

Virtual Reality

Digital sculpting in VR

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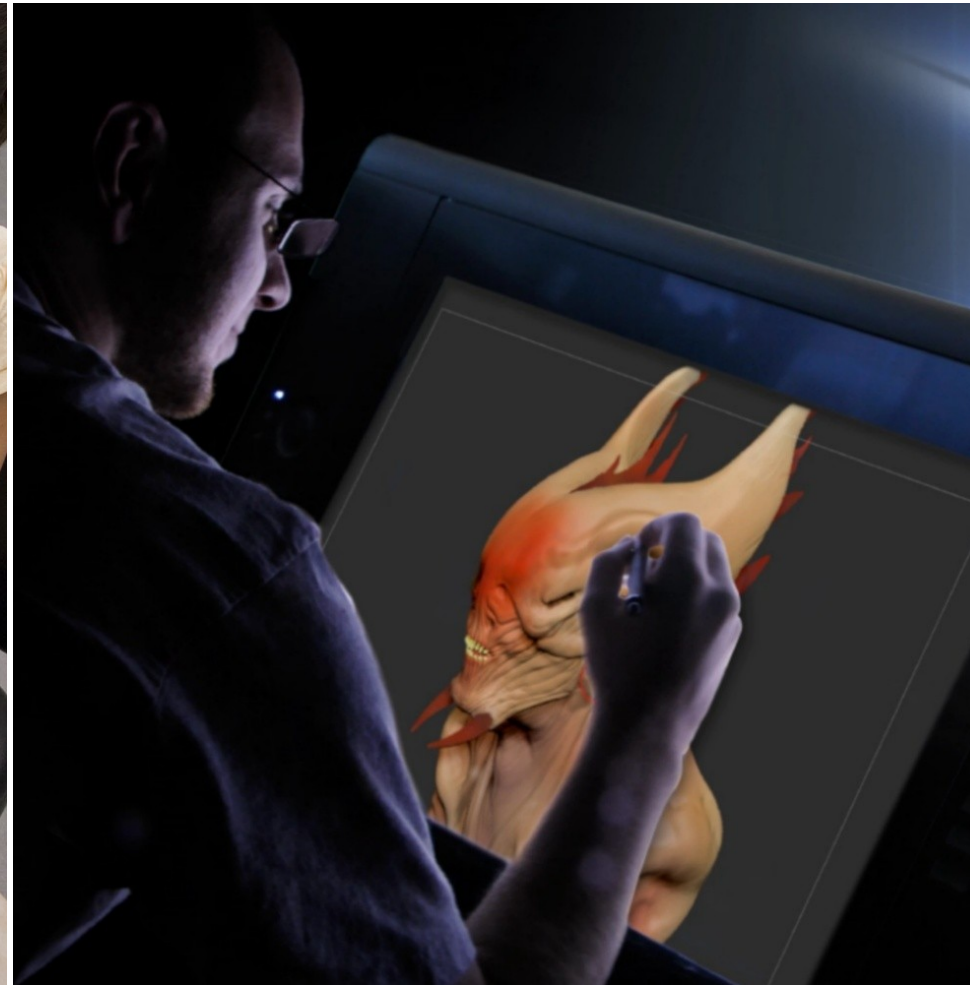


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Traditional and Digital Sculpting

