VR guide

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What is VR with unreal engine > examples 😊

1) Game and entertainment https://www.unrealengine.com/en-US/industry/games
2) Training https://www.unrealengine.com/en-US/industry/training-simulation
3) Architecture https://www.unrealengine.com/en-US/architecture-solution
4) Transportation https://www.unrealengine.com/en-US/industry/automotive-transportation
5) Events https://www.unrealengine.com/en-US/industry/broadcast-live-events
6) Television and movies https://www.unrealengine.com/en-US/industry/film-television
7) More https://www.unrealengine.com/en-US/industry/more-uses
8) Modelling in VR and 3D printing https://www.youtube.com/watch?v=PViW68-hbTM
9) Interaction with arduino https://www.youtube.com/watch?v=3xbV4-DH3hY&list=PLq7fFmlXXY73S0H5xFqpCDMy2IinmsYd4&index=46
10) https://www.youtube.com/watch?v=TWjtE5kUqHA
11) from 3d scan to vr https://www.youtube.com/watch?v=mZcLKcyHWDs

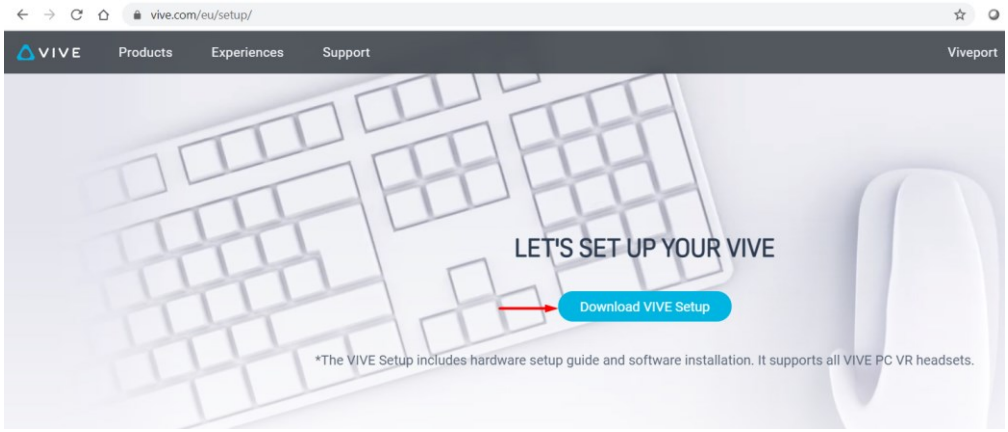
Preparation SET UP 1st time

1) Tool required

- Room or a space big enough to move
- HTC Vive set (from DDlab)
    - Visor
    - Controllers
    - Sensors
    - Connection cables
- Pc or laptop

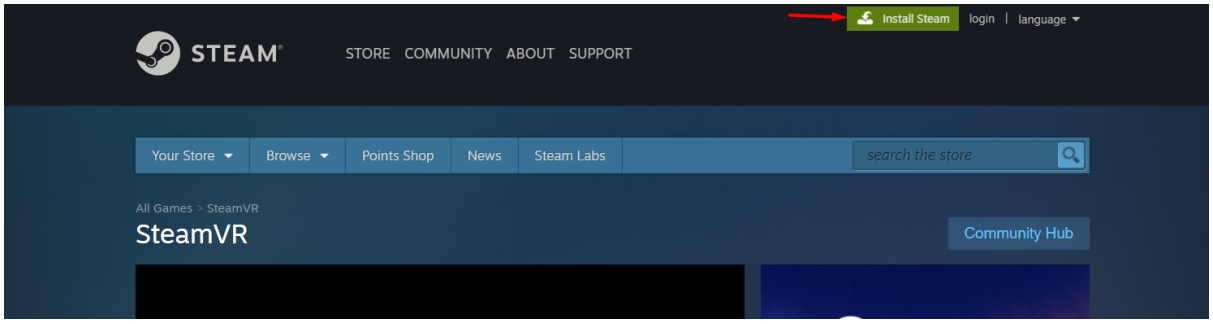
  If if the first time that you use VR in your pc /laptop . if not go to step 6

