Learn
VR in Unity

The VR specialist

Learn
Unity

Integrator

Write down the Business plan and think about the customer segment

The entreprenor

Learn
Code

Unity Developer

Fetch, download and prepare assets

The intern 😉

Create the pitch document

The pitcher

Think about what should be in the basic demo and what should be in the dream slide

The Game Designer

Draw or create 3D assets for the project

The Artist

R&D on what the market is already doing
Testing the project

The tester

Think about why you do the application and who could benefit from it

The project leader

Explore scan, photogrammetry

The R&D

Prepare image and video to push in the project

The Editor

Publish the game

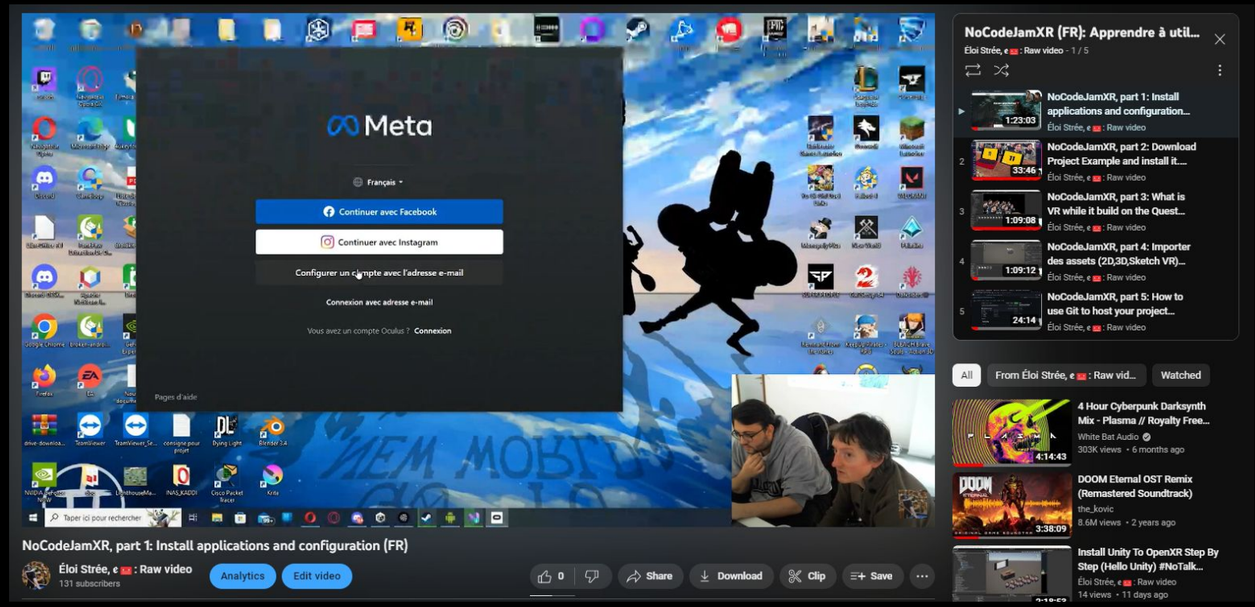
The End Game

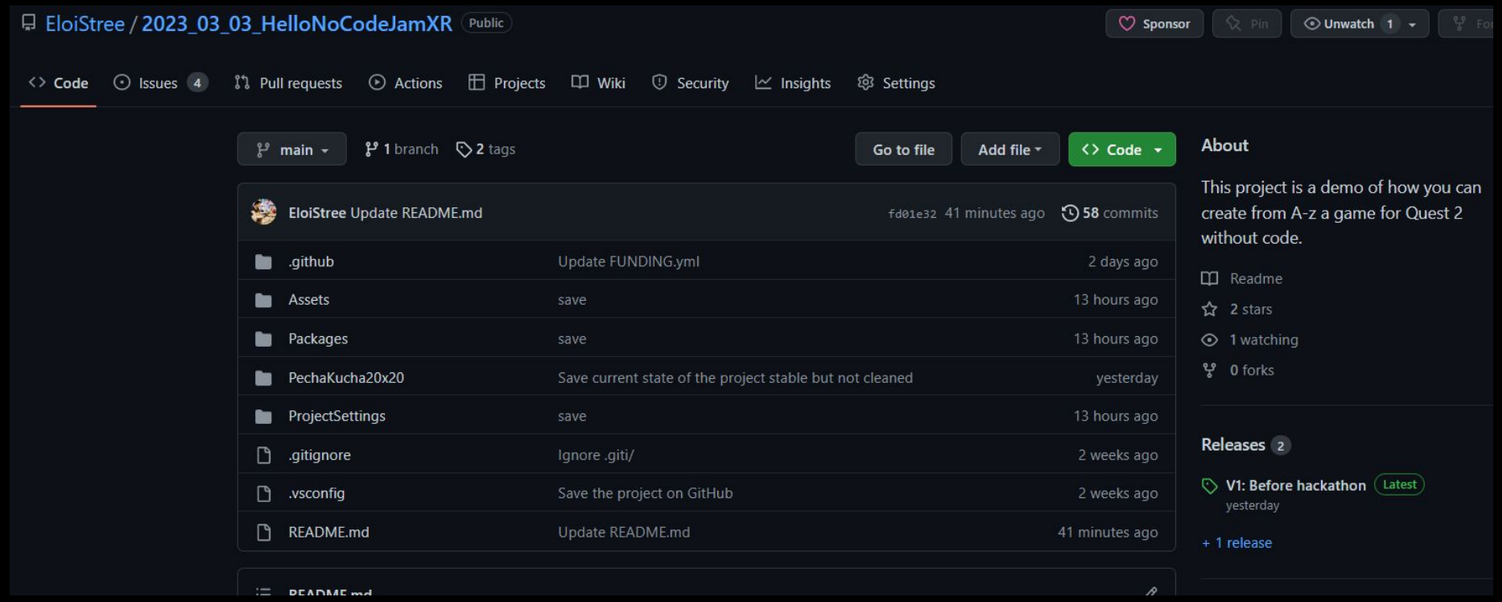
Take photo, record video of the product and the team