2

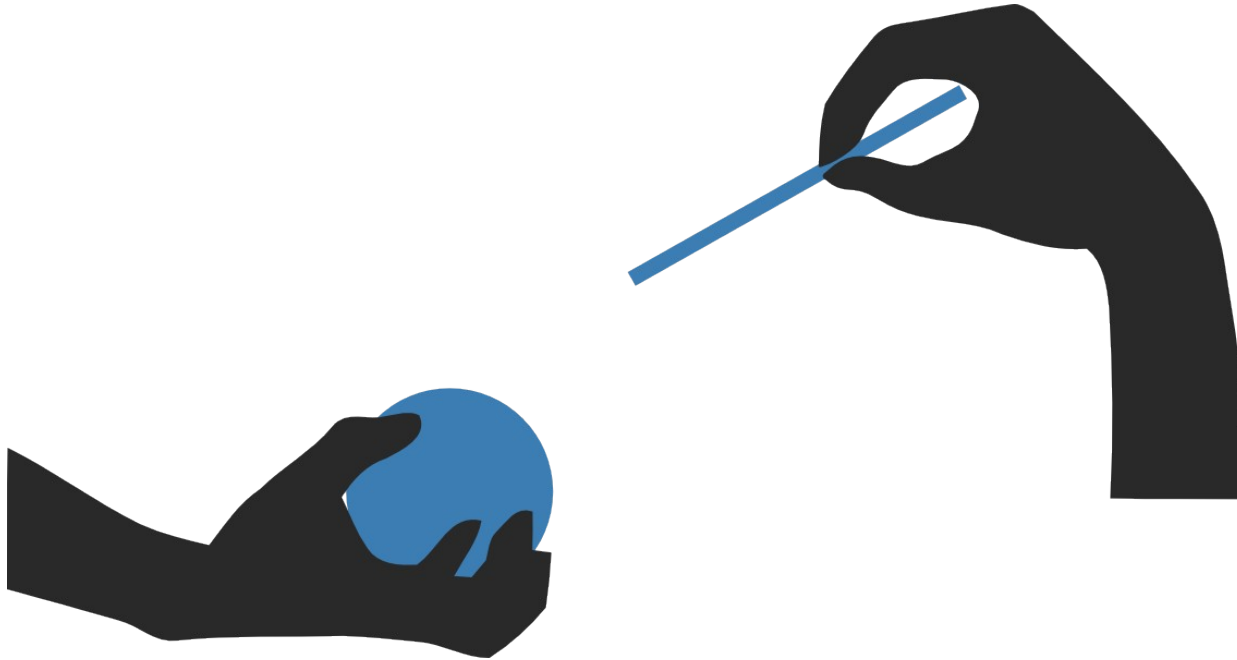


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General Idea

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2-handed interaction (prop, pointer)

