

LOVR Demo Docs
for Interactive Music Experiences

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1 Introduction

1.1 What does this doc cover?

We're going to make a monkey spin in LOVR!

LOVR is a simple-yet-powerful game engine for VR. By the end of this doc, you'll have tackled these LOVR essentials:

- Creating, UV-mapping, and exporting a simple 3D model from Blender.
- Slapping some materials onto the model in Substance Painter.
- Assembling a final texture in Krita.
- Writing a simple Lua script that LOVR uses to display our model.

Parts of this guide are based off LOVR's "Callbacks and Modules" documentation¹.

1.2 Tools we'll use

You can download everything here for free!

Blender² is a 3D-modelling software that does a little bit of everything.

Substance Painter³ is a nondestructive, mask-based, Adobe-owned texturing tool. It's free with an edu email address.

Krita⁴ is an image manipulation and painting tool.

LOVR⁵ is a cross-platform VR engine that flouts intuitive Lua scripting and a light footprint.

¹https://lovr.org/docs/Callbacks_and_Modules/

²<https://blender.org/>

³<https://adobe.com/products/substance3d-painter.html>

⁴<https://krita.org/>

⁵<https://lovr.org/>

2 Blender (Suzanneification)

2.1 A fresh Suzanne

TK

2.2 UVs for Suzanne

TK

3 Substance Painter

3.1 TK

TK

3.2 TK

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3.3 TK

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3.4 TK

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4 Krita

4.1 An ambient excursion

5 Blender (Final Export)

5.1 Replacing the old texture

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6 LOVR

6.1 Project structure

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6.1.1 conf.lua, for convenience's sake

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6.2 TK

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