



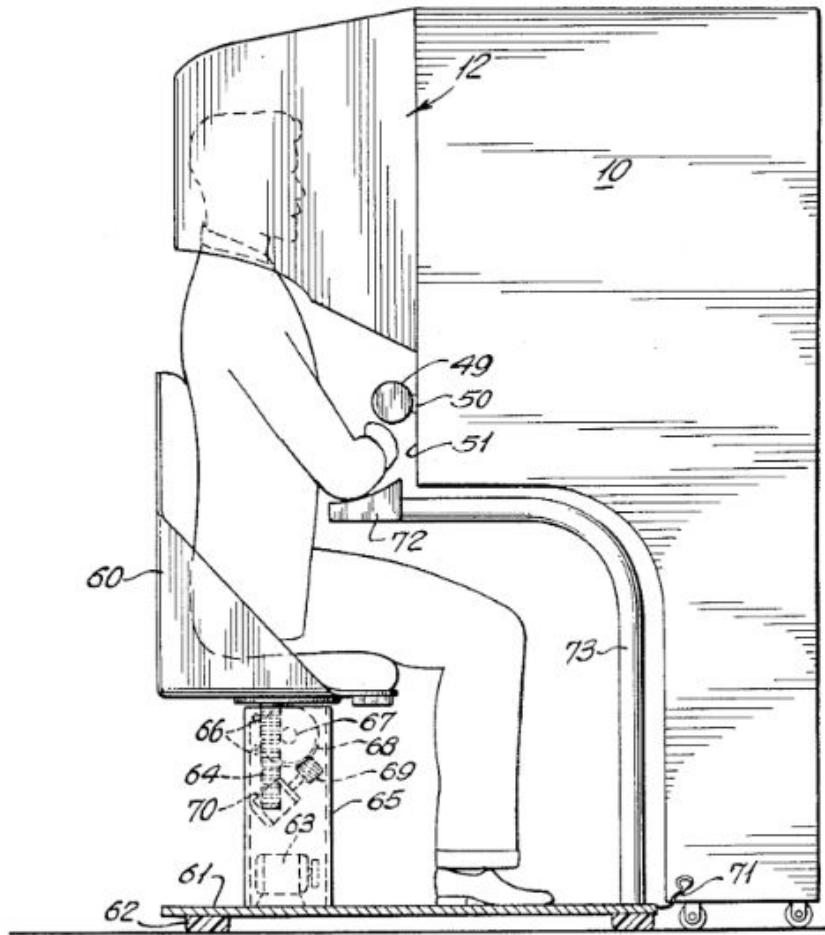
QUEST 2



Hello No Code Jam XR

https://github.com/EloiStree/2023_03_03_HelloNoCodeJamXR

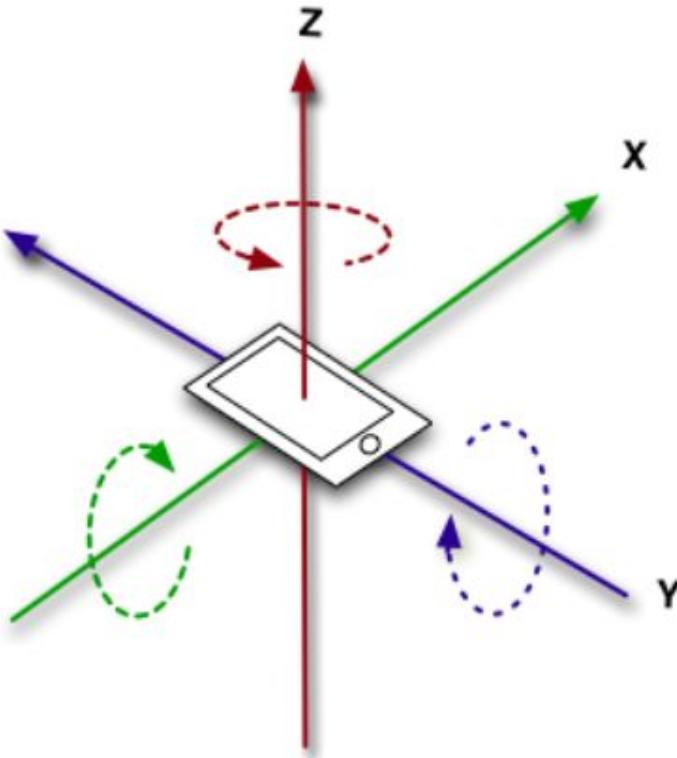


















Oculus Rift (Origins)
2012



Oculus Rift DK1
2013



Oculus Rift DK2
2014



GearVR
2015



Oculus Rift CV1
2016



Oculus Go
2018



Oculus Rift S / Quest
2019



Oculus Quest 2
2020



How To Safely Use Virtual Reality

1. Please avoid leaning on the VR equipment.
2. Please avoid running or jumping near the VR equipment.
3. Please avoid pushing or pulling the VR equipment.
4. Please avoid leaning on the VR equipment.

CAUTION
FLAILING HAZARD
VIRTUAL REALITY
IS IN USE
IN THIS AREA

3D CINEMA TECHNOLOGY

OKAY LET'S SAY TWO AND A HALF D



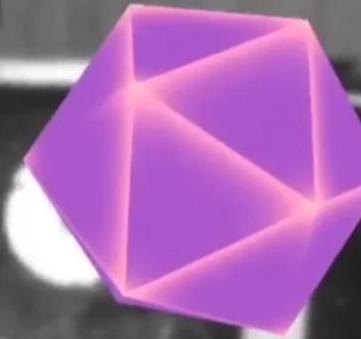
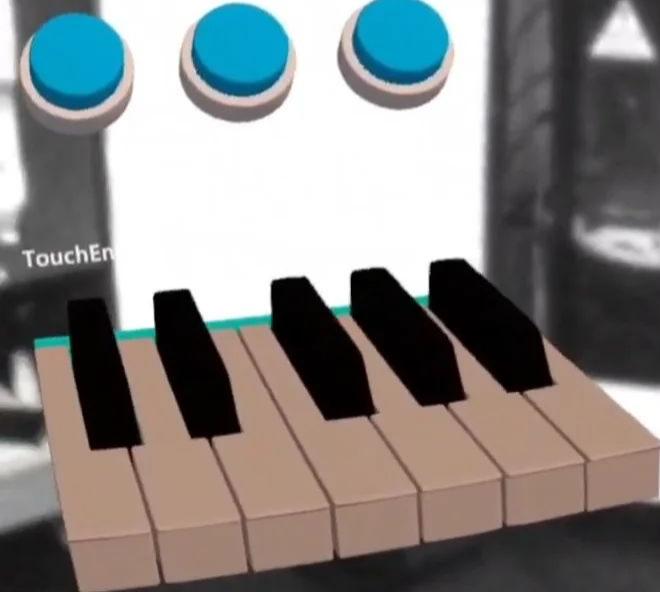
VIRTUAL REALITY

HERE WE GO!





Color Change on Pressed Event

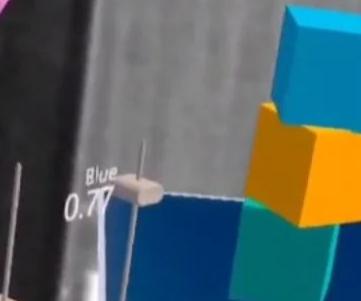


Red
0.58

Green
0.34

Blue
0.77

Pinch
PinchSlider.cs



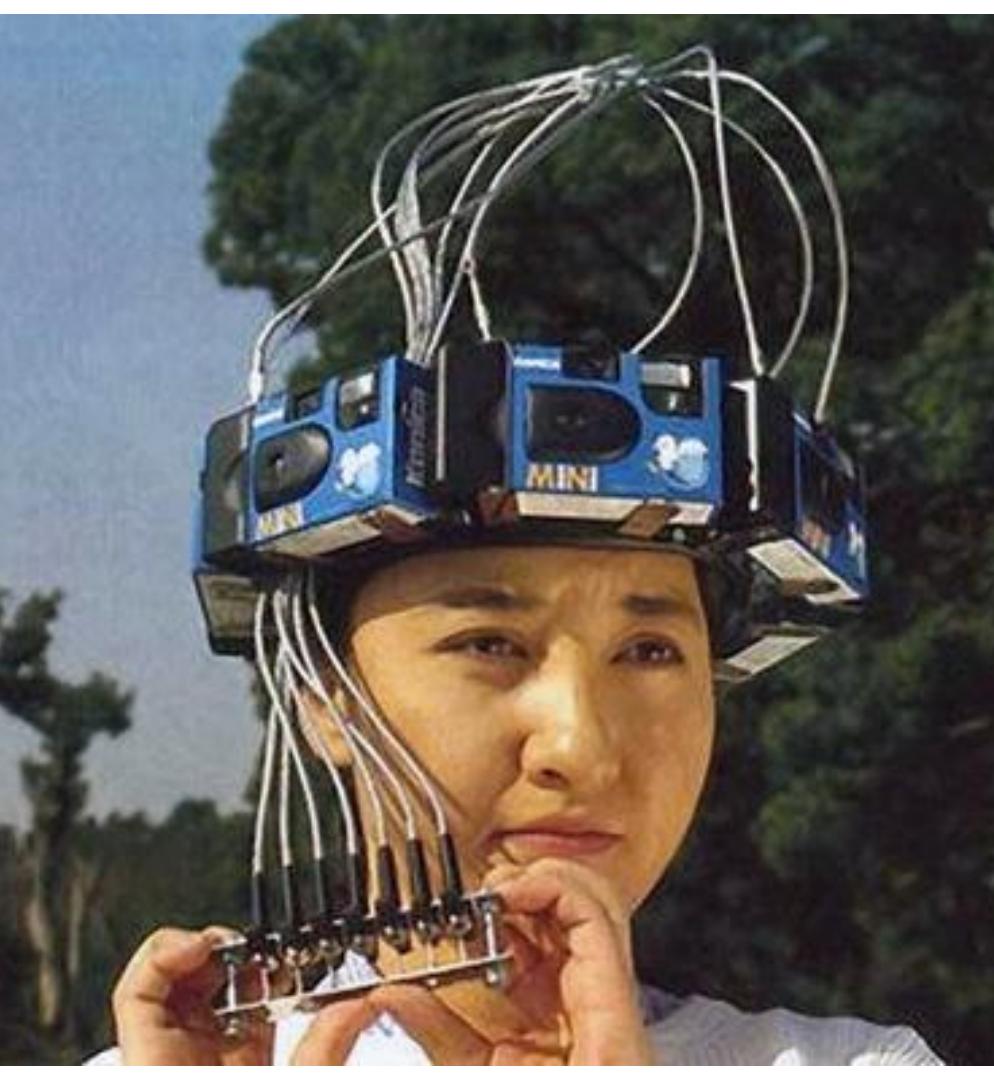
Rotation





FPS:

164 1k Triangl









QUEST 2







Sponsorié ⓘ

Meta Quest 2 — Casque de réalité virtuelle tout-en-un dernière génération — 128 Go
4.6 ★★★★★ 8 772

[Meta Quest 2](#)

449,86€

✓prime Livraison GRATUITE d'ici mardi 7 mars



PICO



PICO 4 - Casque VR Tout-en-un 128GB

4.2 ★★★★★ 765

[SteamVR](#)

429,00€

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Recevez-le **demain le 6 mars**



HTC VIVE Pro Complete Edition Casque de réalité virtuelle Premium Noir

3.8 ★★★★★ 81

[Windows](#)

999,99€ PVC: 1199,00€

✓prime Livraison GRATUITE d'ici mercredi 8 mars



[Meta Quest Pro](#)

4.0 ★★★★★ 17

[Meta Quest 2](#)

1 799,99€

✓prime GRATUIT Livraison en 1 jour

Recevez-le **demain le 6 mars**















QUEST 2



REPEAT

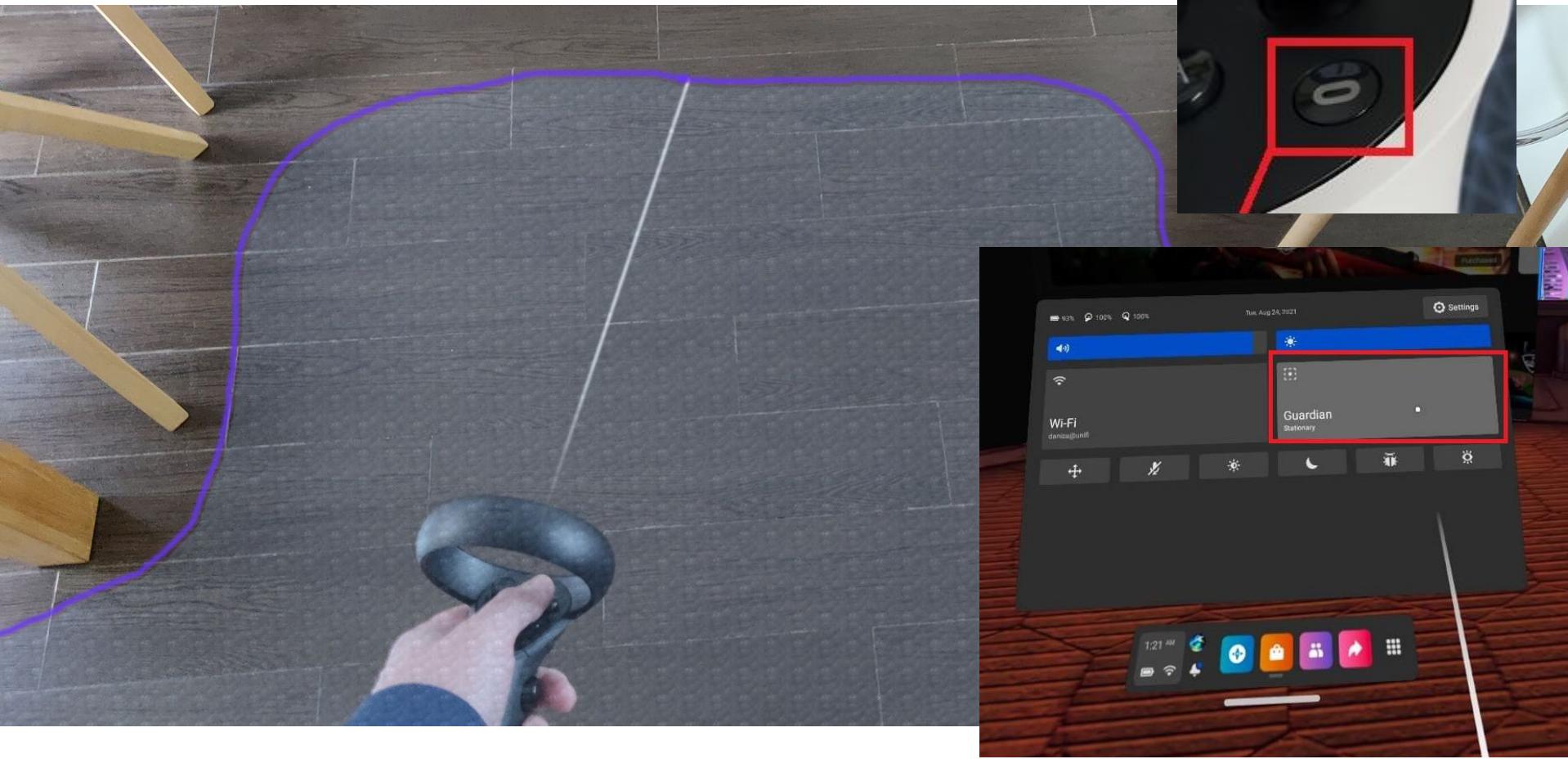


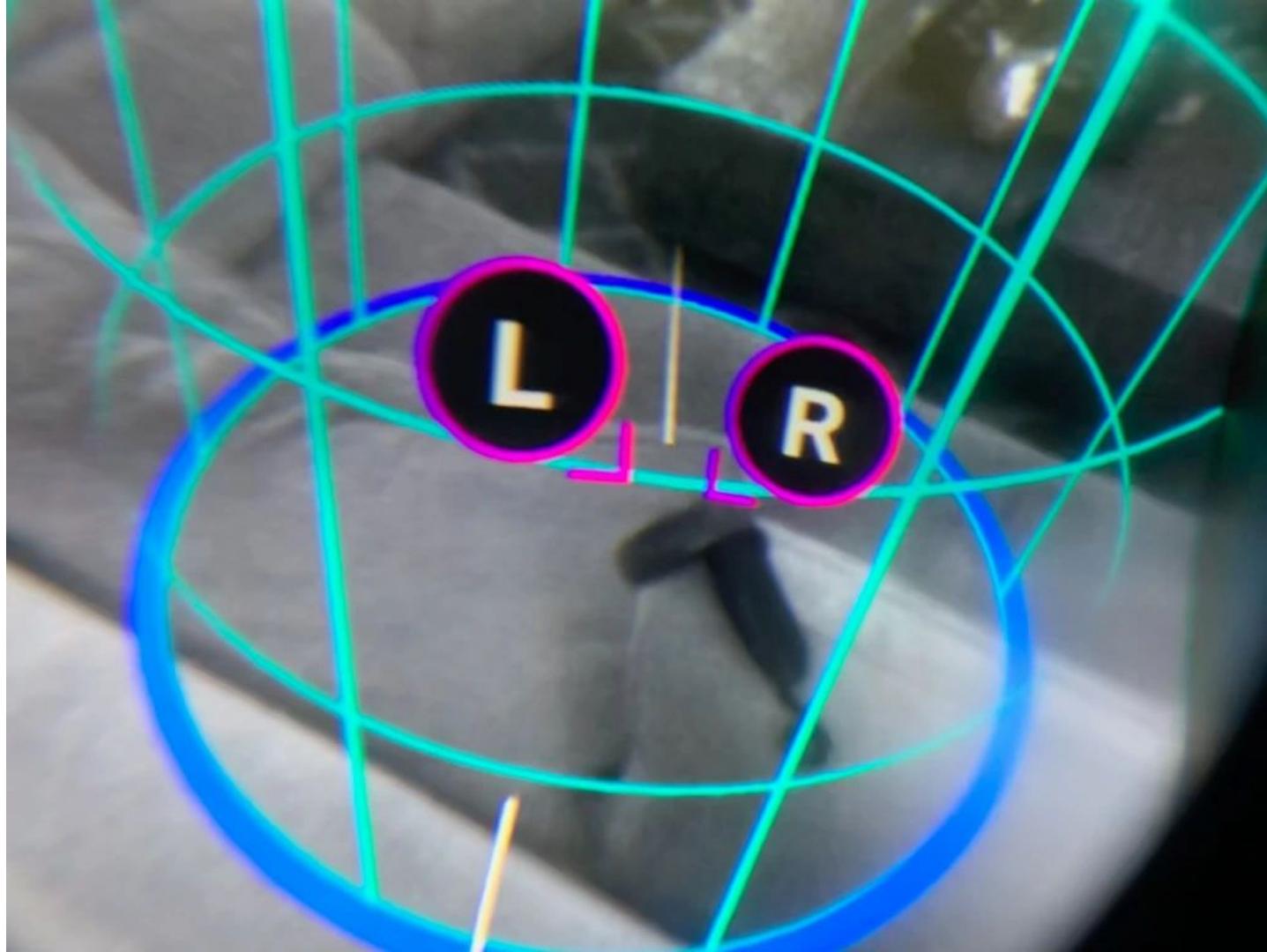


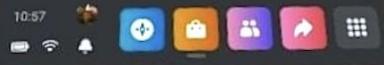
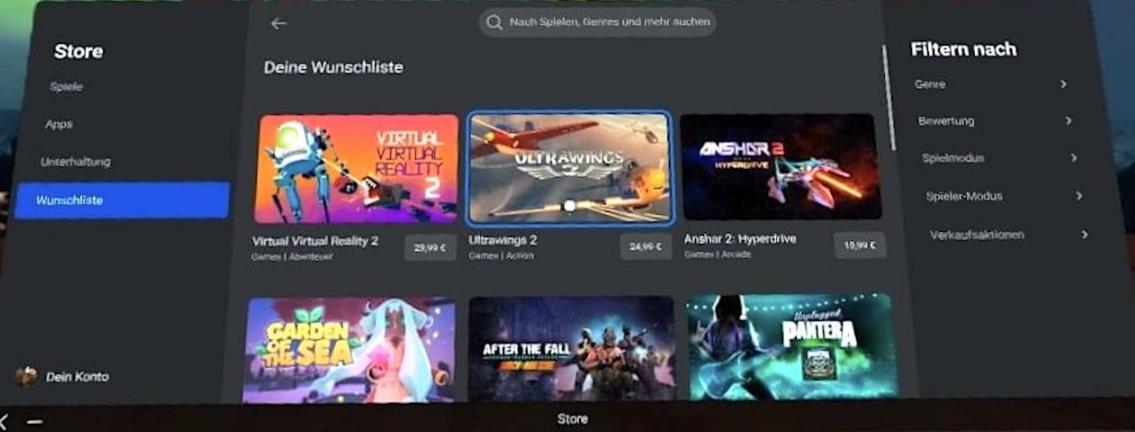












est New Trending Free Sale



Gorilla Tag
Action, Casual, Social

★★★★★ (19993)

FREE



Gym Class - Basketball
Simulation, Social, Sports

★★★★★ (12660)

FREE



Sport Mode
Action, Shooter, Simulation

★★★★★ (4688)

\$9.99



Pavlov Shock Beta
Action, Shooter, Social

★★★★★ (7352)