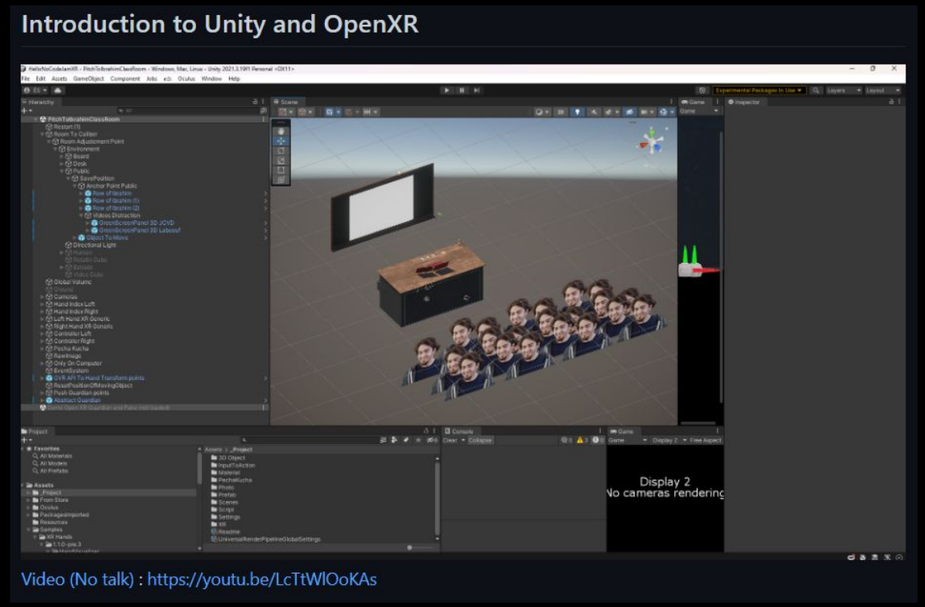
The archiviste

Learn
VR in Unity

The VR specialist



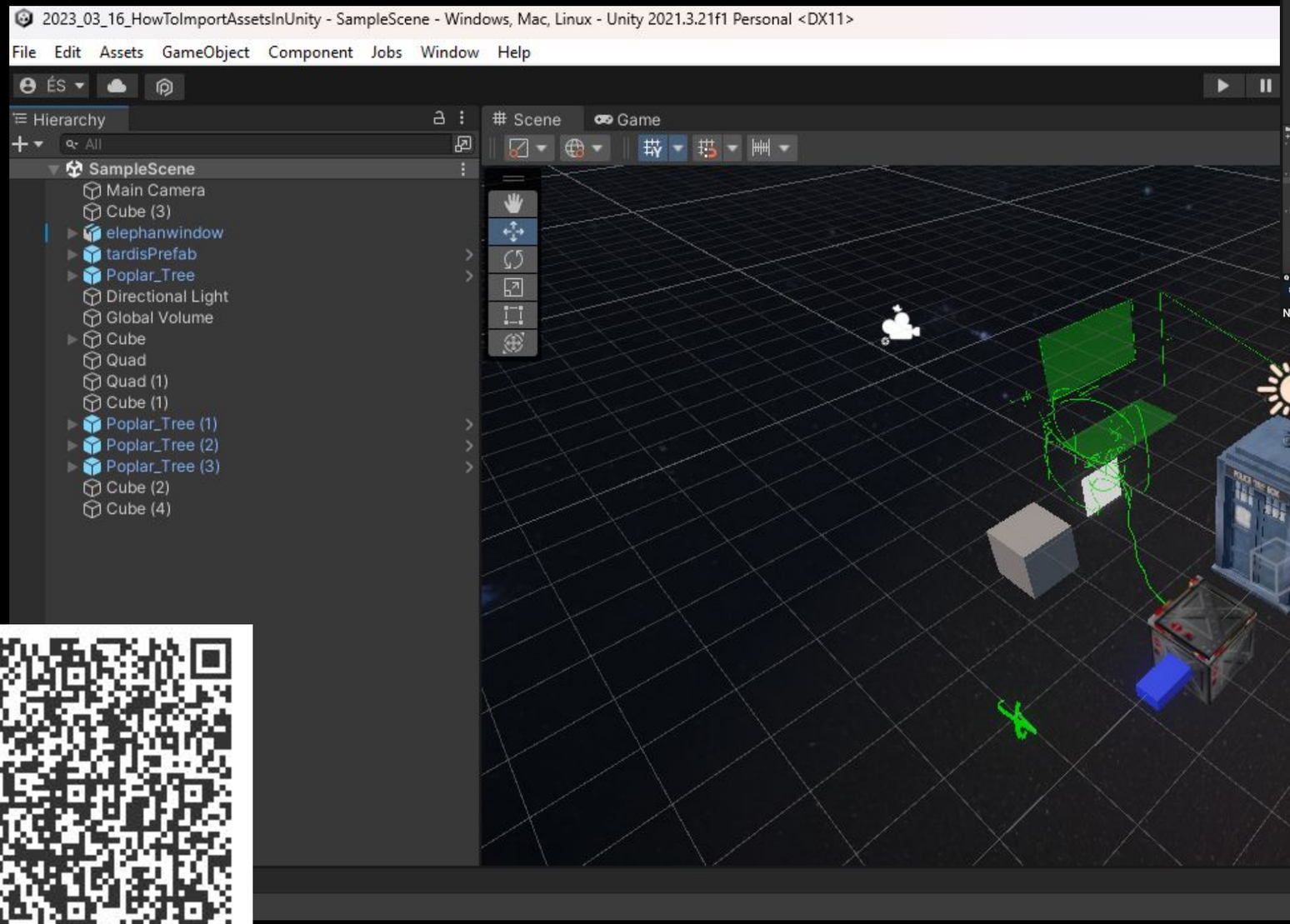


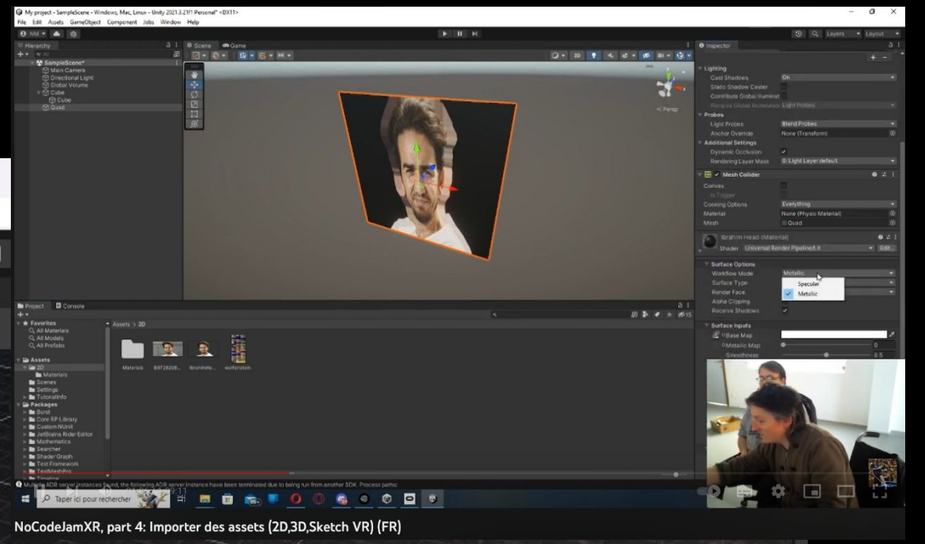


https://github.com/EloiStree/2023_03_03_HelloNoCodeJamXR

Learn
Unity

Integrator





NoCodeJamXR, part 4: Importer des assets (2D,3D,Sketch VR) (FR)

https://github.com/EloiStree/2023_03_16_HowToImportAssetsI

Write down the Business plan and think about the customer section

The entreprenor

Le Business Model Canvas

Réalisé pour : | *Réalisé par :* | *Date :* | *Version :*

Partenaires Clés

Qui sont nos partenaires clés ?
Qui sont nos fournisseurs clés ?
Quelles ressources clésnons-nous auprès de nos partenaires ?
Quelles activités clés réalisent nos partenaires ?

OBJECTIFS DU PARTENARIAT
Optimisation et Économie
Réduction de risques et incertitudes
Acquisition des ressources ou activités spécifiques

Activités Clés

Quelles activités clés sont nécessaires pour :
Notre proposition de valeur ?
Nos canaux de distribution ?
Notre relation avec les clients ?
Nos sources de revenues ?

CATEGORIES
Production
Résolution de problèmes
Plateforme / Réseau

Ressources Clés

Quelles ressources clés sont nécessaires pour :
Notre proposition de valeur ?
Nos canaux de distribution ?
Notre relation avec les clients ?
Nos sources de revenues ?

TYPES DE RESSOURCES
Physiques
Intellectuelles (marques, brevets, droits, données)
Humaines
Financières

Propositions de Valeur

Quelle valeur apportons-nous au client ?
Quel problématique client aidons-nous à résoudre ?
Quelles combinaisons de produits et de services
proposons-nous à chaque segment de clients ?
À quels besoins clients répondons-nous ?

CARACTERISTIQUES
Nouveauté
Performance
Personnalisation
"Mission à accomplir"
Design
Marque / Notoriété
Prix
Réduction de coûts
Réduction de risques
Accessibilité
Confort / Utilité

Relations avec les Clients

Quelles relations chaque segment client souhaite-t-il que nous établissions et maintenions avec eux ?
Lesquelles avons-nous établies ?
Quel est leur coût ?
Comments sont-elles intégrées dans notre modèle économique ?

EXEMPLES
Assistance personnalisée dédié
Assistance personnalisée libre-service
Services automatisés
Communautés
Co-création

Canaux de Distribution

Quels sont les canaux préférés de nos clients ?