2) Set up VIVE ROOM download setup vive from https://www.vive.com/sea/setup/

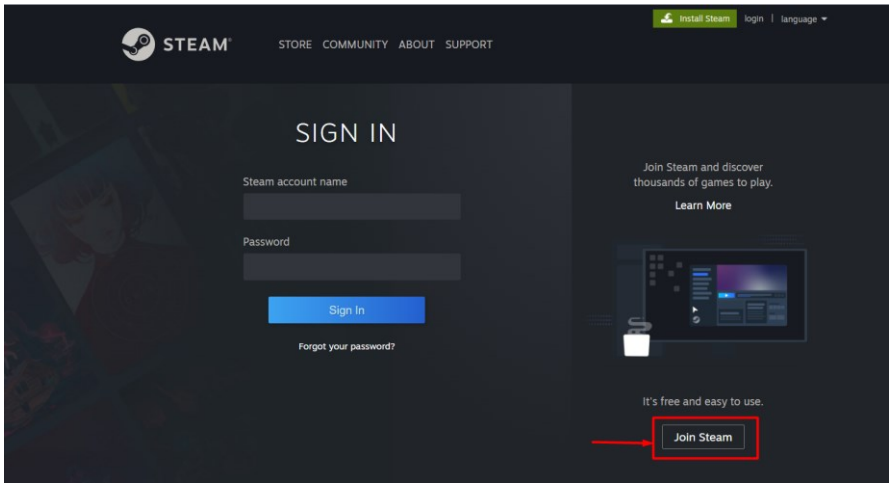


3)Download steam vr

https://store.steampowered.com/app/250820/SteamVR/

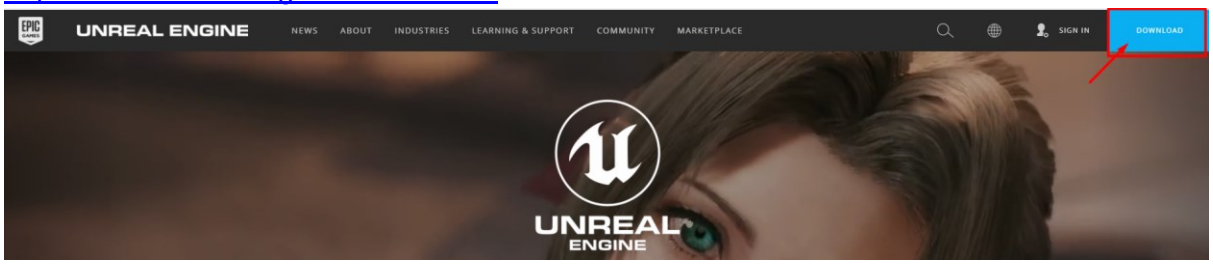


4) Create an account of Steam

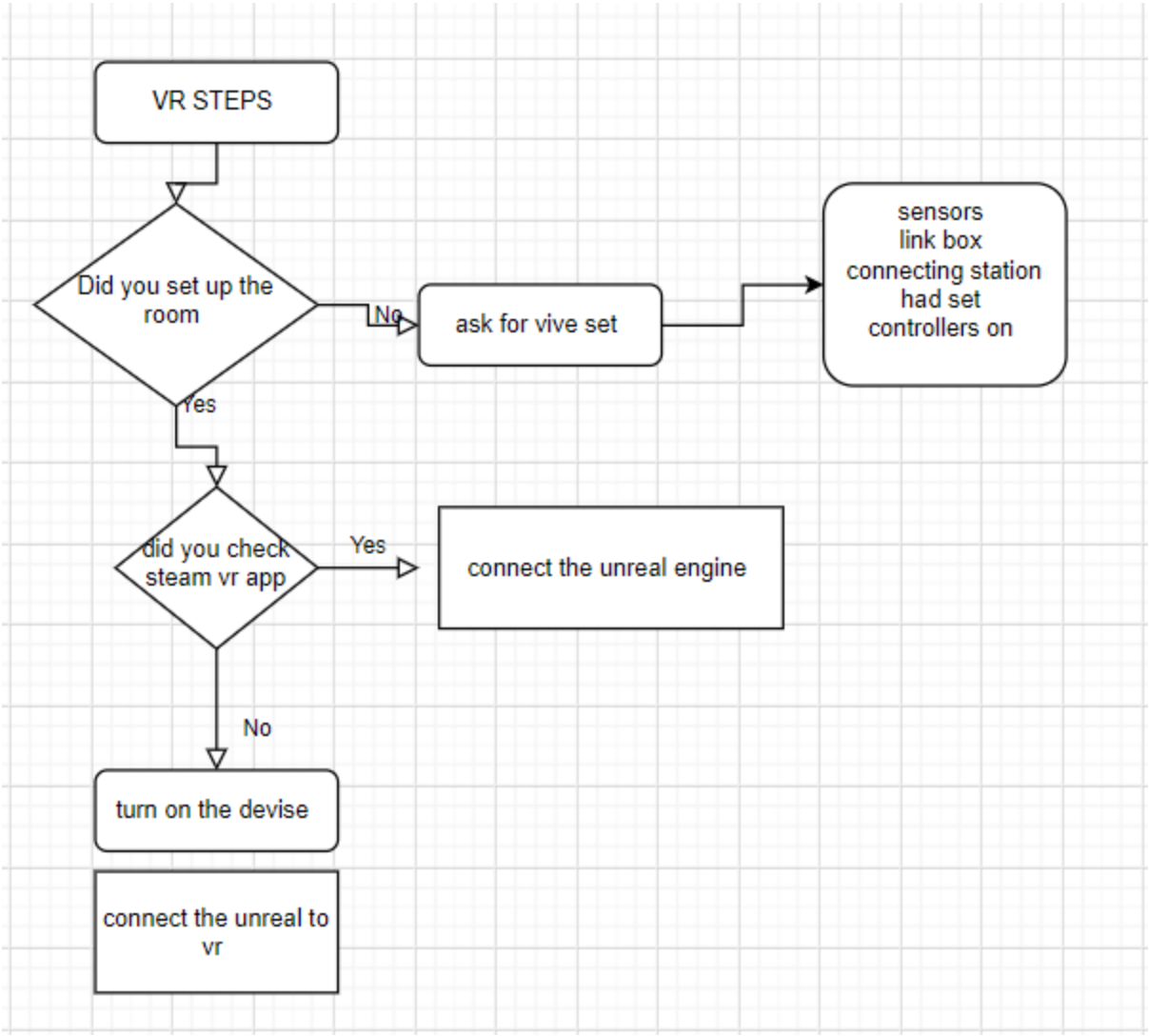


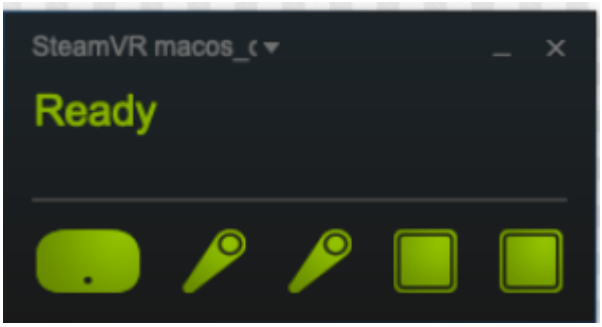
5)Download Unreal engine Epic Games Launcher