Deisim
Casual, Simulation, Strategy



iB Cricket - App Lab
Casual, Simulation, Sport



Frenzy VR
Action, Fighting, Shooter



PowerBeatsVR
Action, Music, Sport

HOME

GAMES

SUPPORT

PROMOTE

GET SIDEQUEST

GIVEAWAYS

Categories



all apps



adventure



app lab



building



climbing



combat



custom homes



early access



educational



escape



flying



Hot



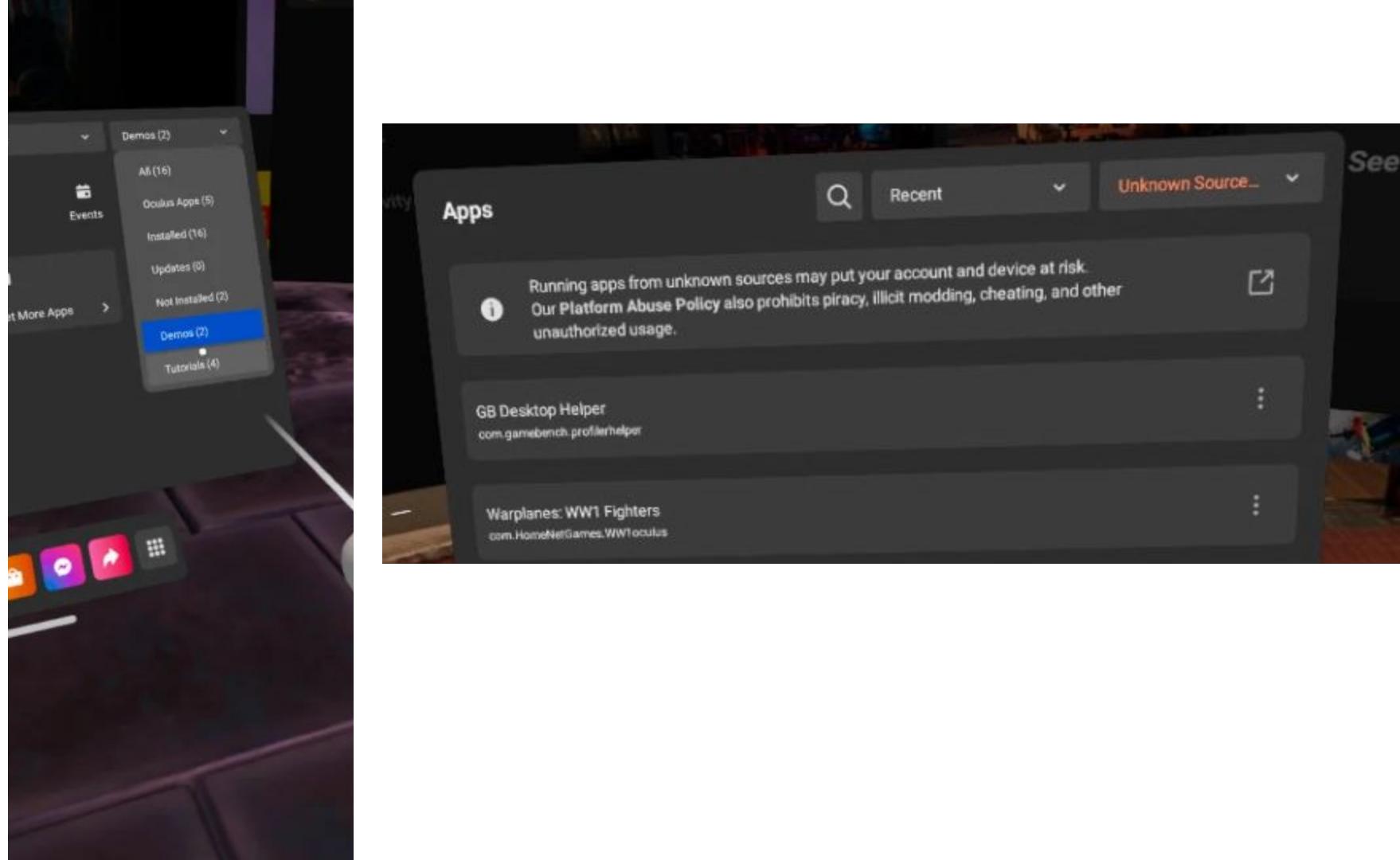
New



Updated

Sponsored

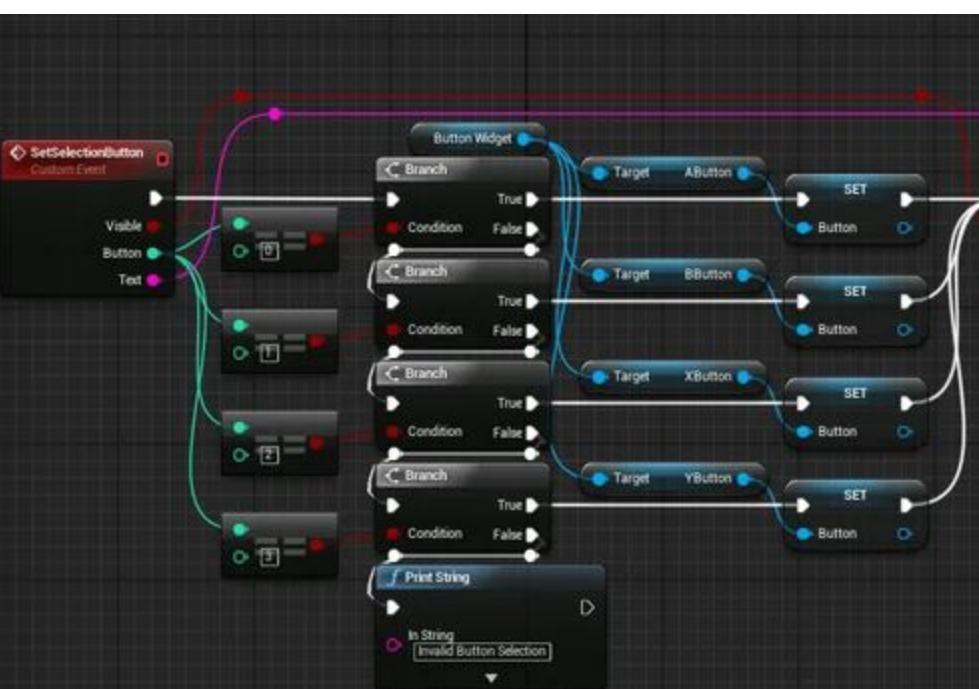






QUEST 2

C++ Unreal Engine vs C# Unity 3D vs C# /C++ Godot



```

using UnityEngine;
using System.Collections;

// The ExampleClass starts with Awake.  The GameObject class has activeSelf
// set to false.  When activeSelf is set to true the Start() and Update\(\)
// functions will be called causing the ExampleClass to run.
// Note that ExampleClass (Script) in the Inspector is turned off.  It
// needs to be ticked to make script call Start.

public class ExampleClass : MonoBehaviour
{
    private float update;

    void Awake()
    {
        Debug.Log("Awake");
        update = 0.0f;
    }

    IEnumerator Start()
    {
        Debug.Log("Start1");
        yield return new WaitForSeconds(2.5f);
        Debug.Log("Start2");
    }

    void UpdateTime.deltaTime;
        if (update > 1.0f)
        {
            update = 0.0f;
            Debug.Log("Update");
        }
    }
}

```



**UNREAL
ENGINE**

PlayMaker

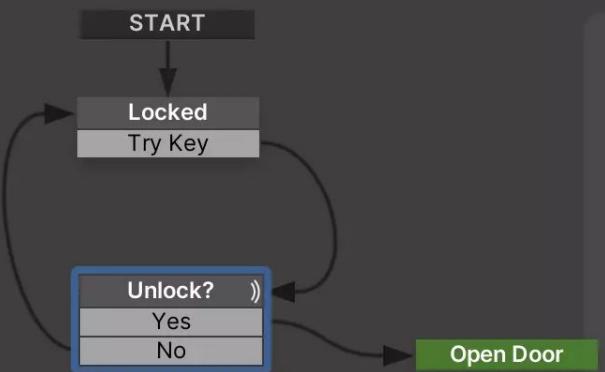
◀ ▶ ⌂ Door

▼ Lock

Lock Select

Door : Lock

Unlock door with Red Key.



No errors

Debug ▾



Enum

GameObject

GUI

GUILayout

Animation

Animator

Application

Array

Audio

Camera

Character

Color

Convert

Play

Pool

Prof

Qua

Rect

Rect

Rend

Scen

Script

Sprin

Stat

Stri

Sub

Test



Intuitive Visual States

Add States, Transitions, and Events to quickly build behaviours visually.

PlayMaker

Door Trigger Lock Select

FSM State Events Variables

Door : Trigger

Open when player enters the trigger area. Close when player leaves the trigger area.

```
graph TD; START --> Closed[Closed]; Closed -- "TRIGGER ENTER" --> Open[Open]; Open -- "TRIGGER EXIT" --> Closed;
```

Open

Sync Animator Bool To State

Game Object: Use Owner

Parameter: open

Play Sound

Game Object: Use Owner

Audio Clip: doorServos

Volume: 1

FSM Log

Door : Trigger

START

ENTER: Closed
EVENT: TRIGGER ENTER
EXIT: Closed [2.62s]

ENTER: Open
EVENT: TRIGGER EXIT
EXIT: Open [2.74s]

ENTER: Closed
EVENT: TRIGGER ENTER
EXIT: Closed [0.95s]

Action Browser

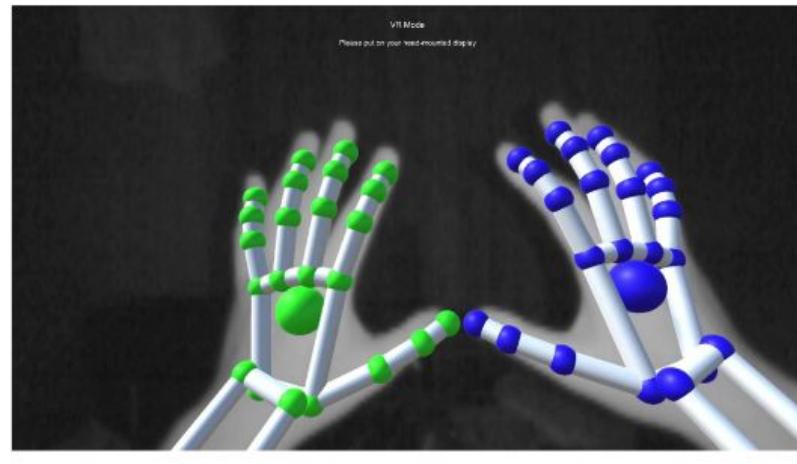
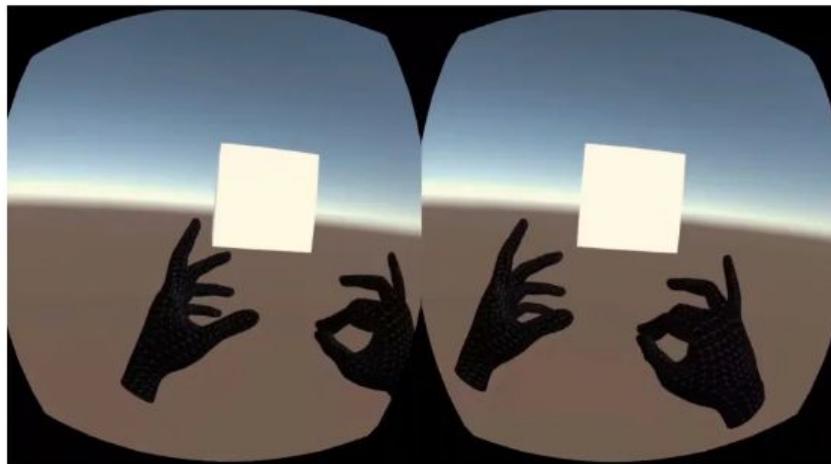
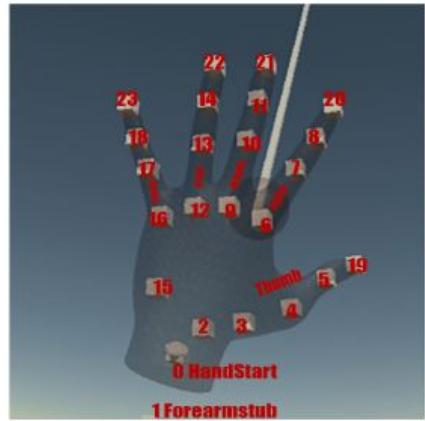
No errors

