Skip to content

VR Scene Inspection

The VR Scene Inspection add-on exposes and extends the native virtual reality features of Blender in the user interface. The feature set is limited to scene inspection use cases. More advanced use cases may be enabled through further development inside of Blender.

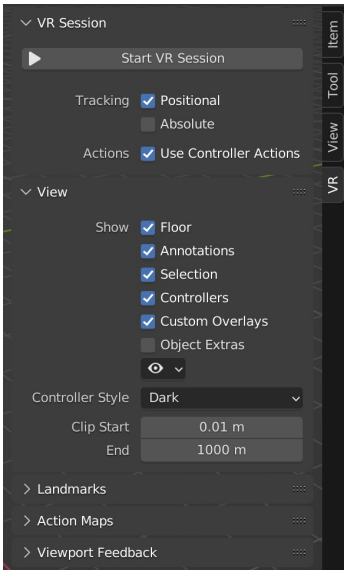
VR support in Blender is based on the OpenXR specification and requires some set up steps. These are explained in the Head-Mounted Displays (HMI section.

Enabling Add-on

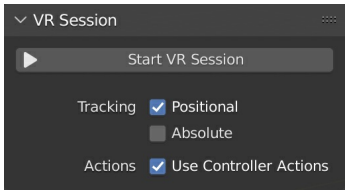
1. Open Blender and go to Add-ons section of the Preferences.
2. Search "VR Scene Inspection" and check the *Enable Extension* checkbox.

Interface

Located in the 3D Viewport ‣ Sidebar ‣ VR tab.



VR Session



Start VR Session

Try to set up a connection to the OpenXR platform to share the viewport with an HMD.

Tracking

Positional

Only track rotational changes of the head, do not allow the HMD to affect the location of the viewer in virtual space.

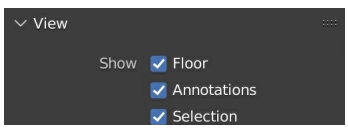
Absolute

Skip eye offsets that are normally added for placing the viewer exactly at landmarks. This allows the tracking origin to be defined independently of the HMD position.

Use Controller Actions

Enable default controller actions for viewport navigation, controller tracking, and haptics.

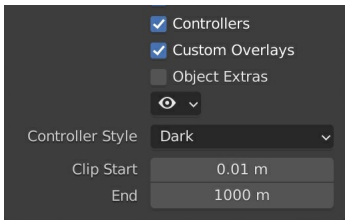
View



Show

Floor

Set visibility of the ground plane in the VR view.



Annotations
Set visibility of annotation strokes in the VR view.

Selection
Set visibility of selection outlines in the VR view.

Controllers
Set visibility of VR motion controllers. Requires enabling the Use Controller Actions option.

Custom Overlays
Set visibility of custom operator drawing (e.g. default teleport beam).

Object Extras
Set visibility of object extras, including empties, lights, and cameras.

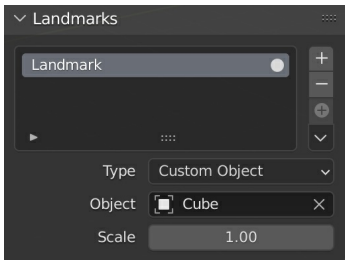
Object Type Visibility
Set visibility of objects by type.

Controller Style
Preferred visualization of VR motion controllers.

Clip Start/End
Clipping values of the VR view, as in the 3D Viewport.

Landmarks

Landmarks are used to store reusable base poses (position and rotation) for the viewer in the virtual space. In addition, a base viewer reference scale ca be set for landmarks of types Custom Object and Custom Pose.



Landmark
A list view.

Selected Landmark
Defines which landmark's settings are shown below the list. Changing the selected landmark does not have an influence on the VR view.

Activate
Activates a landmark, making it change the base pose of the VR view.

Add +
Create a landmark.

Remove −
Delete the selected landmark.

Add from Session
Create a landmark from the viewer pose of the running VR session.

Landmark Controls

Add Camera and VR Landmark from Session
Create a new camera and landmark from the viewer pose of the running VR session.

Add Landmark from Camera
Add a new landmark from the active camera object.

Update Custom Landmark
Update the selected landmark from the current VR viewer pose.

Cursor to Landmark
Move the 3D Cursor to the selected landmark.

Scene Camera to Landmark

Scene Camera to Landmark

Position the scene camera at the selected landmark.

Camera from Landmark

Create a new camera from the selected landmark.

Type

Scene Camera

Follow the scene's active camera to define the base pose of the viewer.

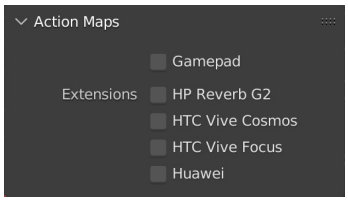
Custom Object

Set an arbitrary object to define the base pose of the viewer.

Custom Pose

Manually define a position and rotation to use as the base pose of the viewer.

Action Maps



Gamepad

Use input from a gamepad (Microsoft Xbox Controller) instead of motion controllers for VR actions such as viewport navigation.

Extensions

Enable additional controller bindings to ensure correct input-to-action mappings. Note that a given extension may not be supported by all VR platforms.

HP Reverb G2

Enable bindings for the HP Reverb G2 controllers.

HTC Vive Cosmos

Enable bindings for the HTC Vive Cosmos controllers.

HTC Vive Focus

Enable bindings for the HTC Vive Focus 3 controllers.

Huawei

Enable bindings for the Huawei controllers.

Viewport Feedback

Show VR Camera

Draw an indicator of the current VR viewer pose (location and rotation in the virtual space) in the current 3D Viewport.

Show VR Controllers

Draw indicators of tracked VR motion controllers in the current 3D viewport. Requires enabling the Use Controller Actions option.

Show Landmarks

Draw landmark indicators in the current 3D Viewport.

Mirror VR Session

Make the current 3D Viewport follow the perspective of the VR view.

Reference

Category:

3D View

Description:

View the viewport with virtual reality glasses (head-mounted displays).

Location:

3D Viewport ▸ Sidebar ▸ VR tab

3D Viewport > Sidebar > VR tab

File:

viewport_vr_preview folder

Author:

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Maintainer:

Julian Eisel, Peter Kim

License:

GPL

Support Level:

Official

Note:

This add-on is bundled with Blender.

Previous
3D View

Ne
Animati

Made with Furo
Last updated on 2025-05-10

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