https://www.unrealengine.com/en-US/



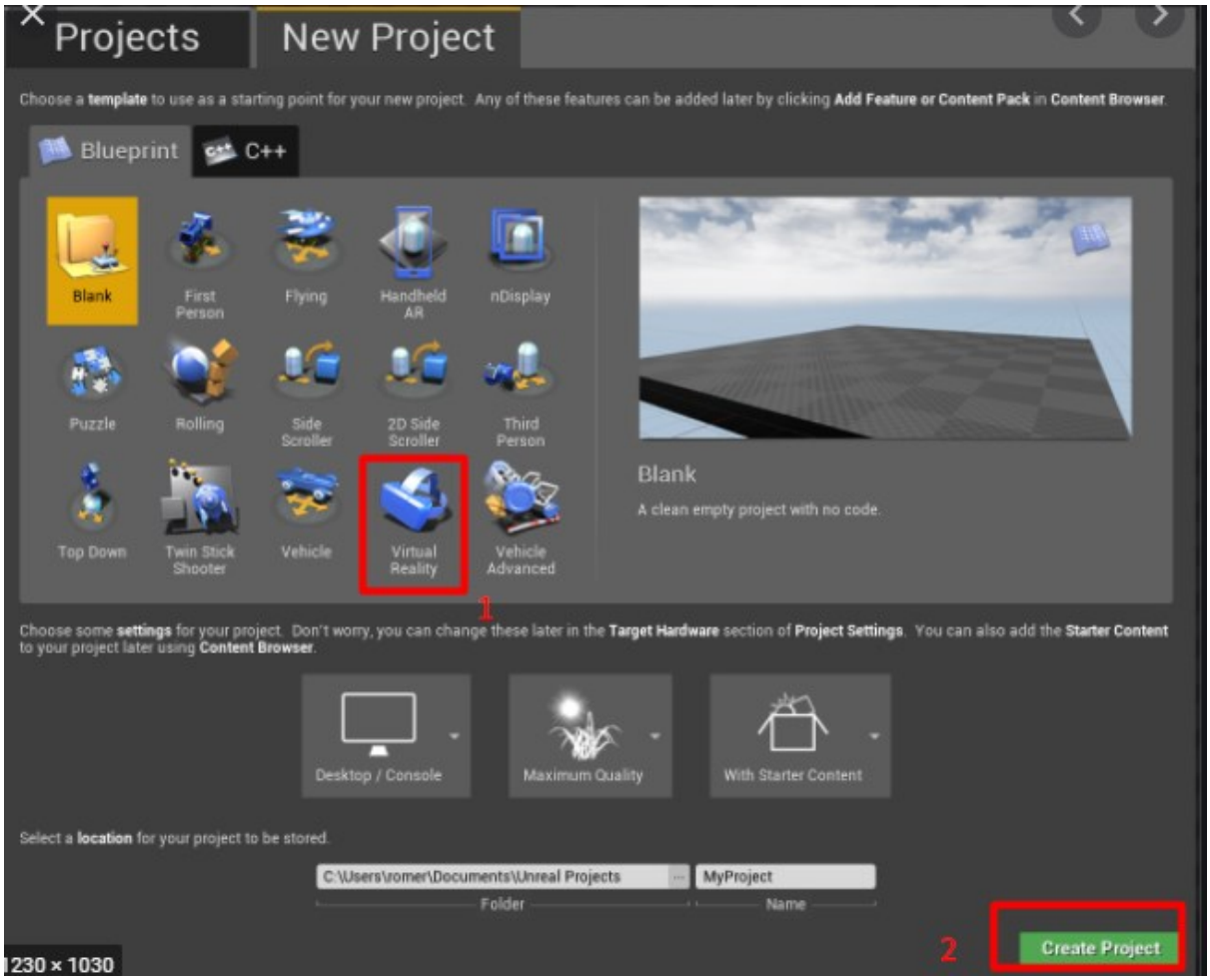
STEP 6Connect VR steam to PC

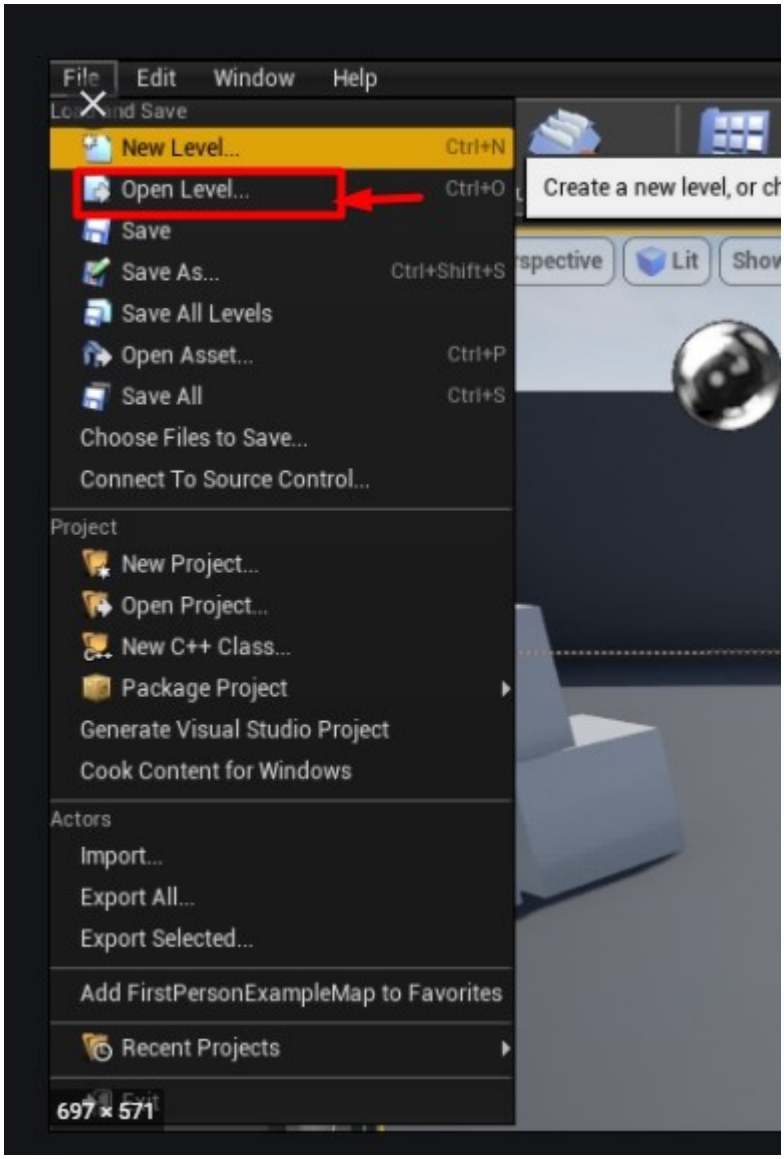