Debug ▶ II ▶



Visual Debugging

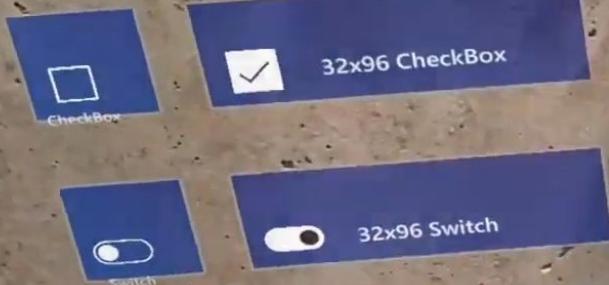
Quickly see active states and transitions. Set breakpoints and step through state changes.



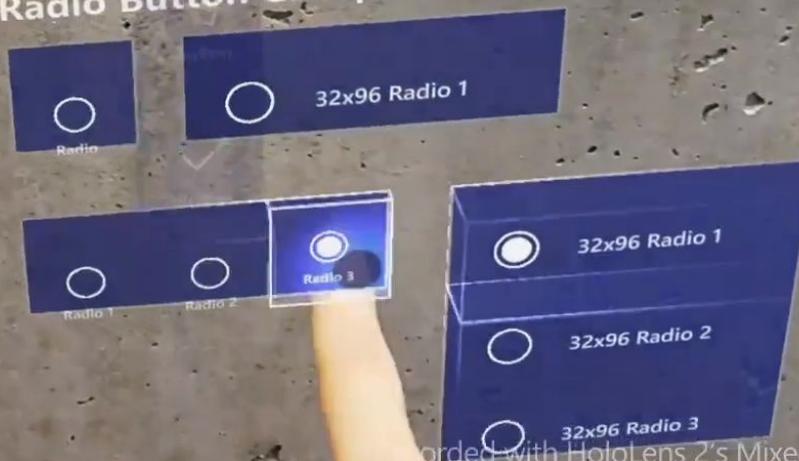


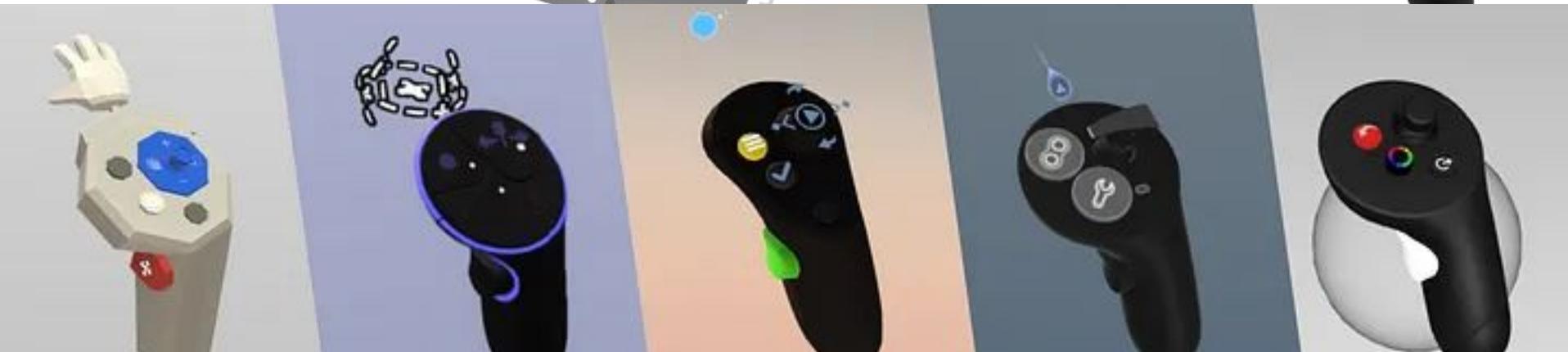
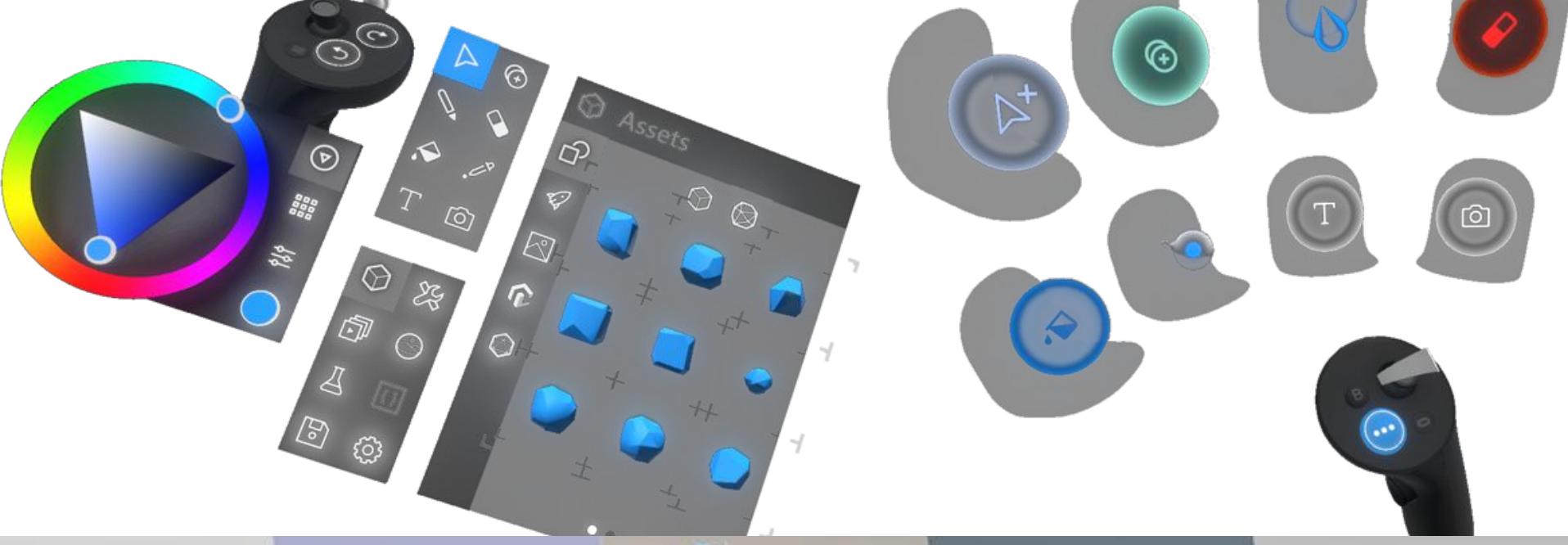


Checkbox, Toggle Switch



Radio Button Group with InteractableToggleCollection.cs

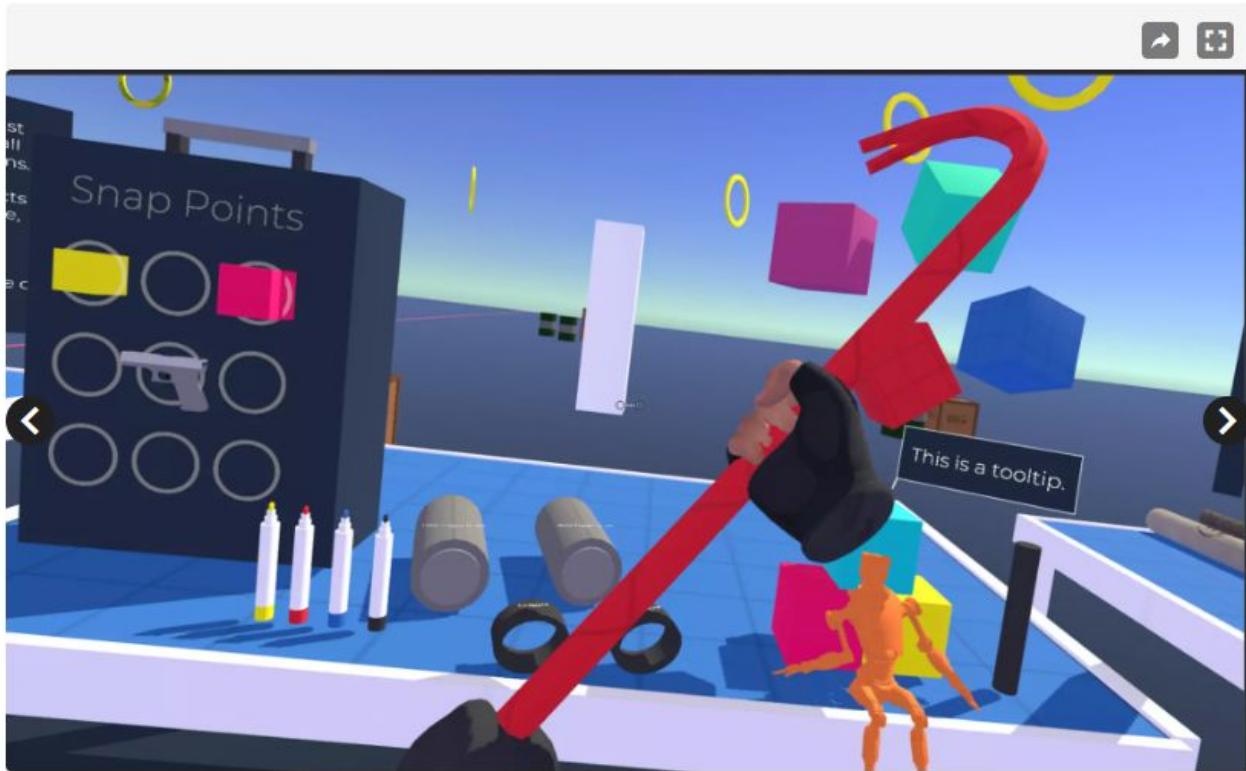






VRTK

virtual reality toolkit



...