Quels canaux utilisons-nous actuellement ?
Nos canaux sont-ils intégrés ?
Quels canaux donnent les meilleurs résultats ?
Lesquels sont les plus rentables ?
Comment allons-nous les intégrer avec des routines de clients?

PHASES
1. *Sensibilisation*
   Comment pouvons-nous mieux faire connaître notre offre ?
2. *Evaluation*
   Comment aidons-nous le client à évaluer notre proposition de valeur ?
3. *Achat*
   Comment permettons-nous aux clients d'acquérir nos produits et services ?
4. *Livraison*
   Comment délivrons-nous notre proposition de valeur aux clients ?
5. *Service après-vente*
   Comment fournissons-nous un service après-vente ?

Segments de Clientèle

Pour qui créons-nous de la valeur ?
Qui sont nos principaux clients ?

Marché de masse
Marché de niche
Marchés segmentés
Marchés diversifiés
Plates-formes multi-faces

Structure des Coûts

Quels sont les coûts les plus importants inhérents à notre modèle économique ?
Quelles sont les ressources clés les plus coûteuses ?
Quelles sont les activités clés les plus coûteuses?

VOTRE MODELE ECONOMIQUE EST-IL PLUTOT :
Axé sur les coûts (Sobre structure de coûts, Low cost, automatisation maximale, sous-traitance intensive) ?
Axé sur la valeur (Focalisé sur la création de valeur, proposition de valeur haut de gamme) ?

EXEMPLE DE CHARACTERISTIQUES
Coûts fixes (salaires, locations, services publics)
Coûts variables
Économies d'échelle
Économies de gamme

Sources de Revenues

Pour quelle valeur ajoutée nos clients sont-ils prêts à payer ?
Pour quelle offre payent-ils actuellement ?
Comment payent-ils ?
Comment préféreraient-ils payer ?
Quelle est la contribution de chaque flux de revenus à l'ensemble des revenus ?

TYPES	PRIX FIXES	PRIX VARIABLES
Vente de biens	*Prix listés*	*Négociation (marchandage)*
Frais d'utilisation	*Dépendant des options du produit*	*Gestion de la rentabilité*
Abonnements	*Dépendant du segment client*	*Marché temps réel*
Prêt / Location / Crédit-bail	*Dépendant du volume*	
Frais de courtage		
Publicité		

DESIGNED BY: Business Model Foundry AG
The makers of Business Model Generation and Strategyzer

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Traduction française par : BizIT Conseil
http://www.bizitconseil.fr

Strategyzer
strategyzer.com

Create the pitch document

The pitcher

Pitch...