> 

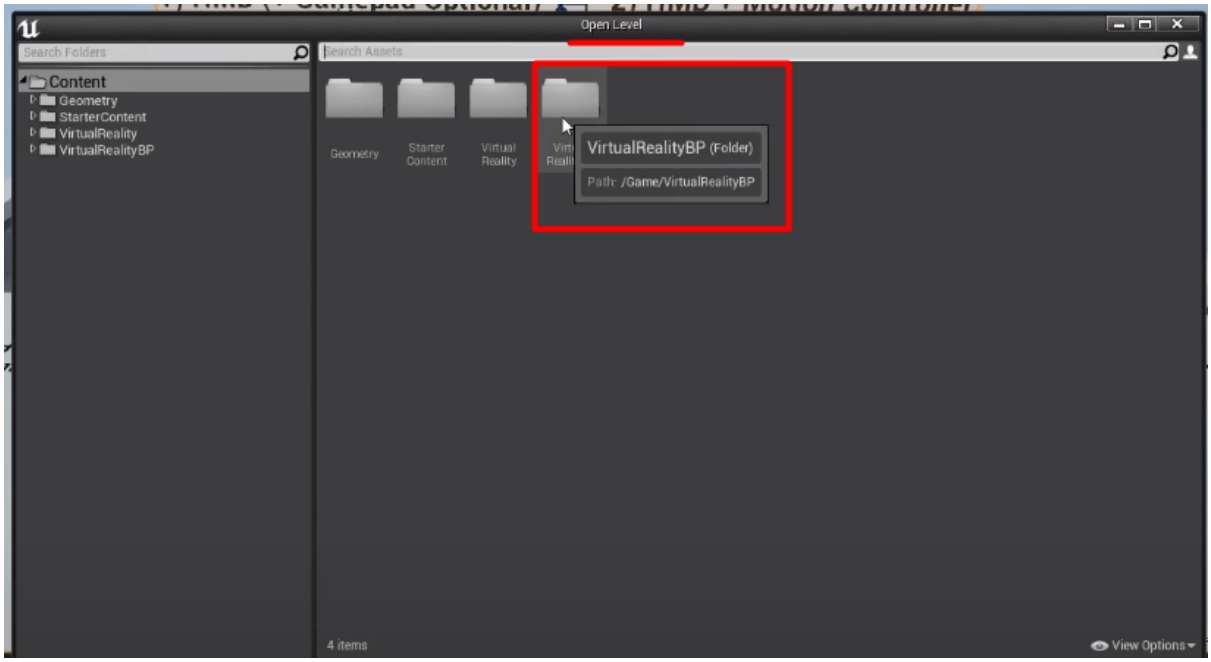
NOW YOU CAN START

Create a 1st VR project in UNREAL ENGINE UE4