VR Interaction Framework

Bearded Ninja Games

★★★★★ (197) | ❤ (2460)

€69.85

Taxes/VAT calculated at checkout

🕒 1497 views in the past week

ⓘ License type: Single Entity

ⓘ Refund policy

Buy Now



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T Theapple645

★★★★★ 22 days ago

FUN, EASY & POWERFUL

This asset provides incredible functionality and accessibility right away, documentation and online support is also phenomenal. WORTH EVERY PENNY!

[Read more reviews](#)



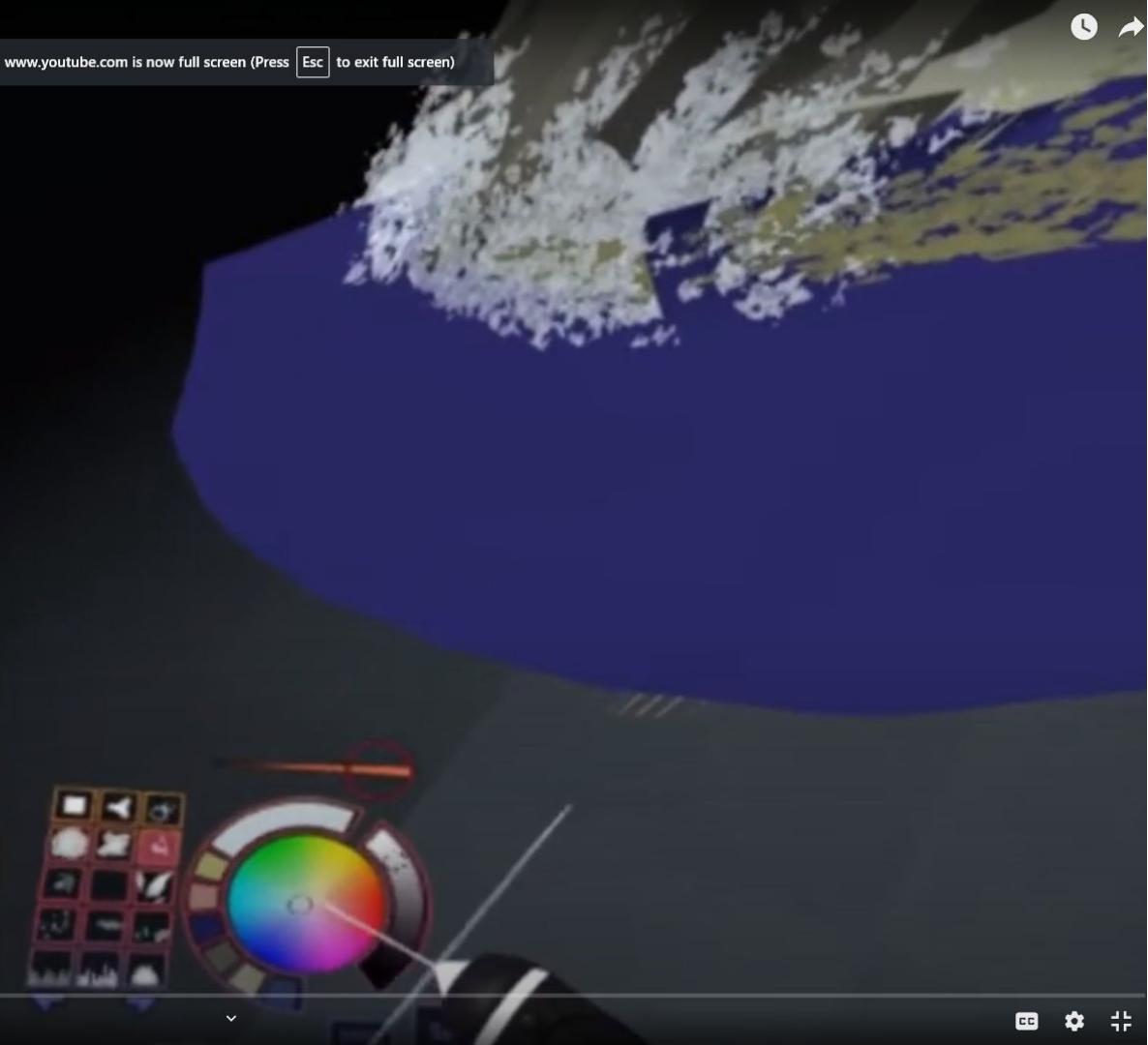


QUEST 2



See

www.youtube.com is now full screen (Press Esc to exit full screen)







W
CATION

Ha,GAY

CRAPPY

RJ
is cool

SOUP



Painting VR

[Community Hub](#)

Painting in virtual reality is easy: mix your colors, dip your brush in and start painting.

ALL REVIEWS:

[Mostly Positive \(38\)](#)

RELEASE DATE:

14 Apr, 2022

DEVELOPER:

Oisoi

PUBLISHER:

Cybernetic Walrus

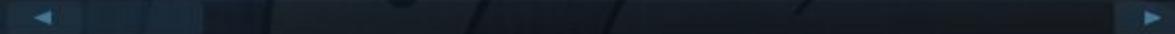
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File:Oculus Medium logo.png - Wikipedia



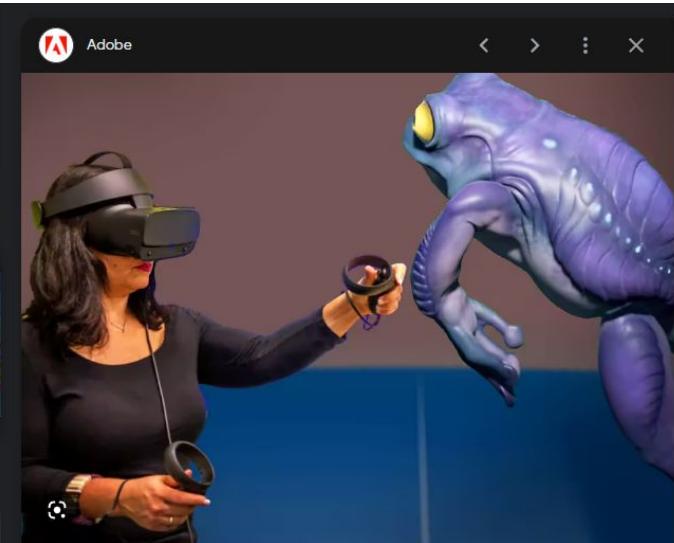
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Oculus Medium Launch Trailer - YouTube



[Adobe](#)
Meilleurs outils de sculpture 3D pour la r...



[Road to VR](#)
Oculus Medium' Review with Oculus Touch



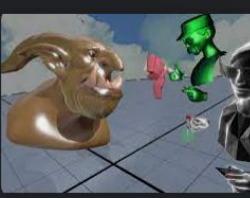
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Meilleurs outils de sculpture 3D pour la réalité virtuelle | Medium par Adobe



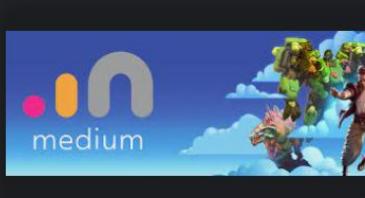
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[Adobe](#)
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[Road to VR](#)
Medium' Update Lets You Sculpt i...



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Oculus Medium



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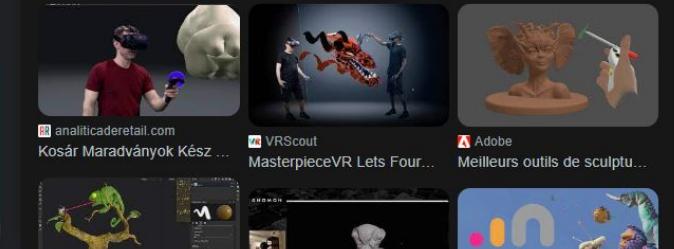
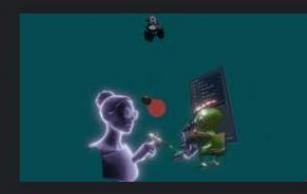
[UploadVR](#)
Oculus Medium Becomes Adobe Medium As...



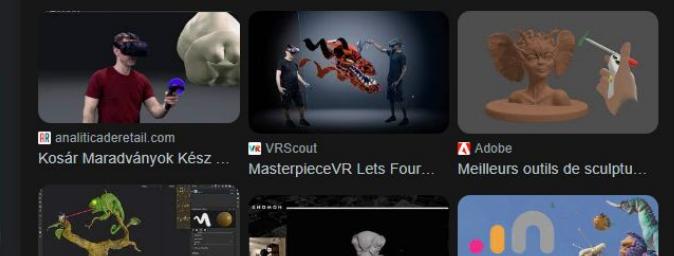
[Wikipedia](#)
Oculus Medium - Wikipedia



[YouTube](#)
Sculpting in Virtual Reality with Oculus Medi...