In 3 minutes | In 30 seconds

1. What is your/company name & what is it about
2. Customer Segment/target
3. Pain you try to solve
4. Unique Selling Point
5. Your Business Model
6. Call to action

PS:

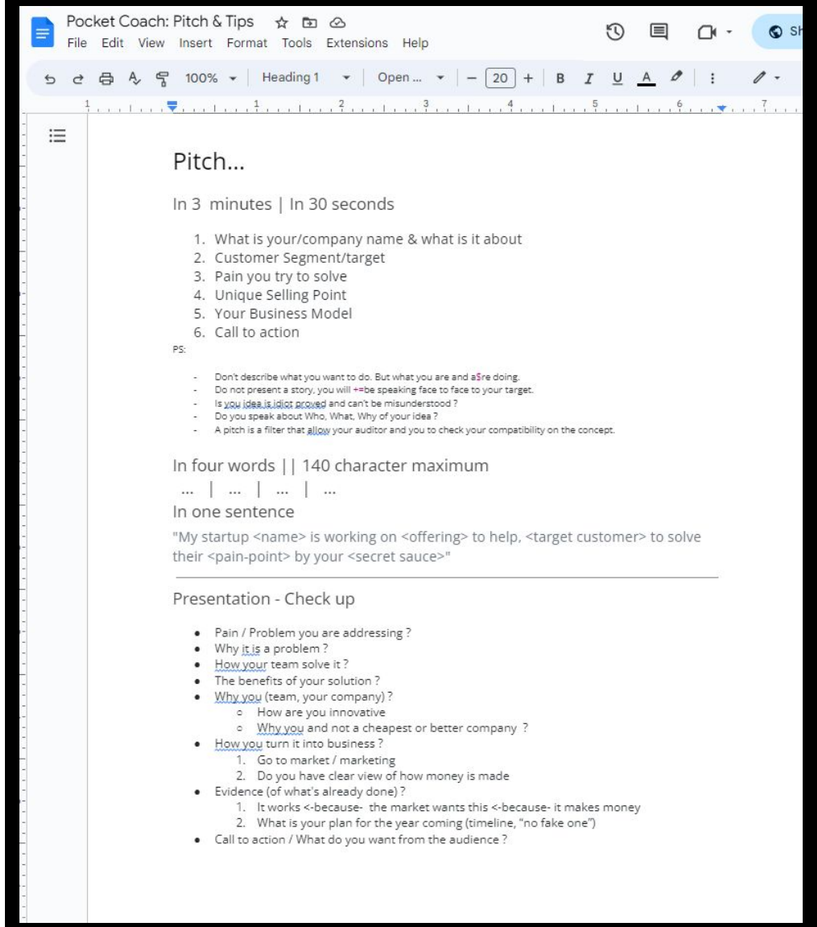
- Don't describe what you want to do. But what you are and a$re doing.
- Do not present a story, you will ÷=be speaking face to face to your target.
- Is you idea is idiot proved and can't be misunderstood ?
- Do you speak about Who, What, Why of your idea ?
- A pitch is a filter that allow your auditor and you to check your compatibility on the concept.

In four words || 140 character maximum

... | ... | ... | ...

In one sentence

"My startup <name> is working on <offering> to help, <target customer> to solve their <pain-point> by your <secret sauce>"



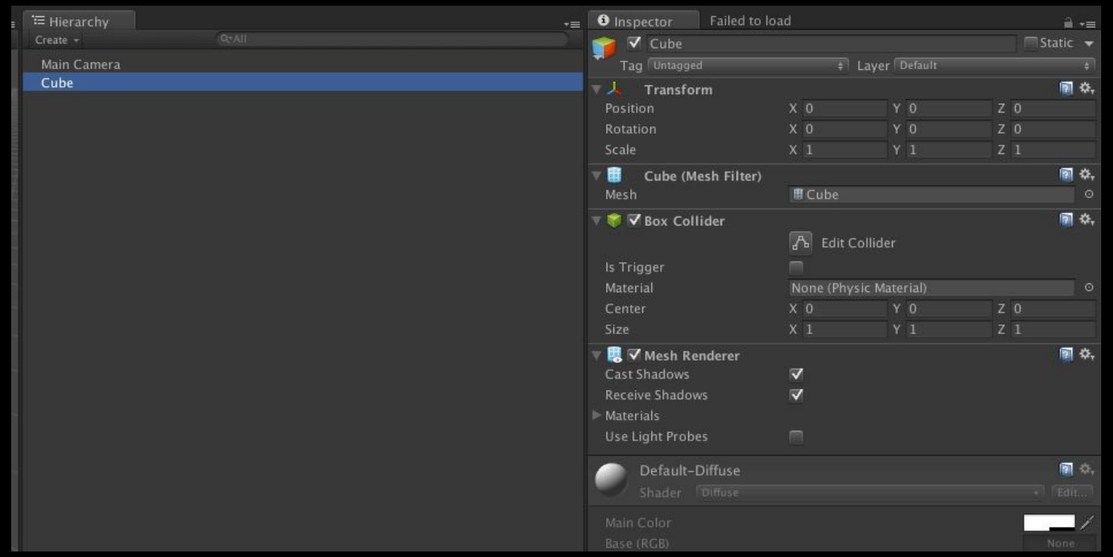
Learn
Code

Unity Developer

C#

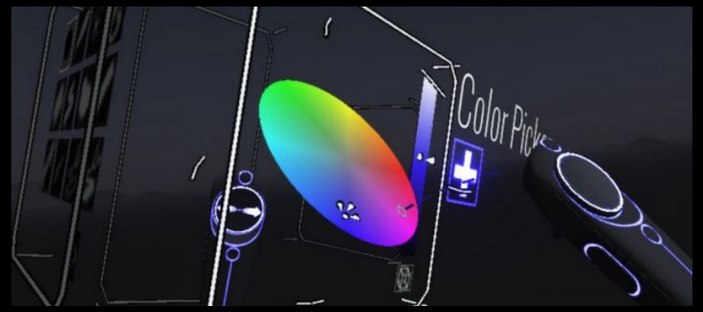
- C# - Program Structure
- C# - Basic Syntax
- C# - Data Types
- C# - Type Conversion
- C# - Variables
- C# - Constants
- C# - Operators
- C# - Decision Making (Condition: IF, ELSE IF, ELSE)
- C# - Loops
- C# - Encapsulation
- C# - Methods
- C# - Nullables
- C# - Arrays
- C# - Strings
- C# - Structure
- 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