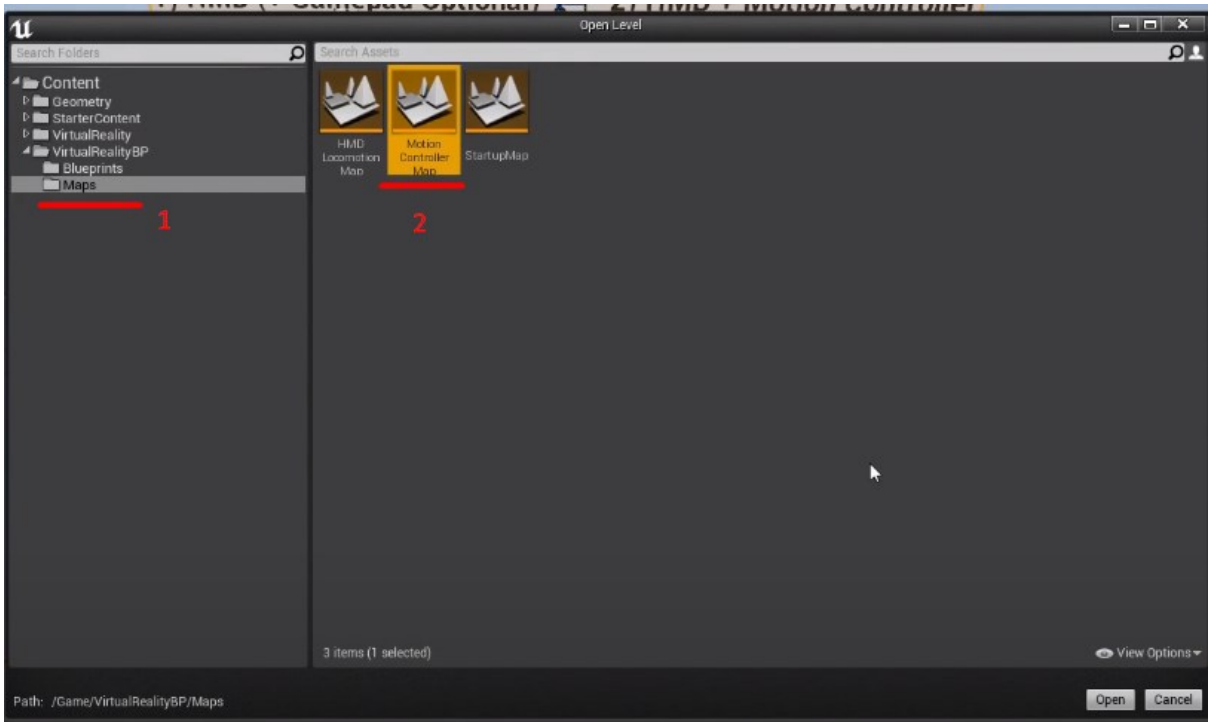


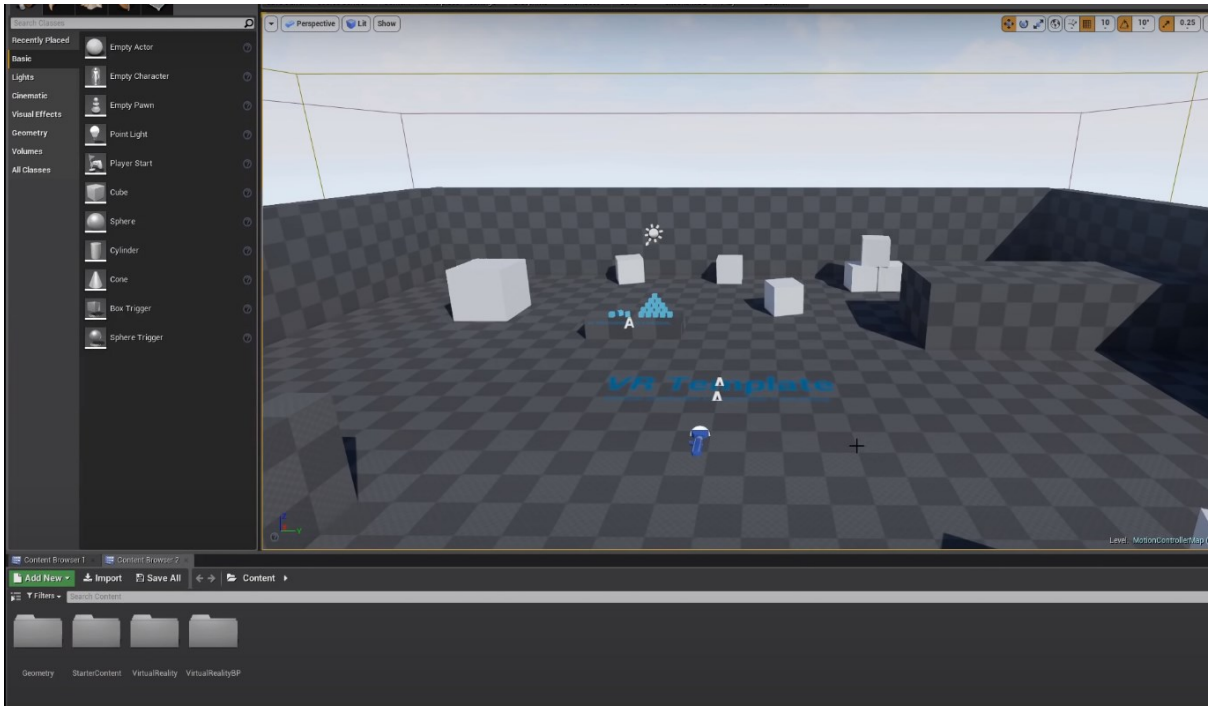


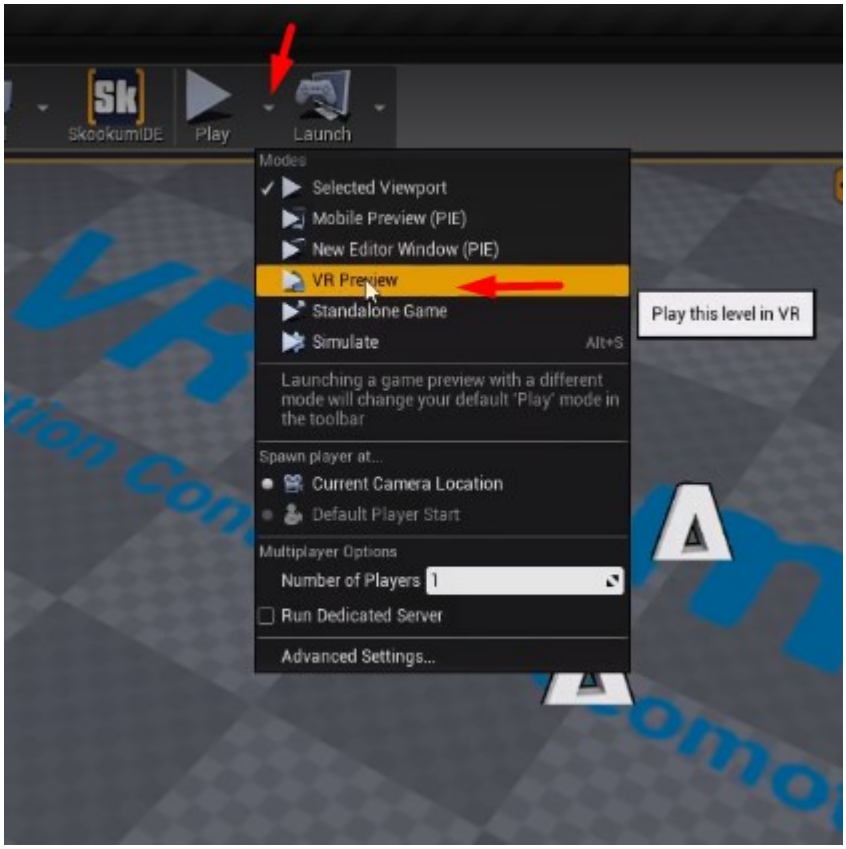
Open new level