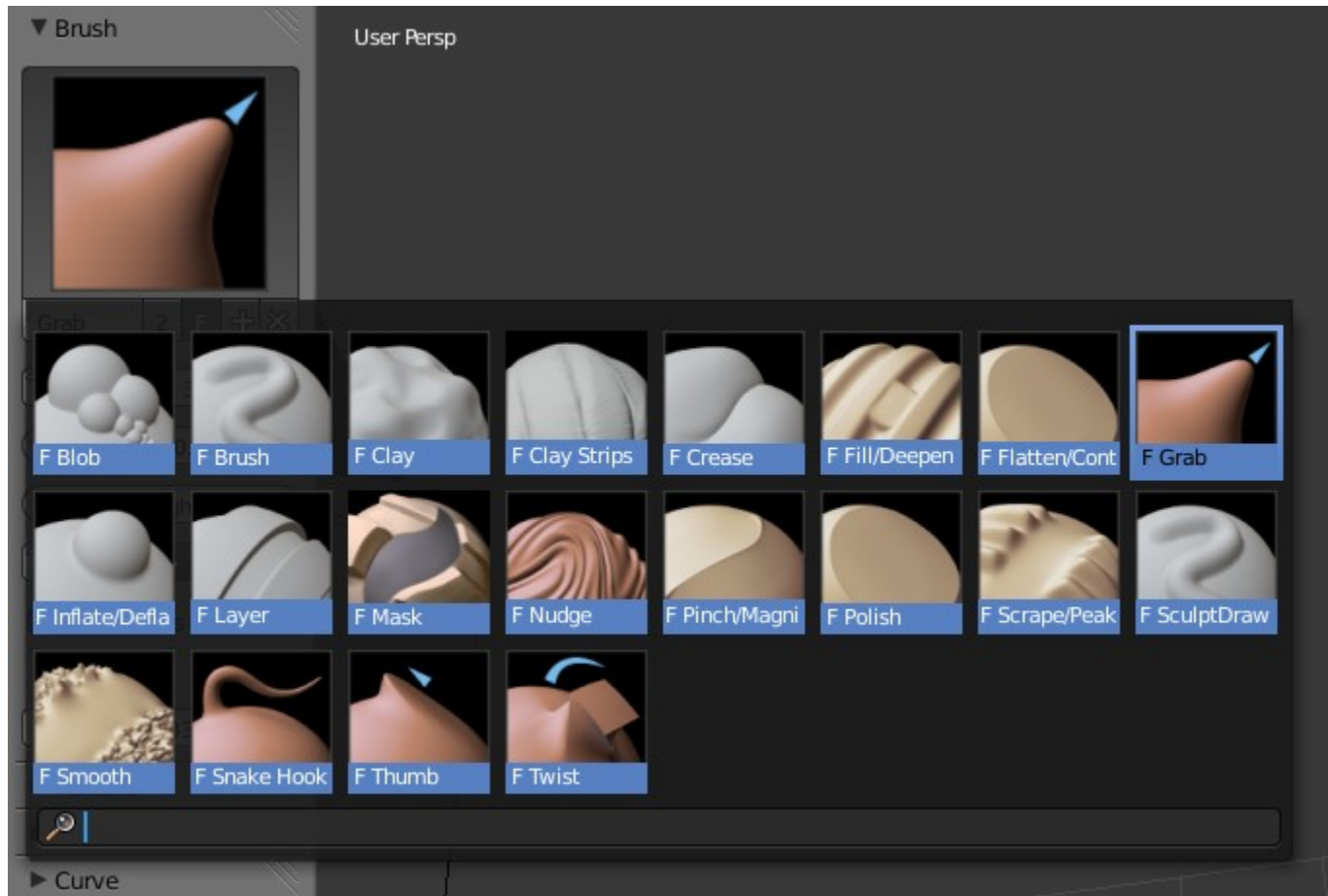


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Sculpting Techniques

4

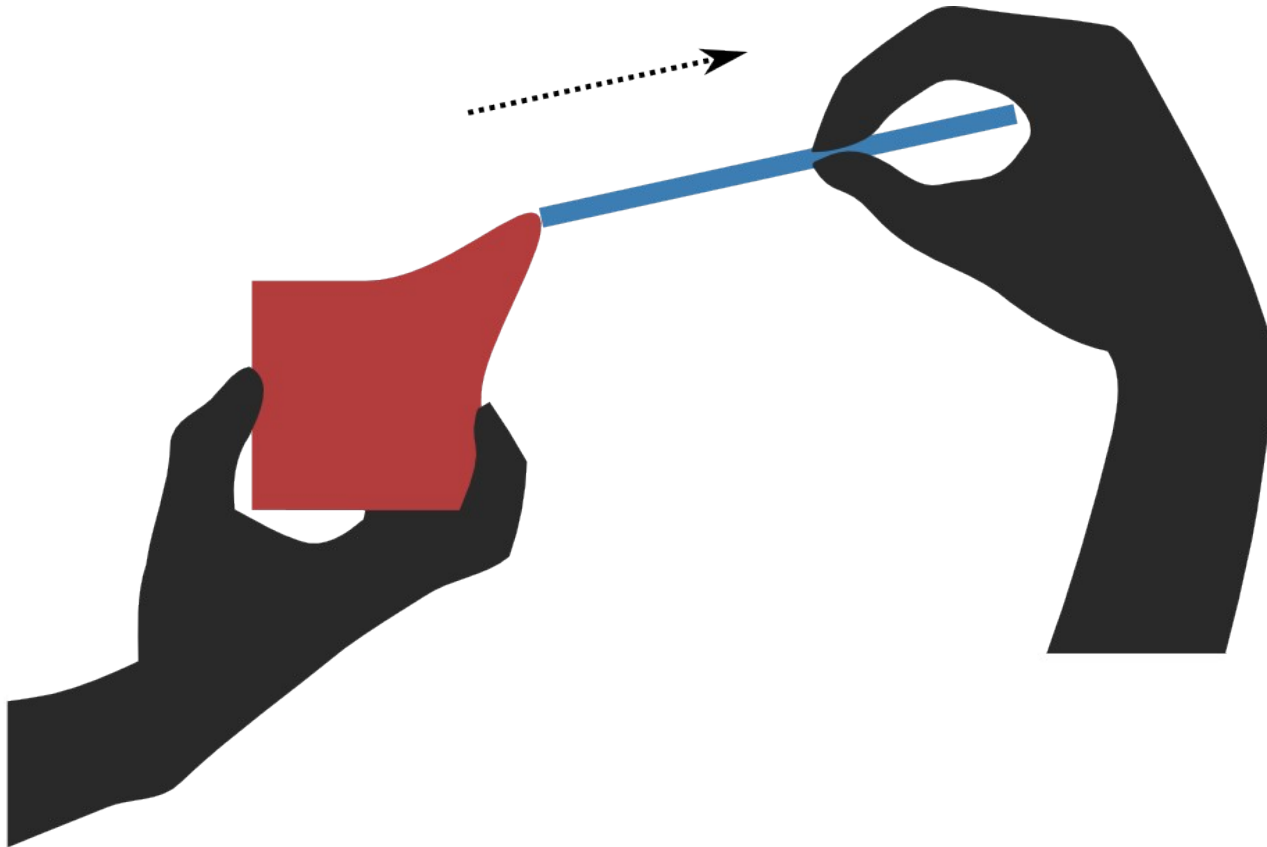


Sculpting Tool Selection of Blender



Grabbing Tool

5

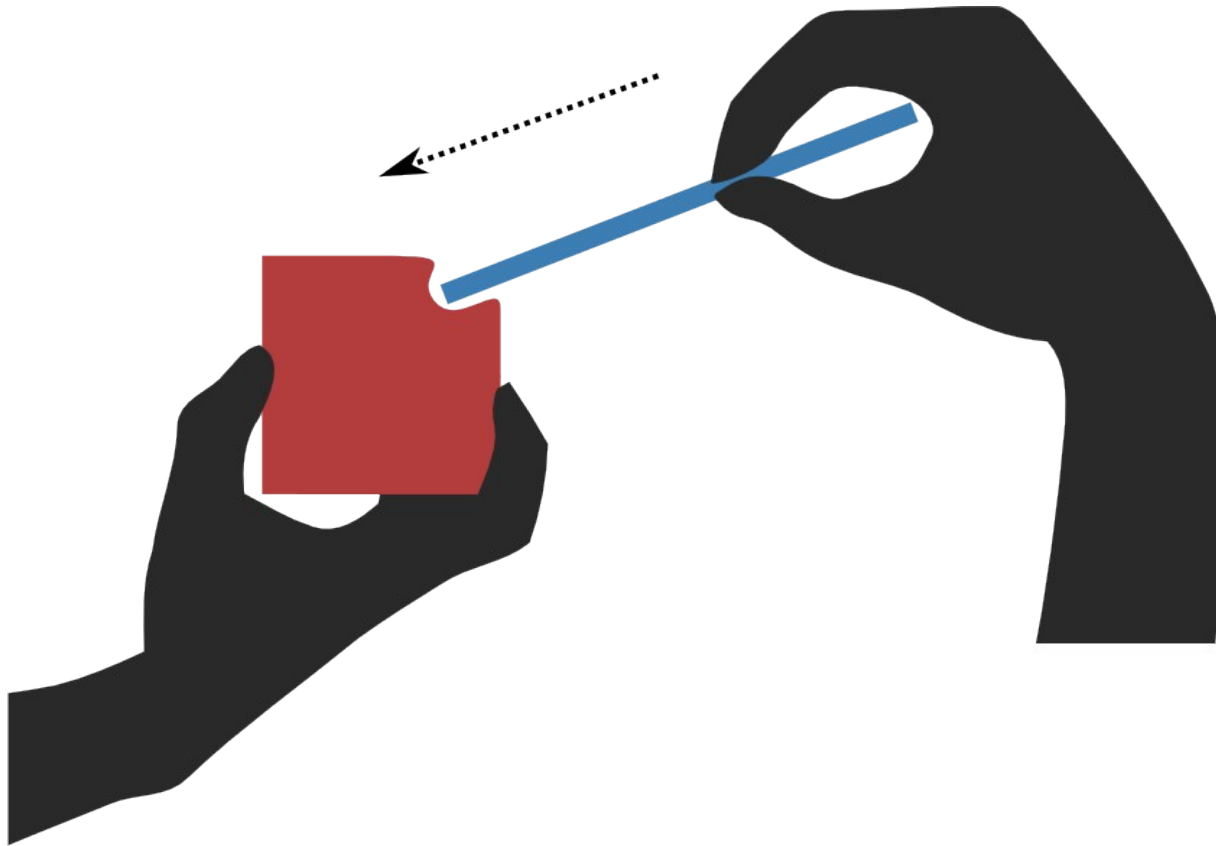


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Carving Tool

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- Selection of vertices
- Highlighting the selection
- Mesh deformation
- Rebuild Kd-tree for ray tests
- Normal computation

- Sculpting with Guacamole
- Goal: Bring digital sculpting closer to traditional sculpting
- Improved immersion



Thank you



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