

VR Painting Jam



Tilt Brush and A-Painter is a software working with HTC Vive on Steam VR.
The basic idea is that it allows to users to draw in 3D space.

The goal is to organize workshop during 24 hours to learn how this tool could be apply to digital content: video game, video clip, art, level design, streaming...

Registration link:

Redirection: <http://jams.center/r/paintingjam/>

Official link: <https://www.eventbrite.fr/e/billets-vr-painting-jam-artists-hackers-30220706948>

Lexicon

Workshop: meetup to learn together with a teacher some information by practising.

Jam: a meetup to improvise creatives contents by randomly team-up skills of participants.

Global Game Jam: a “video game” jam happening on the internet that took place all around the world every year the last weekend of January: <http://globalgamejam.org/>

HTC Vive: A virtual reality helmet that immerse user in a virtual world:

<http://www.vive.com/>

Tilt Brush: Software that allow to draw in 3D space with HTC Vive. It is created by Google.

AFrame/A-Painter: Opensource web tool that allow to draw in 3D Space with HTC Vive. You can extend it freely by creating your own brushes.

Qill: Software that allow to draw in 3D space with Oculus Touch.

Why the jam ?

With the arrival of the virtual reality a new world is being explored.

Spatial drawing has open doors of a new graphic style.

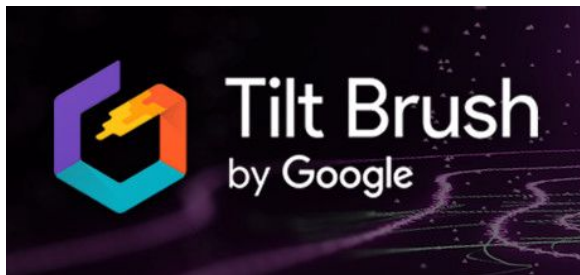
If you are curious like us, you are wondering...

“Where those doors can lead us ?”

The goal of this jam is to explore this world together and learn how artists and developers can export it as an asset for digital content.

Software

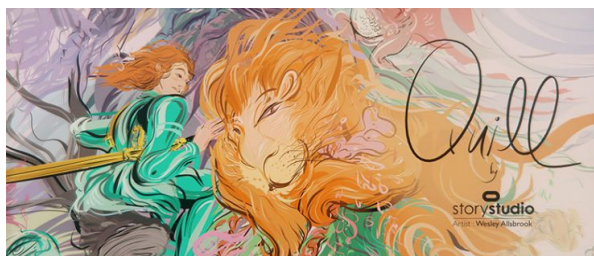
Tilt Brush: <https://www.tiltbrush.com/>



A-Painter: <https://github.com/aframevr/a-painter>



Oculus Quill: <https://www.oculus.com/experiences/rift/1118609381580656/>



Actors involved



Coworking Founder: [Julie Foulon](#), [Ibrahim Ouassari Elkhatabi](#)
Localisation: [MolenGeek](#)



Coach: [Fabien Benetou](#), [Vlad](#), [Eloi Strée](#)
Association: [VR Lab Brussels](#), [VR Human Blog](#), [Jams Center](#)

Basic information

All information here may change until the 30th of December. To minimize the subscription cost, organisation cost and the time to organize the Jams.

When

The 14th of January. One week before the [global game jam](#).

The goal of the workshop is to learn what we can do with 3D painting to apply it directly on a project to validate our hypothesis.

Where

Requirement:

- Internet connection for 10-20 peoples
- Possibility to split group in different rooms,
Or to use “walls” between group
(HTC Vive technical requirement)
- Be able to sleep in the building the night of Saturday

Optional:

- Have a kitchen to warm-up the food.

Possibilities

- **Molengeek (Bxl)** would be a perfect place to organize it because of the separate room and the philosophical theme of the coworking space.
- **World Trade Center (Bxl)** could be a possibility as it is near the train station and Fabien Benetou already organized some workshop over there.
- **MIC (Mons)** would be a perfect place to organize it. But most of the HTC Vive users are on Brussels and are not ready to move outside the town because of the transport time.

Success indicators of the Jam

Main objectifs

- Participants know how to use HTC Vive painting softwares for digital contents
- Some participants apply the knowledge to next jams or their products

Secondary objectifs

- Shareable knowledge document for the community
- Prove the workshop concept and reiterated it for:
artists, students, formation, etc.

Requirement

- Stay to a humanly size 20 participants max

Planning

Saturday is dedicated to understanding the tool of A-Painter and is structured as a workshop.

A jam is going to be organized after the workshop from Saturday night to Sunday.

The subject is: "How to work with artists to export their contents as digital assets".

14 January 2017

09H00: Doors open

10H00: Conference 30': Welcome participants and introduce: concept, planning, organizer...

10H30: Meet and connect: Let's people meet up and organize constructive teams by HTC Vive.

11H00: Workshop part 1 of Fabien and Vlad.

12H-13H: Lunch (see Food*)

13H-17H30: Workshop part 2 of Fabien and Vlad.

17H30: Quick speech (1-2 minutes) of each team on what they experimented.

18H: Live demonstration on Tilt Brush of Vlad.

18H45: Introduce the part two of the evening.

19H: Pause Dinner (see Food*).

20H: Demonstration of "How to basically export virtual painted content and reduce the size of the mesh to be used". Plus, An example of loading an exported mesh in an Aframe scene.

20H30-08H00: Free workshop for those who stay the night.

15 January 2017

09H00: Door open

10H00: Little meet-up to relaunch those who slept outside and check what has been done the night.

12H00-13H: Lunch (see Food*)

15H: Presentation of each group project (image/video, speech, tips & tricks learned).

Invite participants to share on social media.

Thanks every participants, sponsors and people behind

17H: End of the Jam

[18H-19H: Clean the location]

19H: Close of the doors to participant

Food

*Depending on sponsors help, subscriptions and organisation,
the food details can be improved. (Work in progress)*

https://docs.google.com/document/d/13ov_AV7zKoP0do2kiZBj5tXzsE9F8HUqhNxQLIHb4rY/edit?usp=sharing

Sponsor

Our code of conduct

https://hackcodeofconduct.org/386-vr_painting_jam

Targeted participants

Artist, Developers, Hacker, Virtual reality pioneers

Feedback & Evaluate the success

At the end of the event, a directory is going to be made with all the photos, videos and documents created during the weekend. The sessions and the final presentations are going to be recorded and shared on social media.

We can also provide the list of participants and their results by groups.

Contact me if you have any questions



Contact

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<https://www.facebook.com/JamsCenter/>

<https://www.facebook.com/streeloi/>

Rule n°1: Always have a Gear VR with you

Rule n°2: Do every jams you can afford

Rule n°3: Always try to do crazy project, like a game for blind people in Virtual Reality !

Who I am ?

Strée Eloi, 27 years old, I am a video game developer in innovative technologies. Without hesitation, my predilection sector is the virtual reality. One of my particularity is that I live where the creativity bring me.

Jams Center is personal blog and [SMart](#) activity. My goal is to share news about hackathons and game jams: images, announcements, dates, live stream.

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