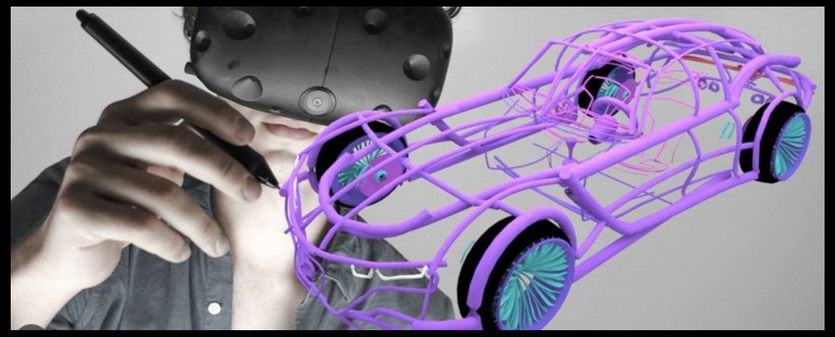
MUST KNOW



Draw or create 3D assets for the project

The Artist





Painting VR

Hello Painting Jam

Result: Video

The tools to create new world in virtual reality from virtual reality are totally crazy and amazing. Let's explore what they are and how to use them in Unity to create amazing experiments.

+ Add a custom footer

Pages 26

VR Painting Jam

Result: Video

#VR #Painting #Jam

Software

- Blocks
- Quill
- Medium
- Kingspray
- Gravity Sketch Q
- Tilt Brush Q
- A-Painter Q
- Makebox
- In Block
- Kodon
- Masterpiece VR
- Vox VR
- Anim VR Q = On Quest

Episode

- E1: Molengeek
- E2: DigitYser

Painting Jam

Kingspray Graffiti VR

https://github.com/EloiStree/HelloPaintingJam/wiki

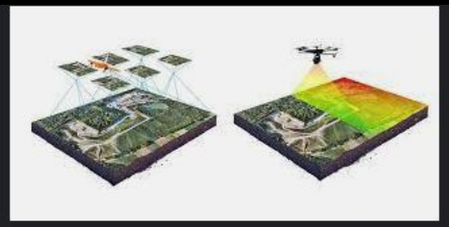
Explore scan, photogrammetry

The R&D

Bitfab
Photogrammetry, 3D Scanning With A ...

GitHub
GitHub - mikeroyal/Photogrammetry-Guide ...

3Dnatives
3D Printing ...

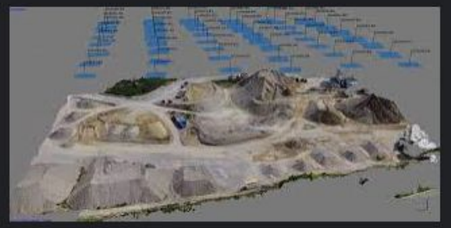


Wingtra
Photogrammetry vs. LIDAR: what sensor ...

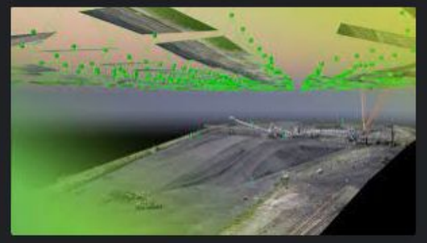
Pix4D
photogrammetry | Pix4D

GISGeography
What is Photogrammetry? - GIS Geography

JOUAV
Drone Photogrammetry ...



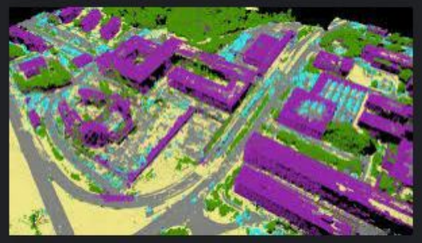
Sculpteo
Best photogrammetry software in 2023 ...



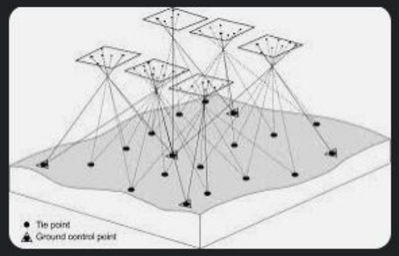
Pix4D
5 industries that use photogrammetry ...

