

**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" documentation<sup>1</sup>.

## 1.2 Tools we'll use

You can download everything here for free!

**Blender**<sup>2</sup> is a 3D-modelling software that does a little bit of everything.

**Substance Painter**<sup>3</sup> is a nondestructive, mask-based, Adobe-owned texturing tool. It's free with an edu email address.

**Krita**<sup>4</sup> is an image manipulation and painting tool.

**LOVR**<sup>5</sup> is a cross-platform VR engine that flouts intuitive Lua scripting and a light footprint.

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<sup>1</sup>[https://lovr.org/docs/Callbacks\\_and\\_Modules/](https://lovr.org/docs/Callbacks_and_Modules/)

<sup>2</sup><https://blender.org/>

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

<sup>4</sup><https://krita.org/>

<sup>5</sup><https://lovr.org/>

## **2 Blender (Suzanneification)**

### **2.1 A fresh Suzanne**

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### **2.2 UVs for Suzanne**

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## **3 Substance Painter**

### **3.1 New file**

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### **3.2 Rendering maps**

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### **3.3 Smart materials**

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### **3.4 Exporting**

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## **4 Krita**

### **4.1 An ambient excursion**

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## **5 Blender (Final Export)**

### **5.1 Replacing the old texture**

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### **5.2 Exporting to GLTF**

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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 Resource imports**

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### **6.3 Spinny Suzanne**

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### **6.4 Running the project**

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