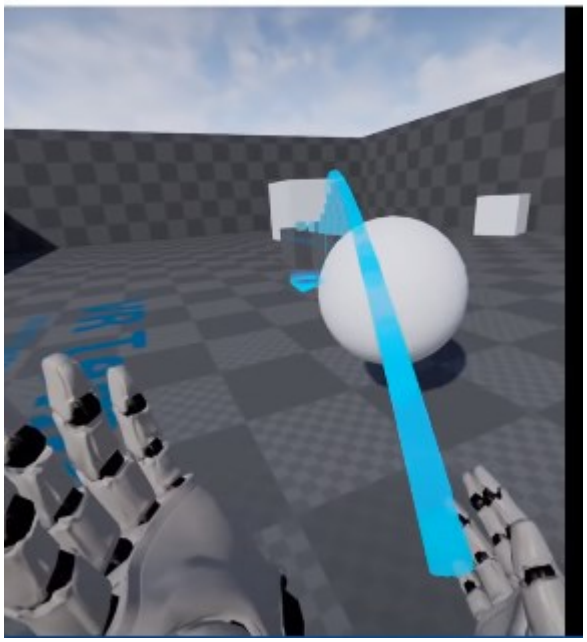


you can find both maps under **VirtualRealityBP/Maps/** in your Content Browser.

