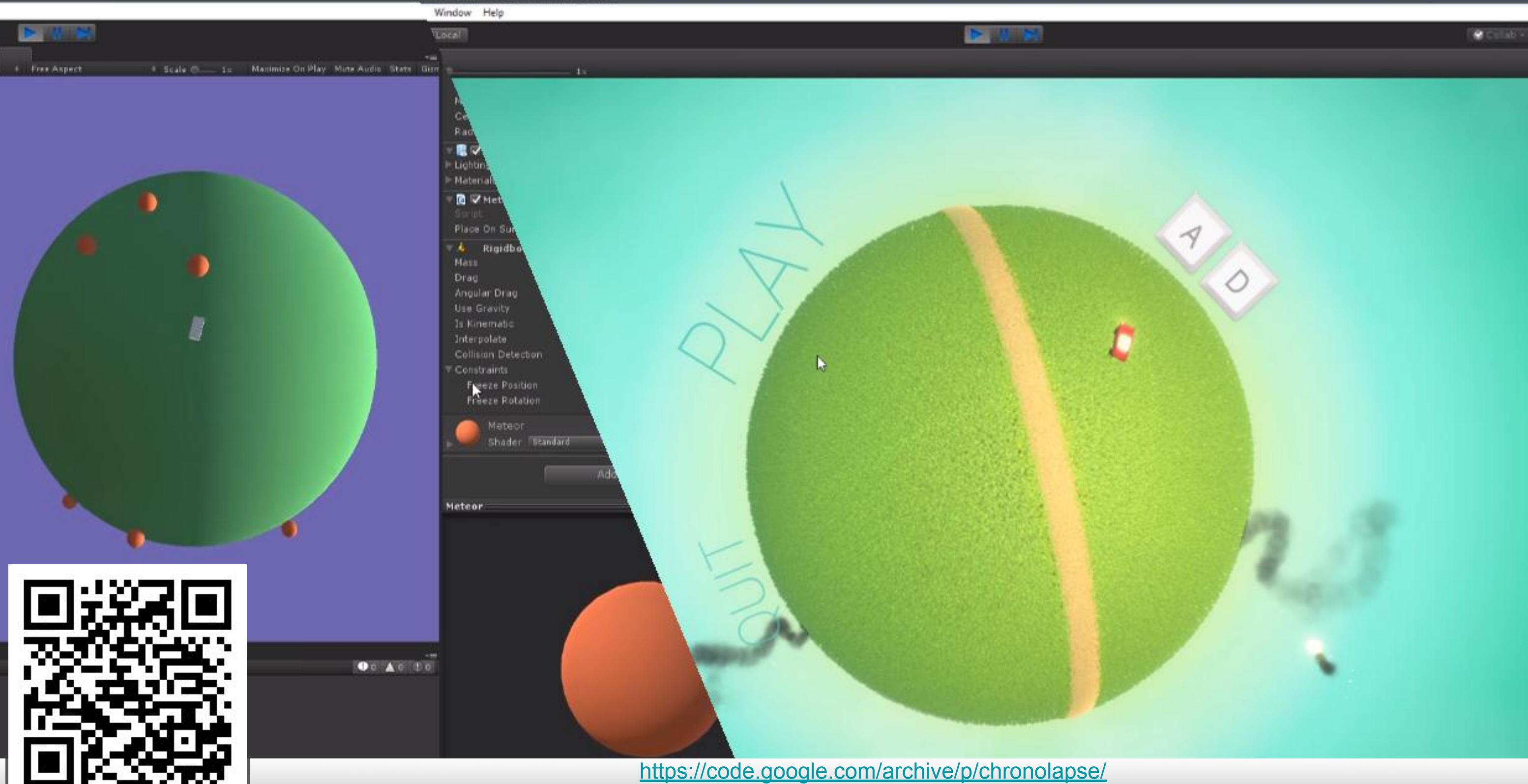
Graph	Commit	Author	Description	Date
b7358c7	Rahul Chhab...	[J] master [J] origin/master [J] origin/HEAD	Removing ol...	Mar 3, 2016, 11:...
bdb8bef	Rahul Chhab...	Merged in update-google-verification (pull request #14)	Feb 18, 2016, 1:3...	
dfe975d	Tyler Tadej...	[J] origin/update-google-verification	Update google verificati...	Feb 11, 2016, 2:2...
3bc3290	Tyler Tadej...	Replace outdated Atlassian logo in footer with base-64 en...	Feb 11, 2016, 2:1...	
dba47f9	Tyler Tadej...	Add gitignore	Feb 11, 2016, 1:3...	
ff67b45	Mike Minns...	Updated Mac min-spec to 10.10	Feb 15, 2016, 11:...	
72d32a8	Michael Min...	Merged in hero_images (pull request #13)	Feb 15, 2016, 10:...	
246c4ff	Joel Unger...	[J] origin/hero_images [J] hero_images	Used Tinypng to c...	Feb 11, 2016, 3:3...
9d9438c	Joel Unger...	Replacing hero images with new version of SourceTree	Feb 9, 2016, 2:59...	
ce75b63	Michael Min...	Merged in bug/date-https (pull request #12)	Feb 15, 2016, 10:...	
85367bb	Patrick Tho...	[J] origin/bug/date-https	fixed date and https errors	Jan 7, 2016, 12:2...
4f9b557	Joel Unger...	New Favicon	Feb 8, 2016, 3:55...	
384e6d5	Rahul Chhab...	[J] origin/search-console-access	search console google ver...	Feb 3, 2016, 2:09...
6fa47a9	Mike Minns...	updated to move supported version to OSX 10.9+	Dec 15, 2015, 2:0...	
8dd87bb	Mike Minns...	remove extra , when a line is skipped due to empty server	Nov 23, 2015, 2:2...	
faa195e	Mike Minns...	Skip records with empty server/user id as gas rejects them	Nov 23, 2015, 2:1...	
0cdfe96	Mike Minns...	corrected paths after merge	Nov 23, 2015, 2:0...	
051ab1b	Mike Minns...	corrected column counting	Nov 23, 2015, 1:5...	
a723bc2	Mike Minns...	Merge branch 'au2gex'	Nov 23, 2015, 1:5...	
65fd580	Mike Minns...	deal with invalid instanceids	Nov 23, 2015, 1:5...	
500a892	Michael Min...	Merged in au2gex (pull request #11)	Nov 23, 2015, 1:0...	