Contenu similaire



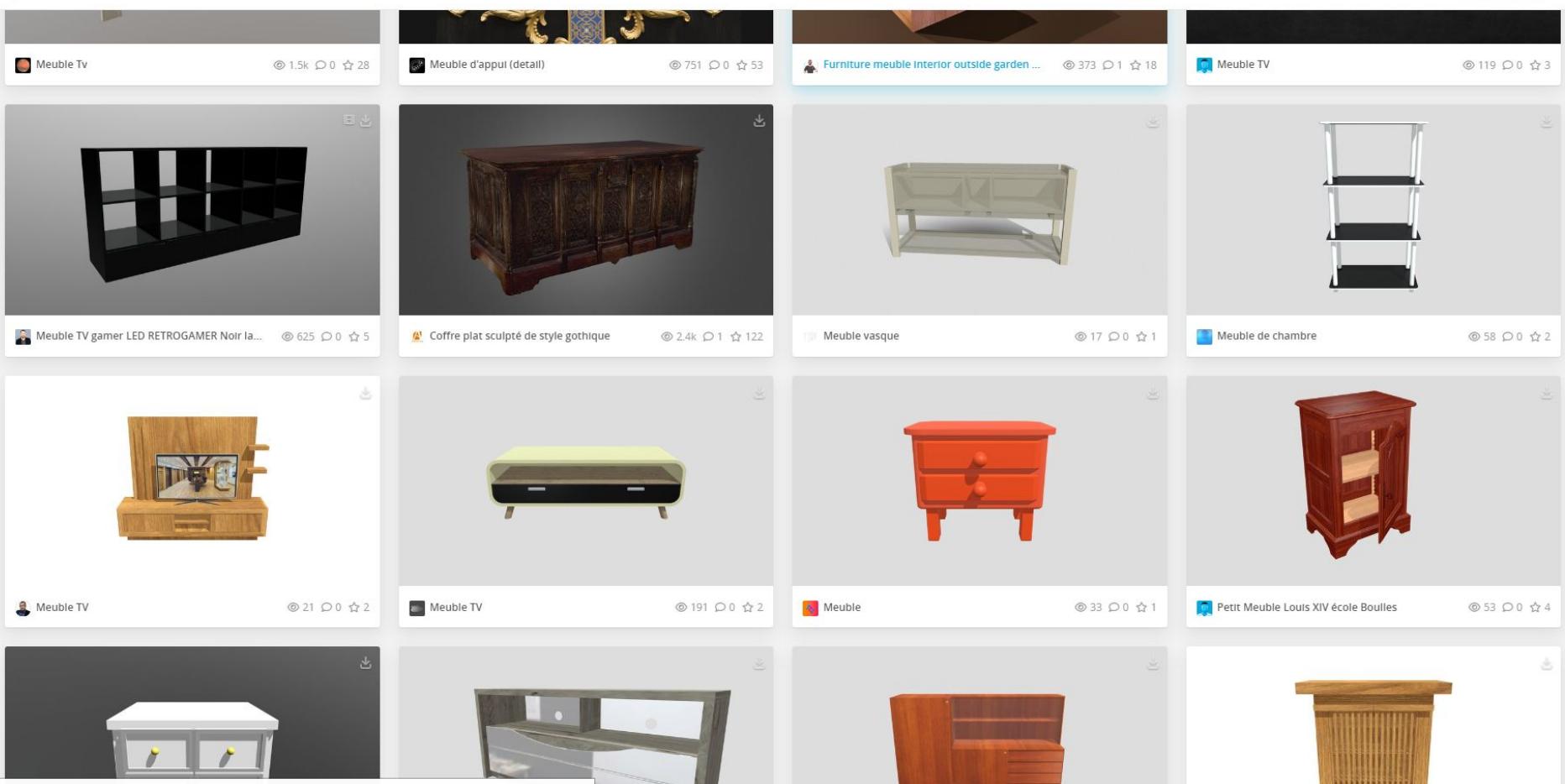


QUEST 2

Sketchfab

meuble

CANCEL



computer Free Assets



NEXT LEVEL 3D 💙
HQ Laptop Computer
★★★★★ (13) | ❤ (937)
FREE



KAWETOFE
Sci-Fi Tablet Computer
★★★★★ (10) | ❤ (268)
FREE



TERRESQUALL
Free Sci-Fi Office Pack
(not enough ratings) | ❤ (520)
FREE



PTC VUFORIA
Vuforia Engine
★★★★★ (47) | ❤ (1455)
FREE



IPOLY3D
LowPoly Server Room Pro...
★★★★★ (4) | ❤ (377)
FREE



EMACEART
Free 1980 - MidPoly Retro...
(not enough ratings) | ❤ (85)
FREE



PURCHASED
PTC VUFORIA
Vuforia Core Samples
★★★★★ (267) | ❤ (4315)
FREE



BRICK PROJECT STUDIO
Apartment Kit
★★★★★ (40) | ❤ (1555)
FREE



RRFREELANCE / PIXELBURNER
Low Poly Office Props - Li...
★★★★★ (9) | ❤ (1006)



PTC VUFORIA
Vuforia Hololens 2 Sample
★★★★★ (45) | ❤ (683)



PTC VUFORIA
Vuforia VFX Library
(not enough ratings) | ❤ (89)



NEW RELEASE
PTC VUFORIA
Vuforia Magic Leap 2 Sam...

Flash Deals

Hide Purchased Assets

All Categories

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Platforms

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Release Date

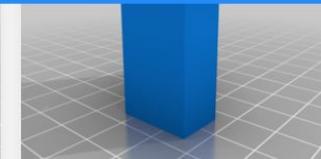
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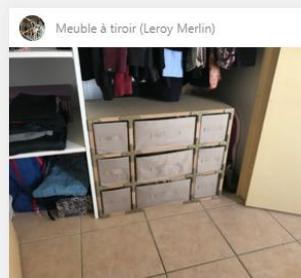
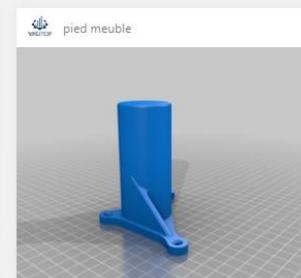
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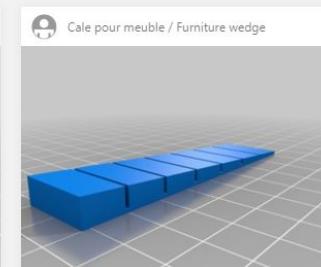