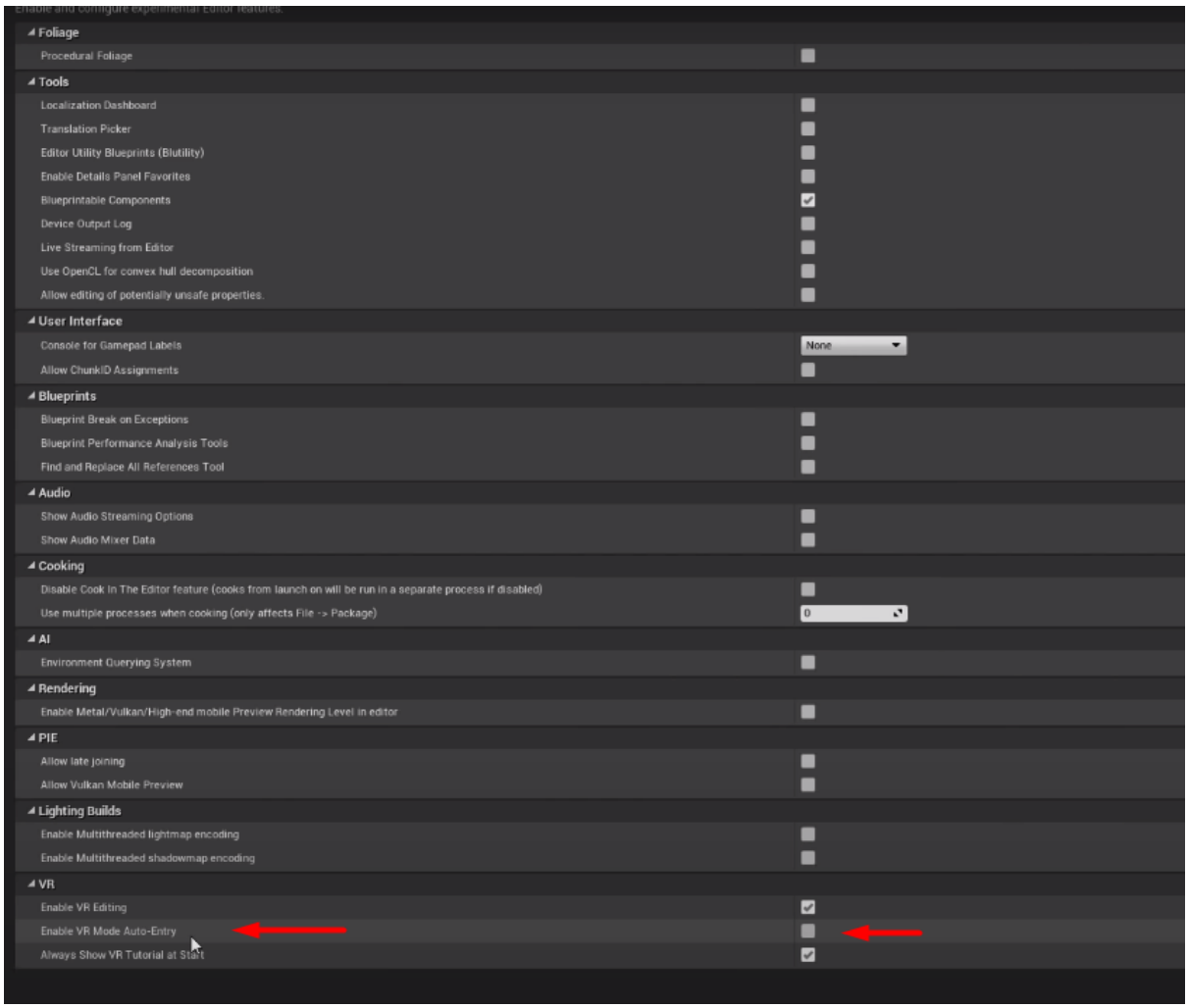



Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty Actor
Empty Character
Empty Pawn
Point Light
Player Start
Cube
Sphere
Cylinder
Cone
Box Trigger
Sphere Trigger
Perspective
Lit
Show
Add New
Import
Save All
Content
Geometry
StarterContent
VirtualReality
VirtualRealityBP

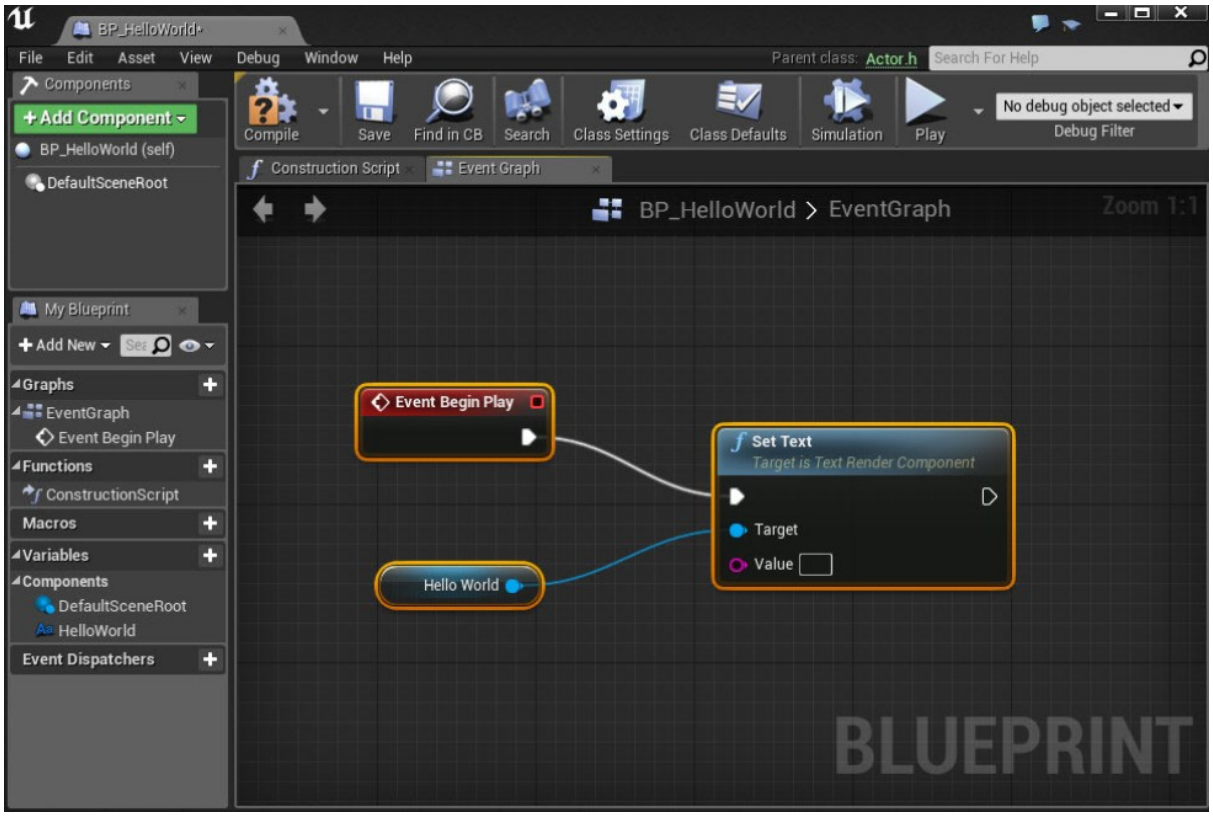

SkookumIDE
Play
Launch
Modes
Selected Viewport
Mobile Preview (PIE)
New Editor Window (PIE)
VR Preview
Standalone Game
Simulate
Alt+S
Launching a game preview with a different mode will change your default "Play" mode in the toolbar
Spawn player at...
Current Camera Location
Default Player Start
Multiplayer Options
Number of Players
1
Run Dedicated Server
Advanced Settings...
Play this level in VR



