

VRBrushTool

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Introduction

–With VRBrushTool the user can make the drawing he/she wants under VR environment using the controller. Moreover, the user can freely choose the color and size of the brush. The drawing will collide with each other and be affected by gravity due to the physics engines applied to it. Additionally, the user can grab the drawing and move it around with the controller.

Required Assets

Oculus Integration

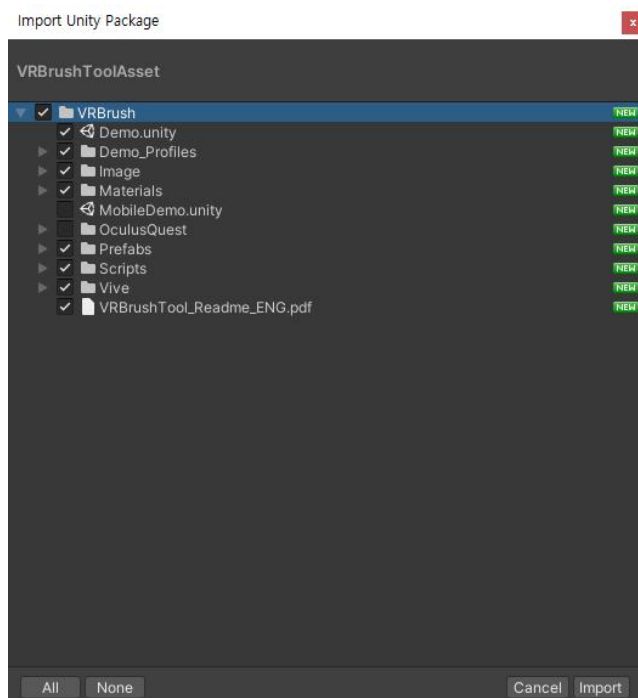
<https://assetstore.unity.com/packages/tools/integration/oculus-integration-82022>

SteamVR Plugin

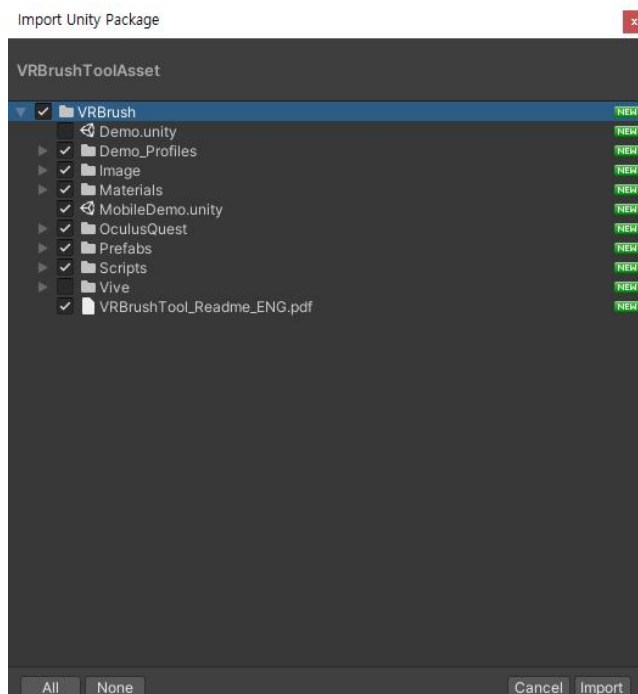
<https://assetstore.unity.com/packages/tools/integration/steamvr-plugin-32647>

Choose one to install or install both Assets

How to Install



When using only Steam VR Plugin (When using HTC Vive)



When using only Oculus Integration (When using Oculus H/W likes quest, go, etc)