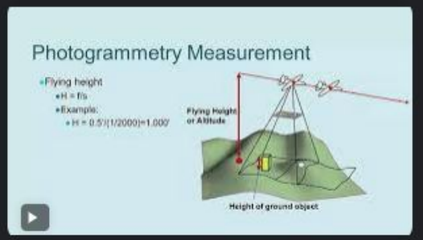
Wikipedia
Photogrammetry - Wikipedia

3D Scan Expert
Photogrammetry Software - 3D Scan Expert



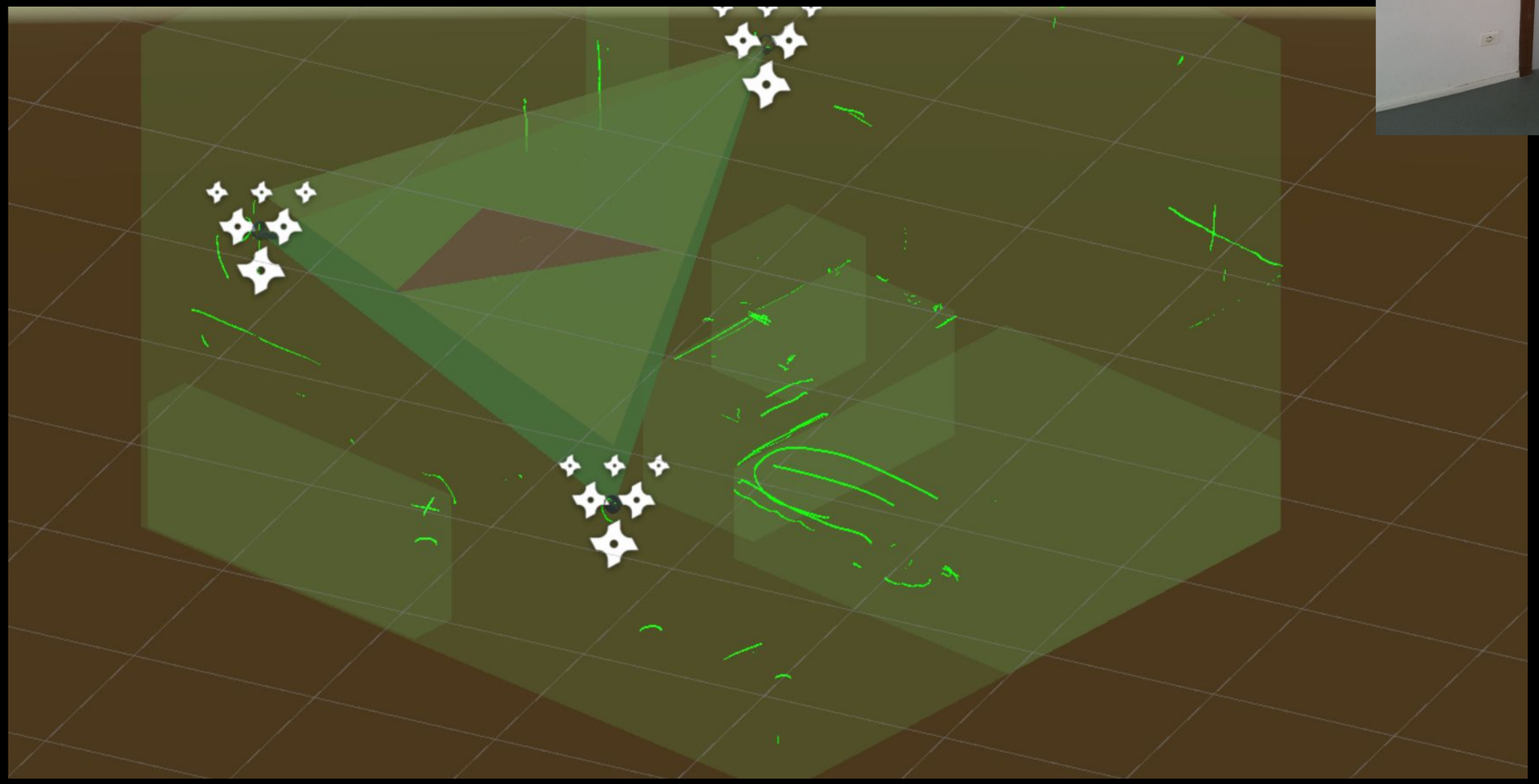
GIM International
Photogrammetry – Recent Developments ...