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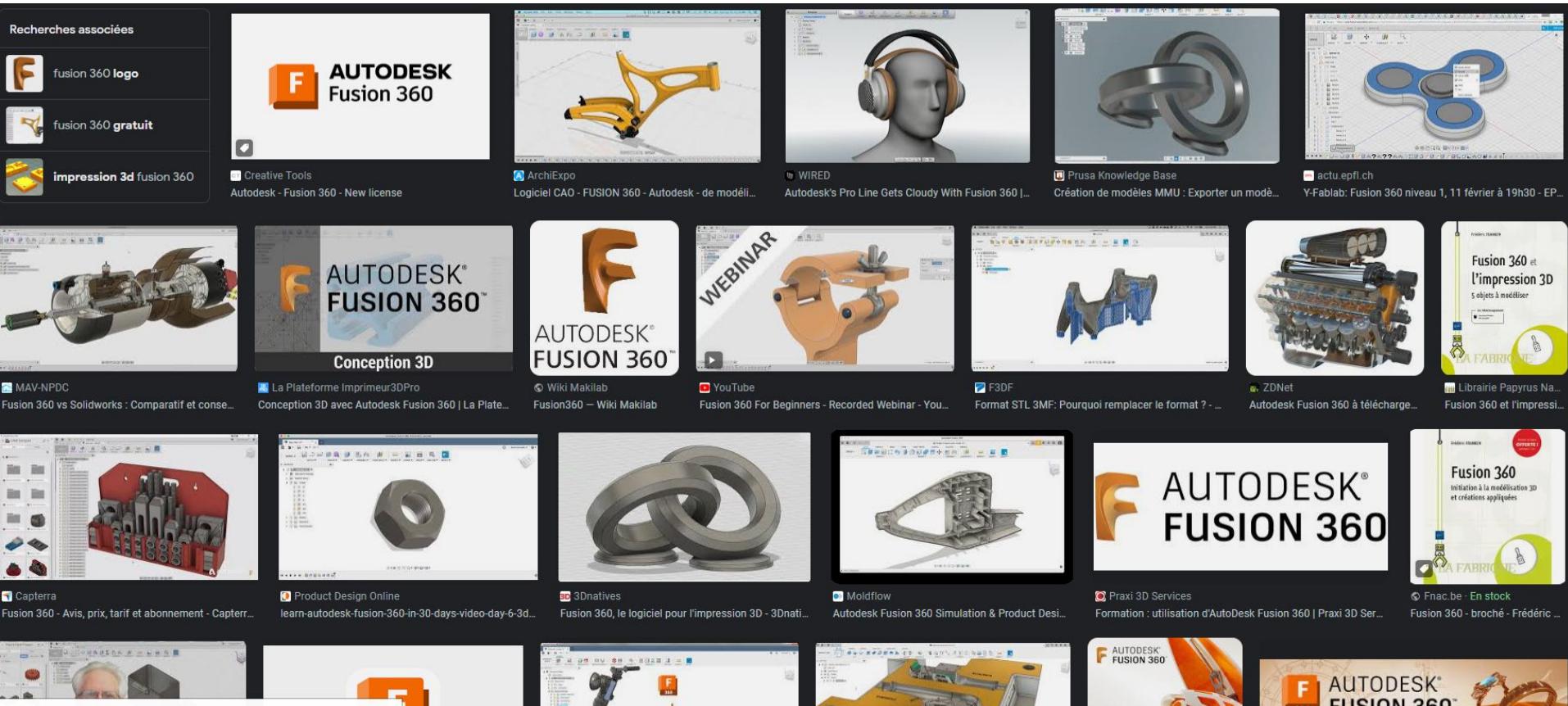
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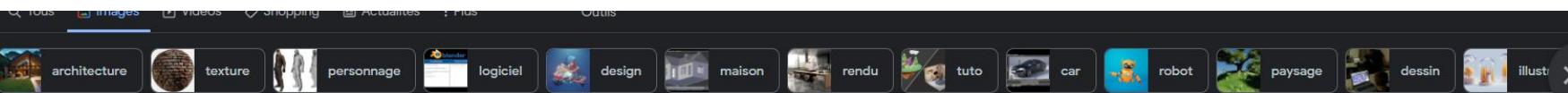
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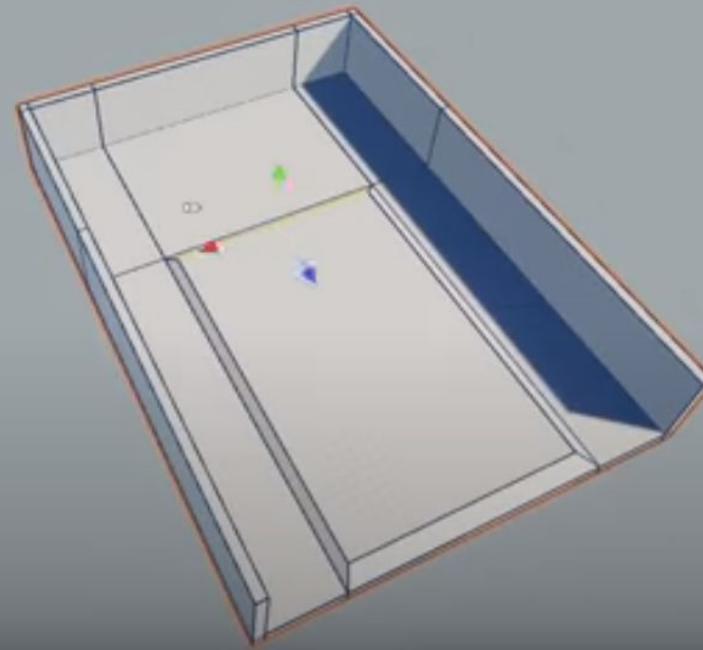
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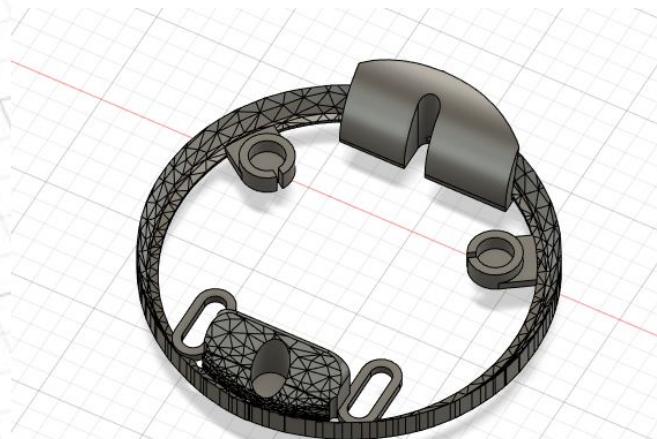
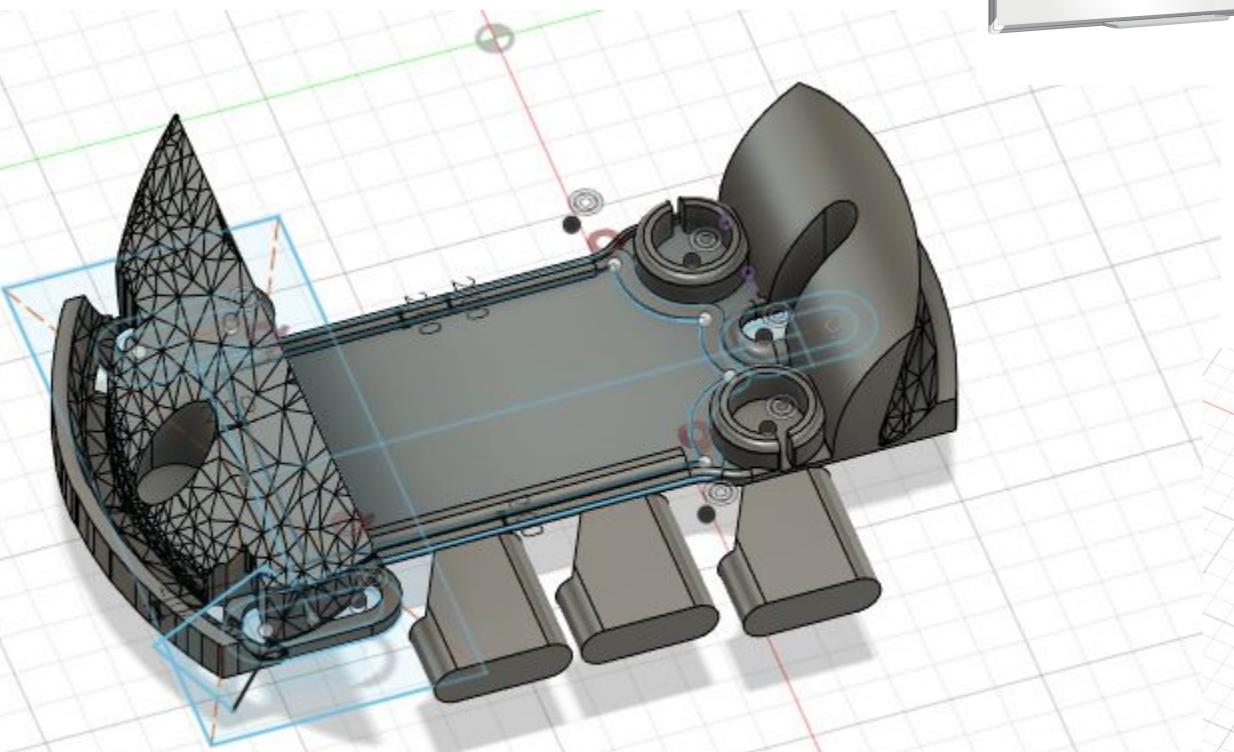
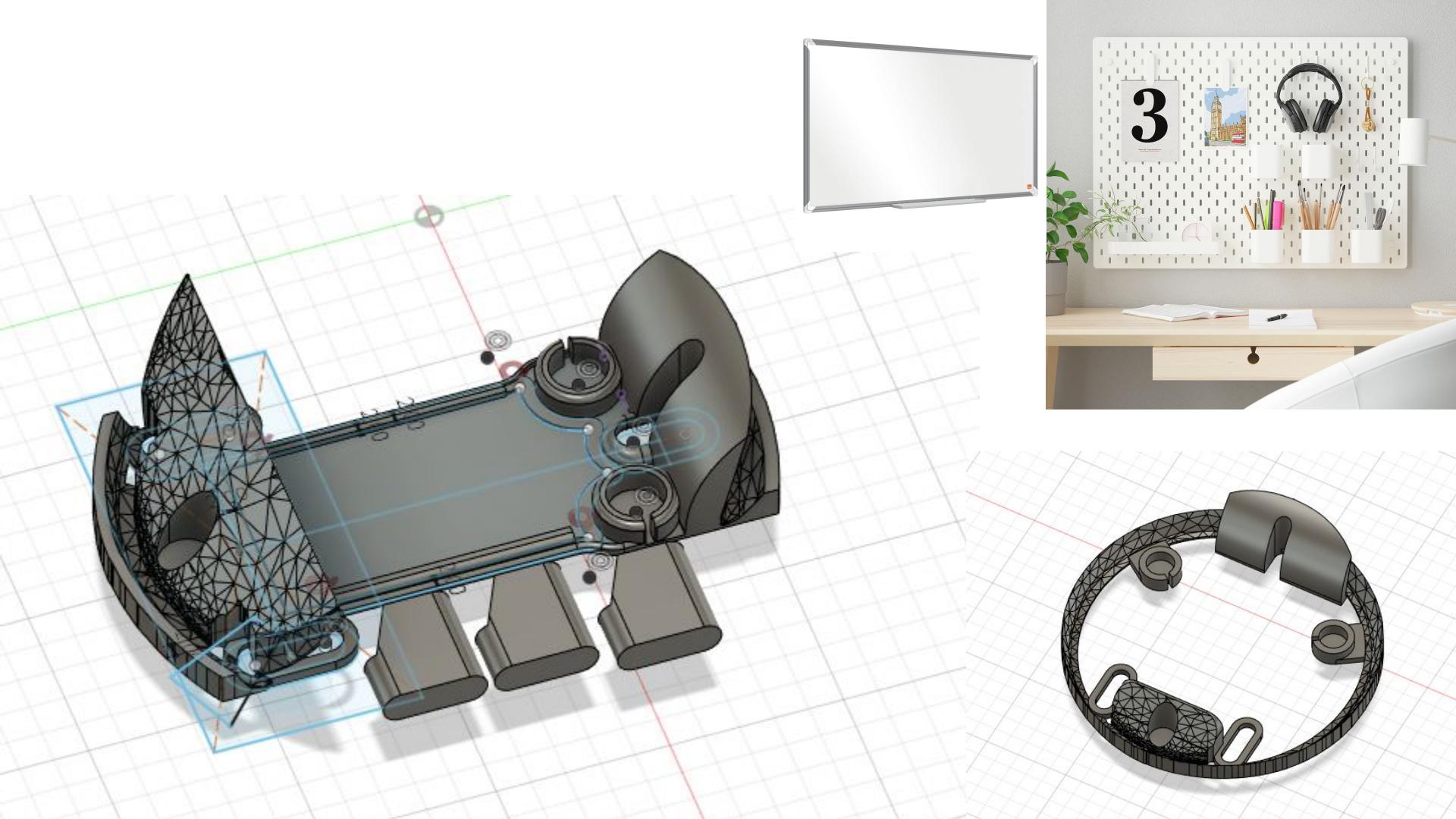


CC

7:01 / 16:37

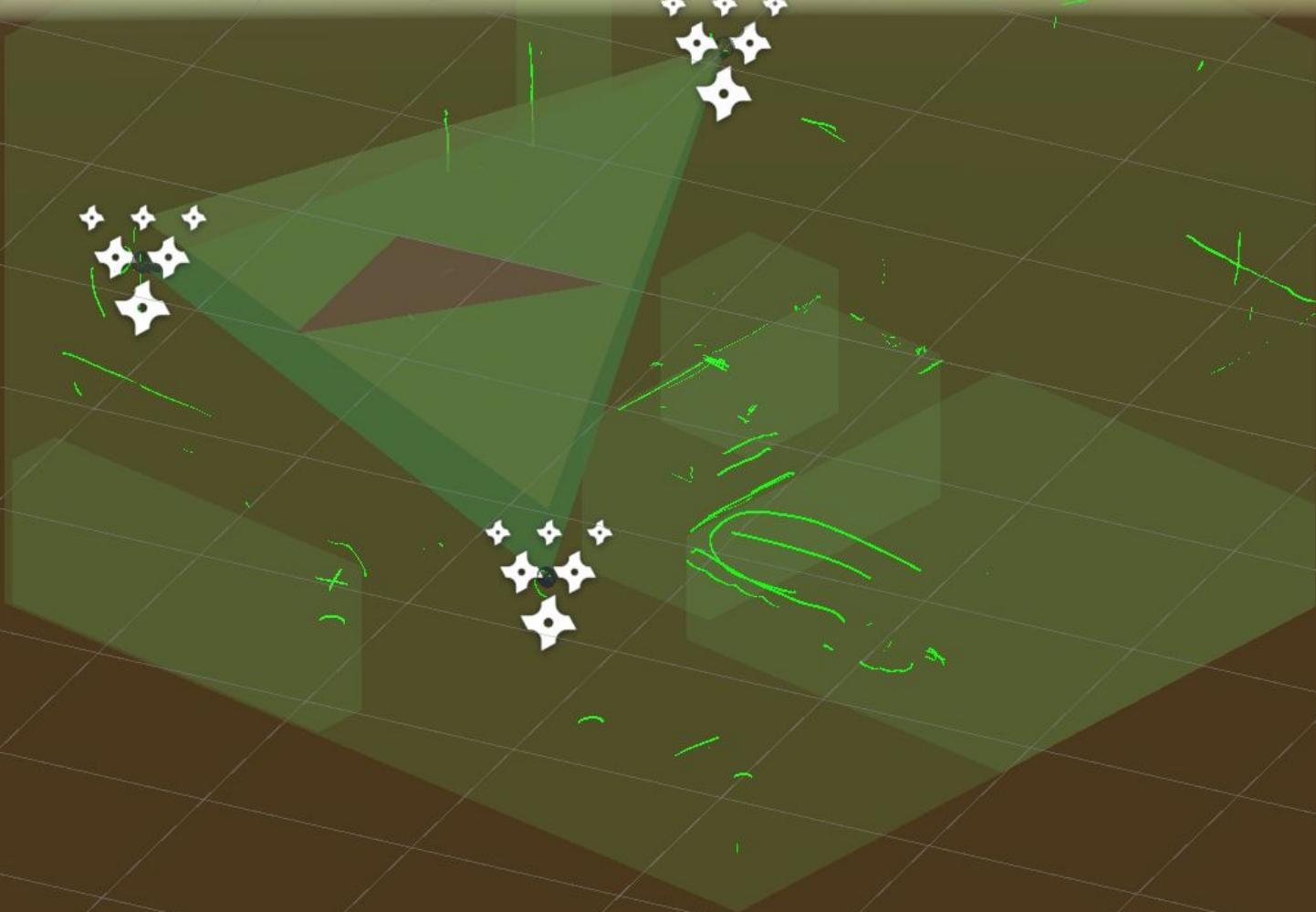


QUEST 2











QUEST 2

- How to prepare to the game jam
 - Install Unity at home 15Go 2021.3.19f1 LTS
 - Unity Integrator ?
 - Watch beginner tutorial on Youtube
 - Use Unity game demo project (Unity Education)
 - Developer that want to code
 - Learn th basic of C# (Le Site du zero)
 - Try one or two tutorial on Youtube about scripting
 - Artist that want to help
 - Learn how to import image and 3D fbx/obj in Unity and make a prefab of it
 - Marketing
 - Learn how to import a video and image in Unity
 - Learn how to remove background in a video
 - Learn about how to fetch asset on SketchFab Asset store and others.
 - Think about what room you want to work on and what topic
 - Don't have any skills ?
 - A game jam come from the music: "Jam"
 - Meaning making music with random people that have random skills and let's discover what it create.
 - Any skills can be useful in jam and every body as skills
 - BBQ Game Jam JCVD