Under PREFERENCE EDITOR



Blueprint scripts examples

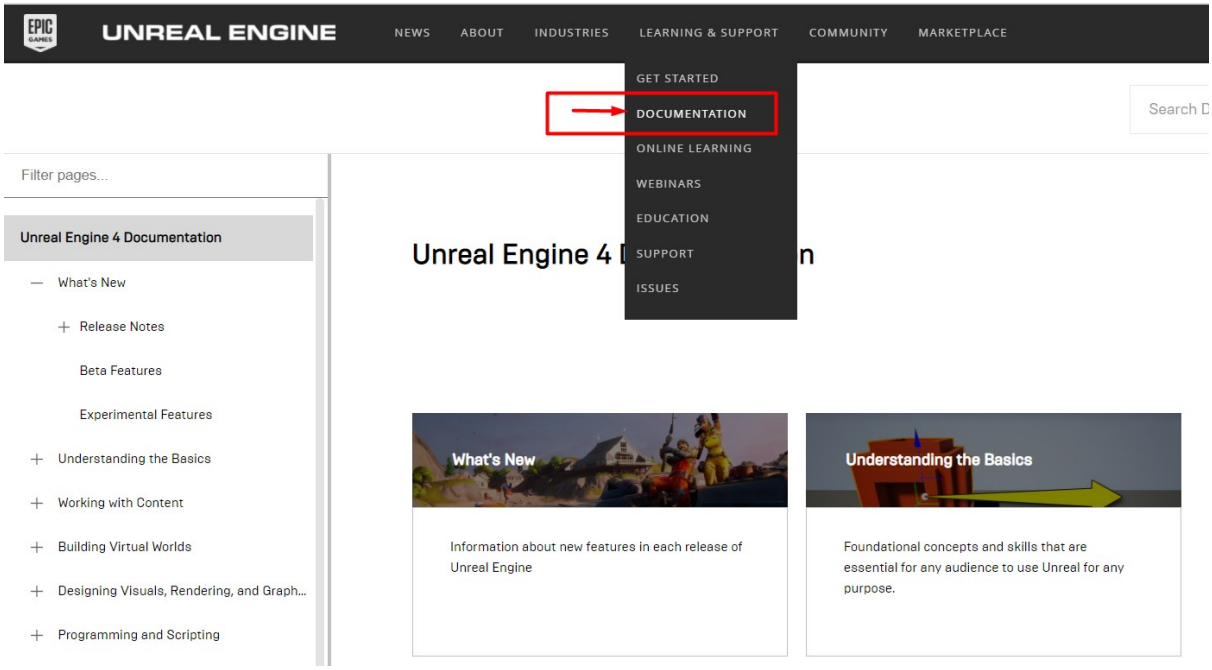


https://docs.unrealengine.com/en-US/Resources/ContentExamples/Blueprints/index.html

What is Blueprints scripts

The **Blueprints Visual Scripting** system in Unreal Engine is a complete gameplay scripting system based on the concept of using a **node-based interface** to create gameplay elements from within Unreal Editor. As with many common scripting languages, it is used to define **object-oriented (**OO) classes or objects in the engine. As you use UE4, you'll often find that objects defined using Blueprint are colloquially referred to as just **"Blueprints."**

Blueprint-specific markup available in **Unreal Engine's C++ implementation** enables programmers to create baseline systems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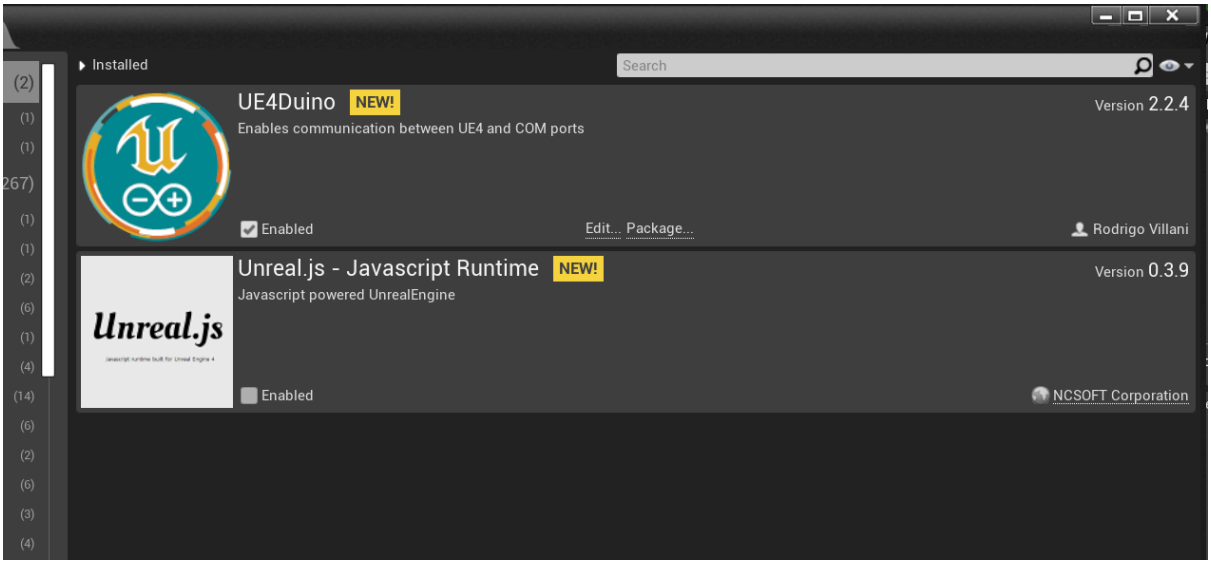
What's New
Information about new features in each release of Unreal Engine
Understanding the Basics
Foundational concepts and skills that are essential for any audience to use Unreal for any purpose.

Learn more 😊

Optional plugins



How to install UE4Duino step by step
https://www.youtube.com/watch?v=XvfG56fa_Lk