Explore scan, photogrammetry

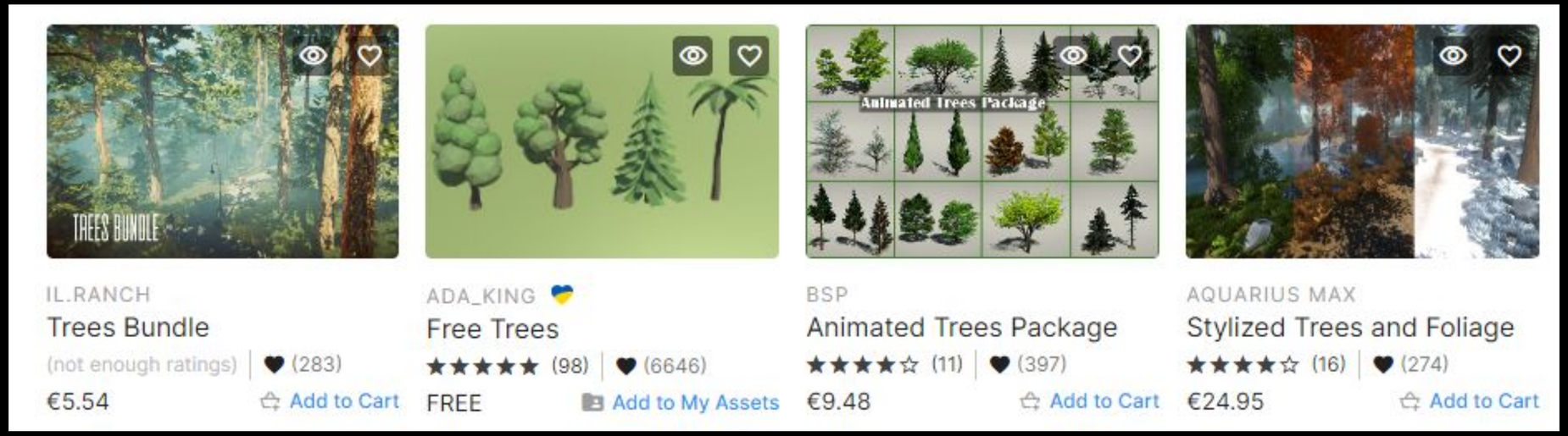
The R&D



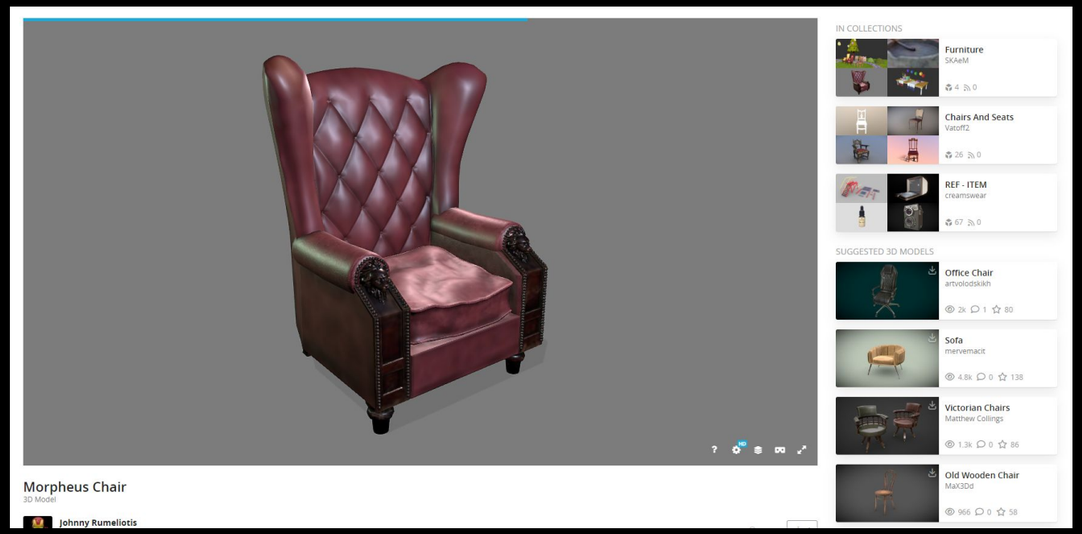
https://github.com/EloiStree/2023_03_05_RoomCalibrationResearch

Fetch, download and prepare assets

The intern 😉



https://assetstore.unity.com



https://sketchfab.com/search?q=morpheus&type=models

Think about what should be in the basic demo and what should be in the dream slide

The Game Designer

GAME DESIGN DOCUMENTS

R&D on what the market is already doing
Testing the project

The tester

Cool video

VR 1 ?	VR 2 ?	Painting Jam

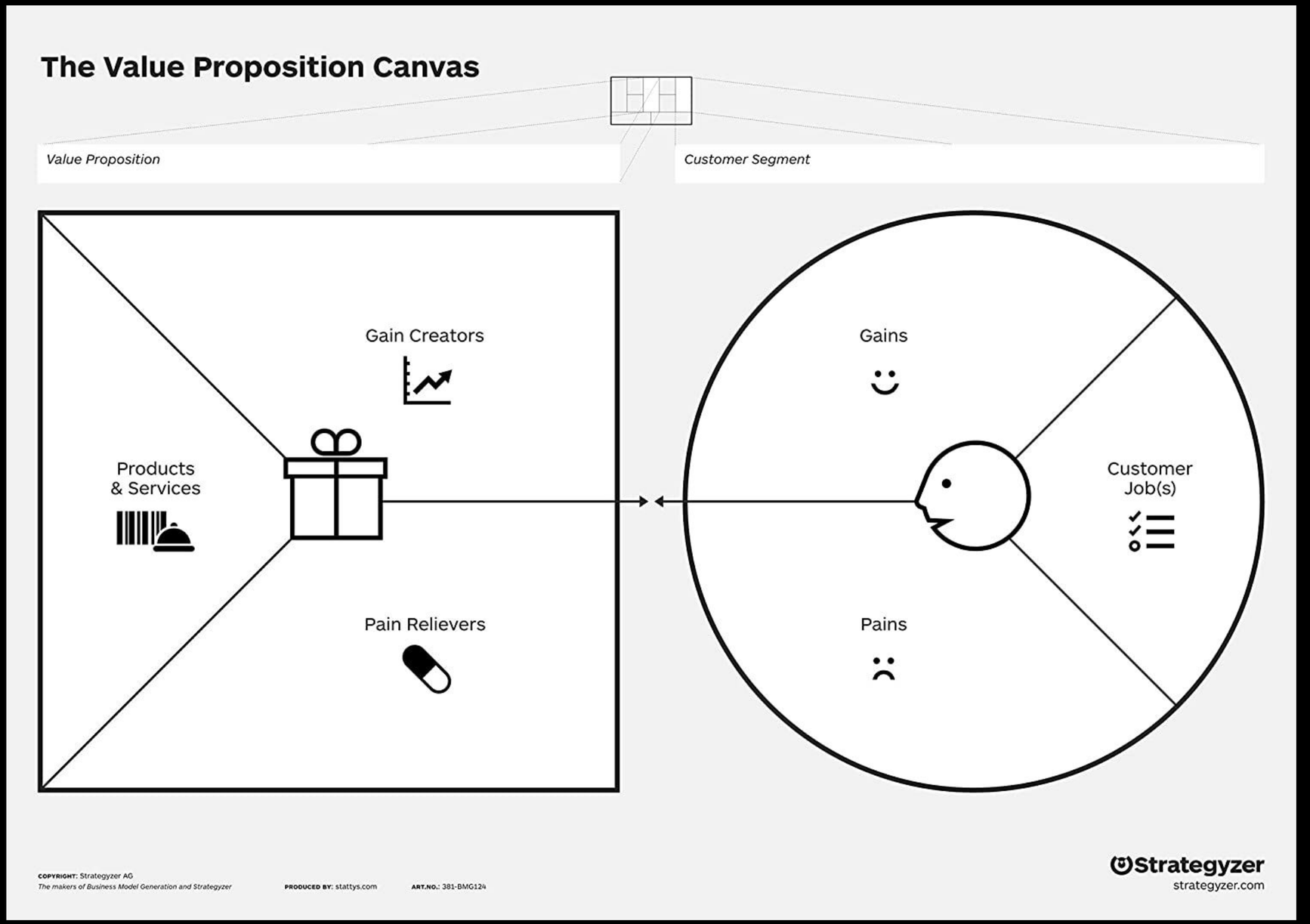
Oculus Quest game stores

Oculus Store	Oculus Lab	SideQuest	Itchio

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

Think about why you do the application and who could benefit from it

The project leader



Think about why you do the application and who could benefit from it

The project leader

Networking and brainstorming

Thinking preparing

Mandatory sleep

Best productive time

Prototype time

Minimum viable prototype

Friend Time

Clean what can be

Clean pitch

Finish everything and prepare for presentation

Train to pitch

Publish and take photo

“Levez les crayons”