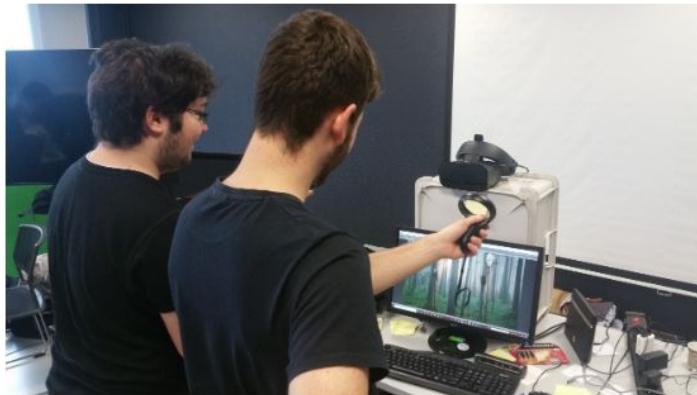


(Feel free to propose a good translation in English)



Ce jeu est complètement inspiré du théâtre de marionnettes et du théâtre d'improvisation. Un site qui nous a beaucoup aidé pour les règles de jeu et la recherche des mots aléatoires est celui de la ligue canadienne : <https://www.dramaction.qc.ca>

Il se joue avec un Oculus.



JUST DU IT

Les 8 lignes de conduite du jouteur :

1. Rester dans son personnage
2. Suivre et développer l'histoire
3. S'adapter à l'avatar
4. Jouer constamment avec sa marionnette
5. Etablir un contact avec l'autre personnage dans les premières secondes
6. Penser à une chute de fin
7. Rester à l'écoute
8. Respecter strictement le mot proposé







QUEST 2

És

Projects

Installs

Learn

Community

Installs

[Locate](#) [Install Editor](#)[All](#) [Official releases](#) [Pre-releases](#) Search

	2021.3.19f1	LTS
C:\Program Files\Unity\Hub\Editor\2021.3.19f1\Editor\Unity.exe		
Android	Windows	

	2021.3.17f1	LTS
C:\Program Files\Unity\Hub\Editor\2021.3.17f1\Editor\Unity.exe		

Add modules for Unity 2021.3.19f1 LTS

Add modules		Required: 0 bytes	Available: 279.09 GB
▼ DEV TOOLS		DOWNLOAD SIZE	SIZE ON DISK
Microsoft Visual Studio Community 2019		Installed	1.24 GB
<hr/>			
▼ PLATFORMS		DOWNLOAD SIZE	SIZE ON DISK
Android Build Support		Installed	1.88 GB
OpenJDK		Installed	67.2 MB
Android SDK & NDK Tools		Installed	4.29 GB
iOS Build Support		412.87 MB	1.81 GB



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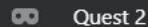
Pages d'aide

Appareils



Quest 2 et Touch

Non connecté



Quest 2



Touch gauche



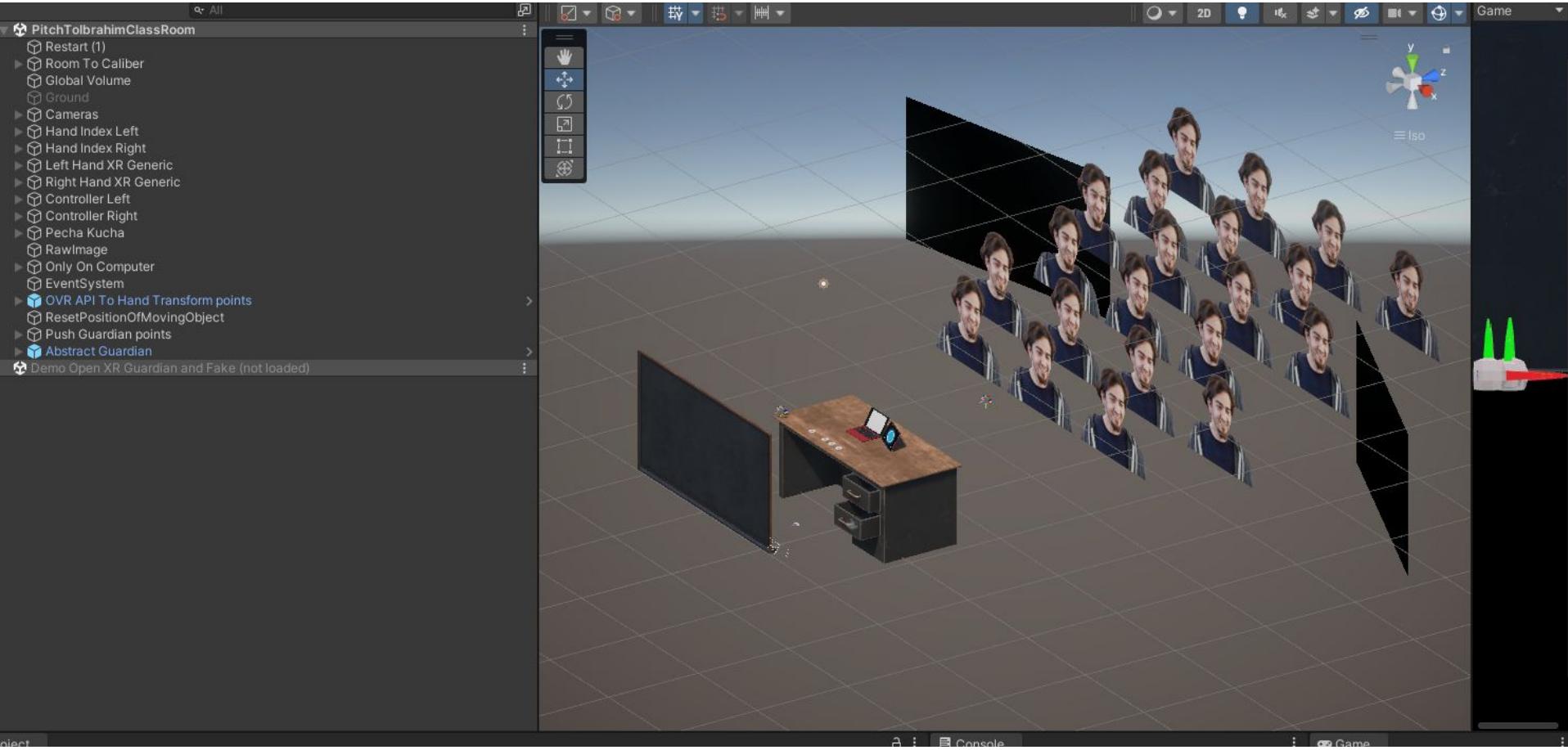
Touch droit



Quest 2 et Touch

Non connecté







QUEST 2

[C# - Type Conversion](#)
[C# - Variables](#)
[C# - Constants](#)
[C# - Operators](#)
[C# - Decision Making \(Condition: IF, ELSE IF, ELSE\)](#)
[C# - Loops](#)
[C# - Encapsulation](#)
[C# - Methods](#)
[C# - Nullables](#)
[C# - Arrays](#)
[C# - Strings](#)
[C# - Structure](#)
[C# - Enums](#)
[C# - Classes](#)
[C# - Inheritance](#)
[C# - Polymorphism](#)
[C# - Operator Overloading](#)
[C# - Interfaces](#)
[C# - Namespaces](#)
[C# - Preprocessor Directives](#)
[C# - Regular Expressions](#)
[C# - Exception Handling](#)
[C# - File I/O](#)
[C# - Attributes](#)
[C# - Reflection](#)
[C# - Properties](#)
[C# - Indexers](#)
[C# - Delegates](#)
[C# - Events](#)
[C# - Collections](#)
[C# - Generics](#)
[C# - Anonymous Methods](#)
[C# - Unsafe Codes](#)
[C# - Multithreading](#)

MUST KNOW

C'est quoi la différence entre Variable et propriété ?
C'est quoi un constructeur ?
C'est quoi un enumération ?
Cela veut dire quoi encapsuler ?
C'est quoi un if (...){} ?
C'est quoi la différence entre un constructeur et une méthode ?
C'est quoi une class static ?
C'est quoi une méthode static ?
C'est quoi un délégué ?
C'est quoi l'héritage en C# ?
C'est quoi un interface ?
C'est quoi une classe abstraite?
C'est quoi le mot clé: override, virtual, new ?
Comment ont utilise un interface ?
C'est quoi la différence entre (GameObject) MaClass et MaClass as (GamObject)?
C'est quoi une surcharge de méthode ?
C'est quoi la surcharge des opérateurs ?
Pourquoi c'est un problème si ma classe s'appelle public class éloignée {} ?
La différence entre while / for / foreach ?
C'est quoi la différence entre une liste et un tableau ?
C'est quoi un Destructeur ?
C'est quoi un garbage collector ?
C'est quoi un namespace {} ?
C'est quoi un les Preprocessors : #if #elseif #endif
Comment écrire un Fichier ?
C'est quoi une class générique: public class MaClass<A>{} ?





QUEST 2

Hello No Code Jam XR

https://github.com/EloiStree/2023_03_03_HelloNoCodeJamXR



**Éloi Strée**

EloiStree

Fuck the Rules ! VR & AR, Unity 3D, New-tech, R&D. We want to know if it is possible. Grab some 🍺 and 🍔 and let's try to code it.



If I have to pitch myself

Just a guy that enjoy exploring new-tech for the fun of observing what we can do with this magic we call

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Fuck the rules !
We want to know if it is possible !
Strée Éloi
Grab some beers. Sit.
Let's try to code it.

CODE AND QUESTS
EVERYDAY

48H

GitHub: Source code

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Éloi Strée

Developer Unity3D & VR enthusiast

Sujets de préférence : #vr, #lynx, #macro, #unity et #toolbox

Belgique · Coordonnées

github.com/eloistree

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Mes objectifs

Ajouter une section au profil

Plus