Manual

Using HTC Vive

Path : VRBrush/Vive/Prefab/Vive_VRBrush

Using Oculus

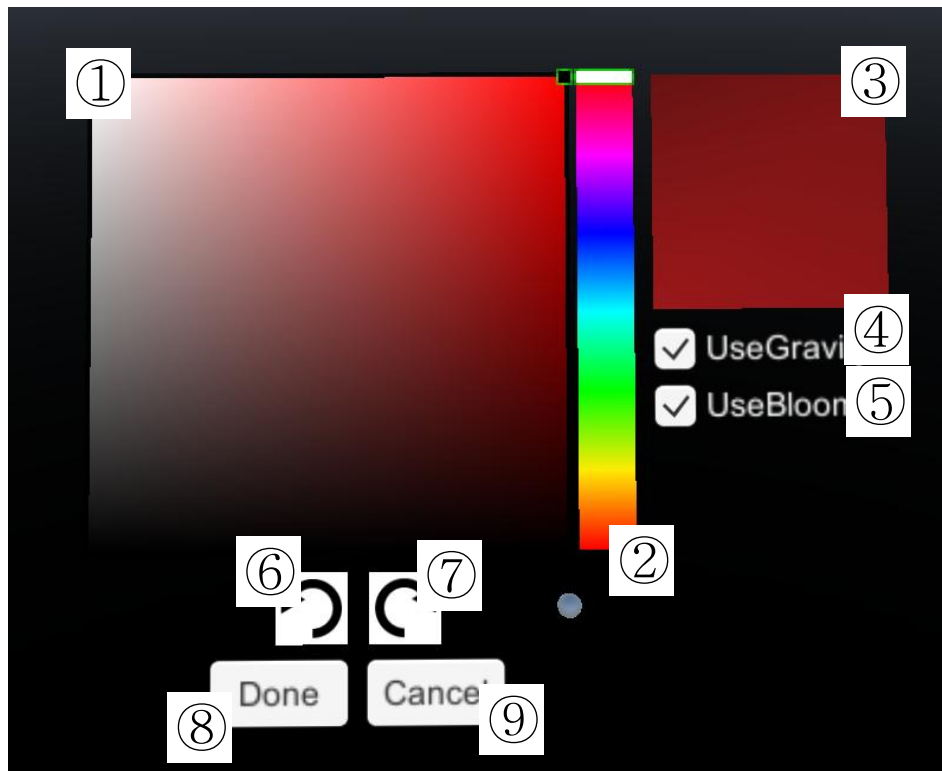
Path : VRBrush/Oculus/Prefab/Oculus_VRBrush

Using both HTC, and Occulus

Path : VRBrush/Combine/Prefab/Combine_VRBrush

Use each prefab by adding it to the hierarchy.

Controller (Left)

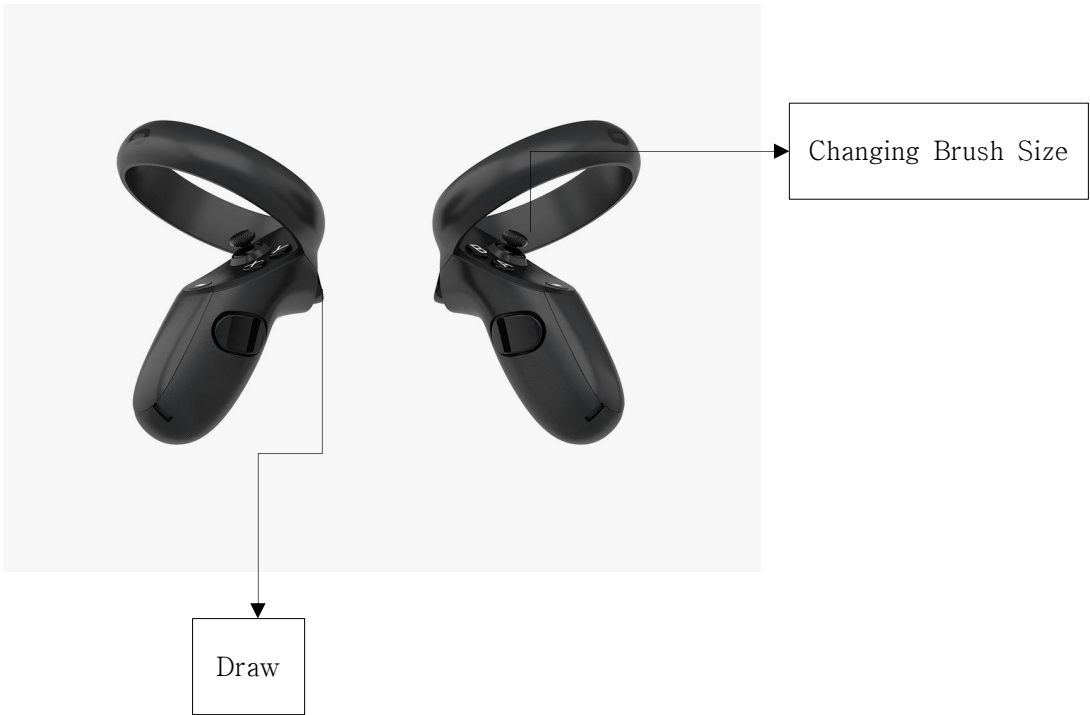


- ① Saturation Choice
- ② Hue Choice
- ③ Current Color
- ④ Gravity on/off
- ⑤ Bloom on/off
- ⑥ Undo Previous action
- ⑦ Redo Canceled action
- ⑧ Complete Drawing
- ⑨ Reset Drawing

Controller (Right)
HTC VIVE



Oculus



Contact Info

For any questions or error you contact using the asset please contact us with the e-mail below.

info@alimolistudio.com