Jury time

Networking Time

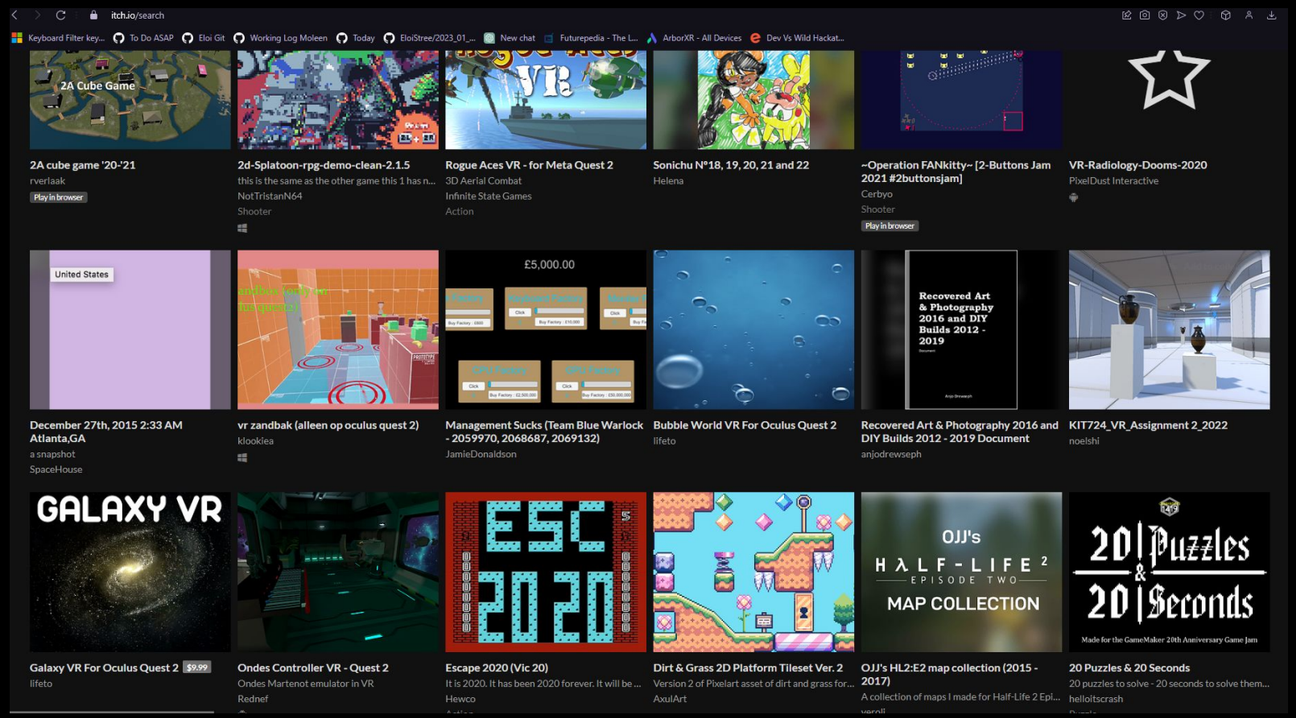
Take photo, record video of the product and the team

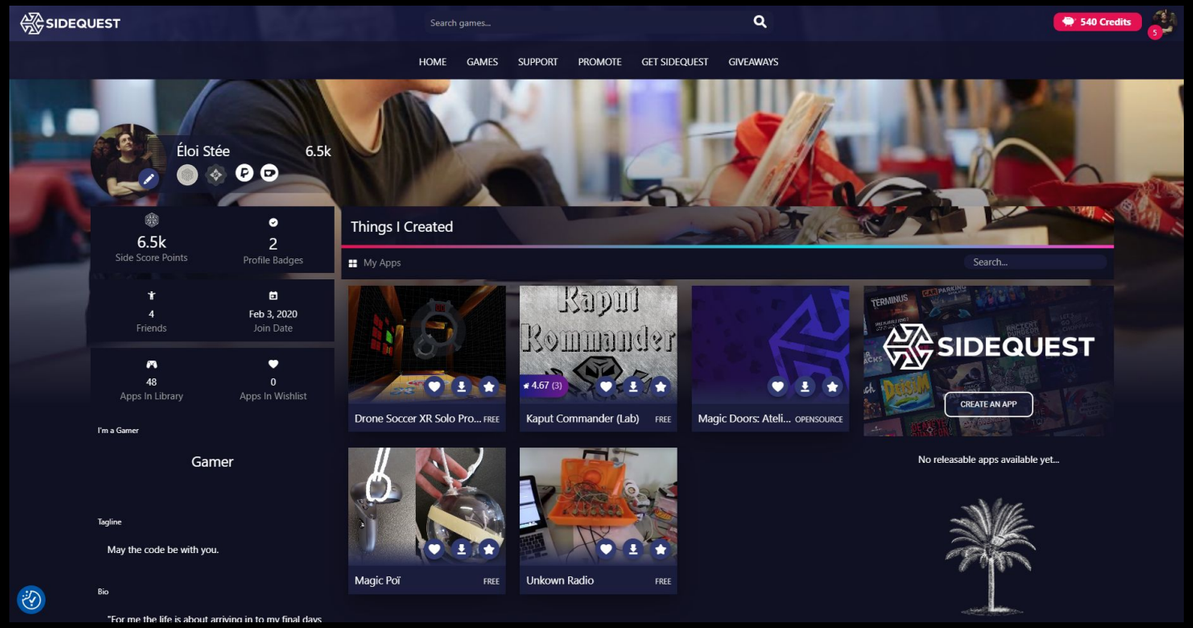
The archiviste

Publish the game

The End Game

https://itch.io/search?q=vr+quest+2





https://sidequestvr.com/

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.

Edit profile

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EloiStree / README.md

Hello there 👋

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 "Code".

I suffert from a big illness, I am an open source guy:

> "If you do a tool that can be use by 10 000 developers and so 10 000 to 10 000 000 users... and because you put your tool at 3€-50€ on a store you reduce it to 100 developers and so 100 - 100 000 paying users. You are indirectly reducing progress of 9 900 developer and the fun of 9 900 000 users... Does 300€-5000€ * 50% state * Time lost protecting your code worst of money is justify this ?" ==> And that why I am poor ¨\ (o_O) /¨

Feel free to enjoy my tools.

https://github.com/EloiStree