File status History Search BRANCHES BOOKMARKS TAGS REMOTES SHELVED SUBREPOSITORIES

[https://youtu.be/Y9XZQO1n\\_7c](https://youtu.be/Y9XZQO1n_7c)

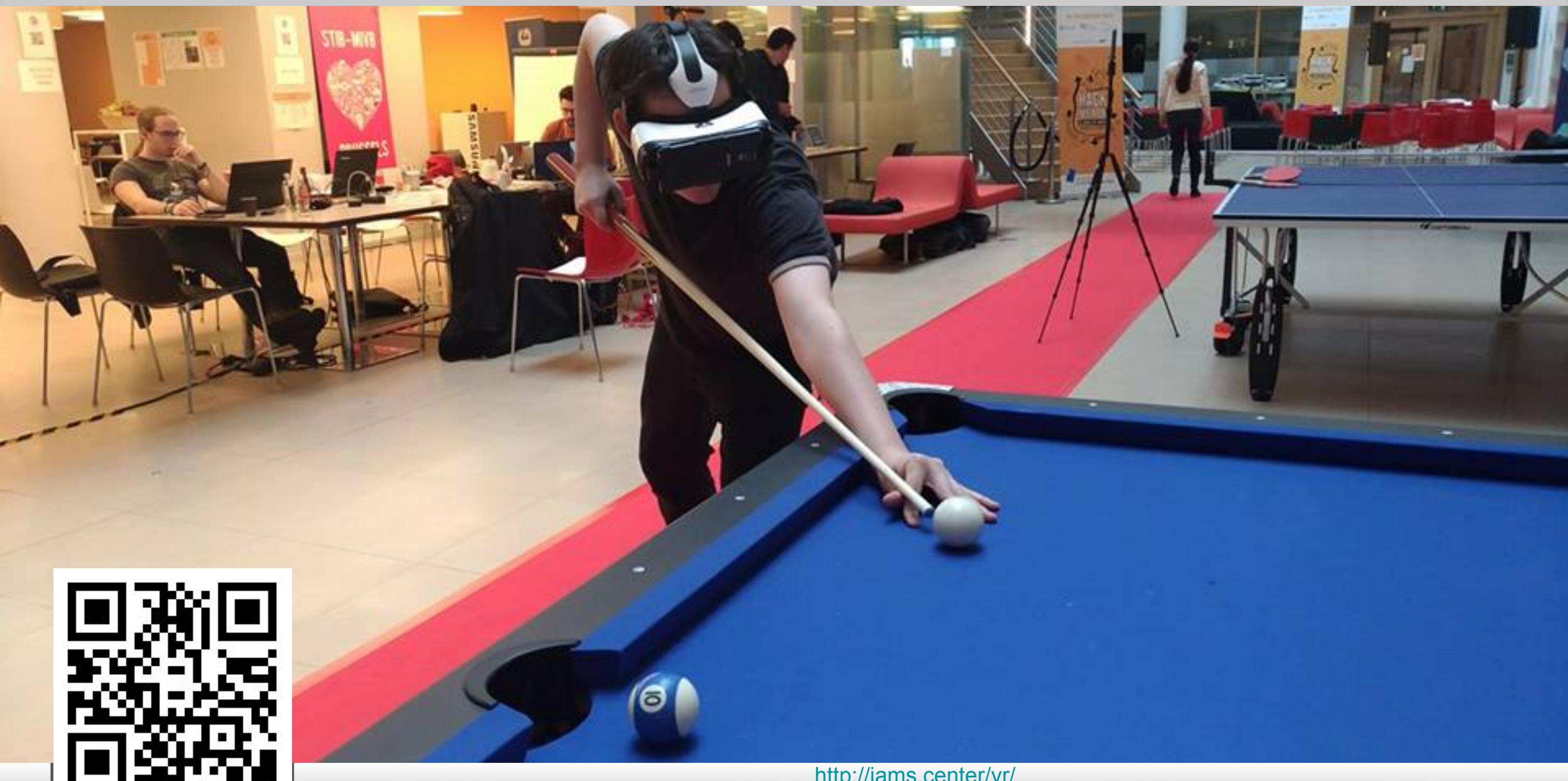


# Chronolapse & Archived



<https://code.google.com/archive/p/chronolapse/>

Thanks \m/ (OoO) \m/ May the code be with you



<http://jams.center/vr/>

<https://www.facebook.com/virtuality/videos/1377795189007276/>

<https://www.facebook.com/graffitiwordcenter/videos/1506749779375280/>

<https://www.facebook.com/culturetrip/videos/1328379227185111/>

