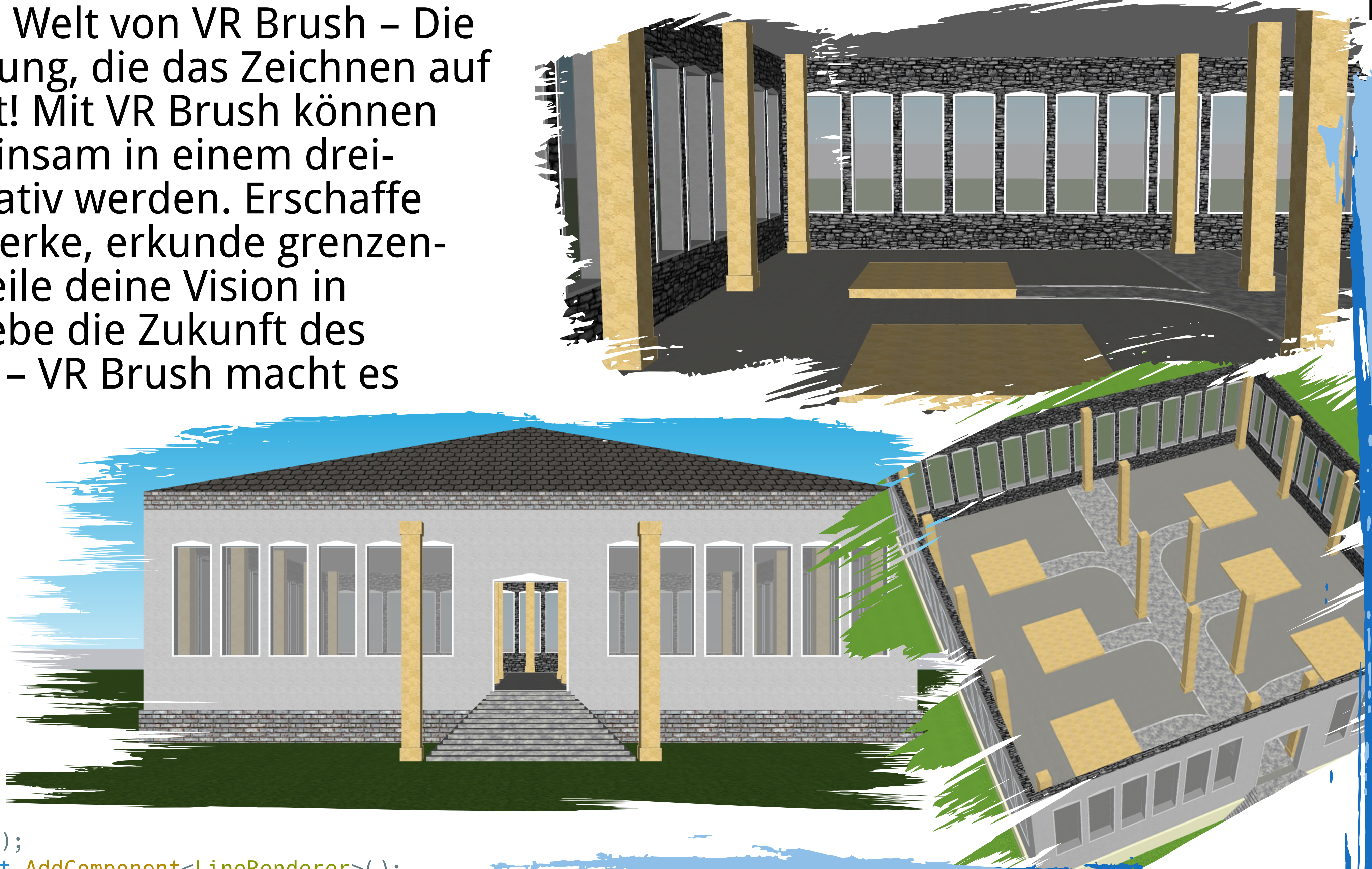


# VR Brush

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Tauche ein in die kreative Welt von VR Brush – Die Open-Source VR-Anwendung, die das Zeichnen auf ein ganz neues Level hebt! Mit VR Brush können mehrere Nutzende gemeinsam in einem drei-dimensionalen Raum kreativ werden. Erschaffe atemberaubende Kunstwerke, erkunde grenzenlose Möglichkeiten und teile deine Vision in Echtzeit mit anderen. Erlebe die Zukunft des kollaborativen Zeichnens – VR Brush macht es möglich!



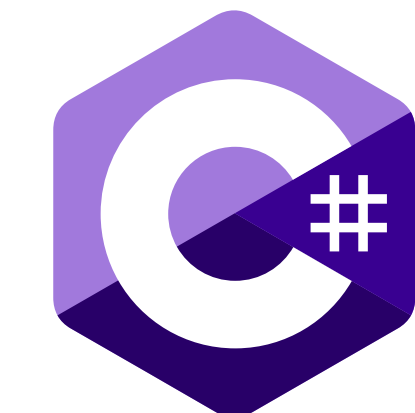
```
using UnityEngine;
using System.Collections.Generic;

public class Stroke : MonoBehaviour
{
    public LineRenderer lineRenderer;
    public List<Vector3> segments;

    private void Awake()
    {
        segments = new List<Vector3>();
        this.lineRenderer = gameObject.AddComponent<LineRenderer>();
    }

    public void AddPoint(Vector3 nextPoint)
    {
        segments.Add(nextPoint);
        Vector3[] smoothedPoints = EasyCurvedLine.LineSmoother.Smooth
hLine(segments.ToArray(), 0.15f);
        lineRenderer.positionCount = smoothedPoints.Length;
        lineRenderer.SetPositions(smoothedPoints);
    }

    //clean up stuff thats no longer needed
    public void Finish()
    {
        if(segments.Count == 1)
        {
            Destroy(gameObject);
        }
        segments.Clear();
        Destroy(this);
    }
}
```

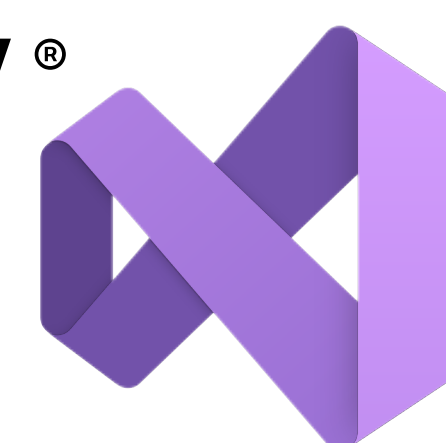


Love



MADE WITH

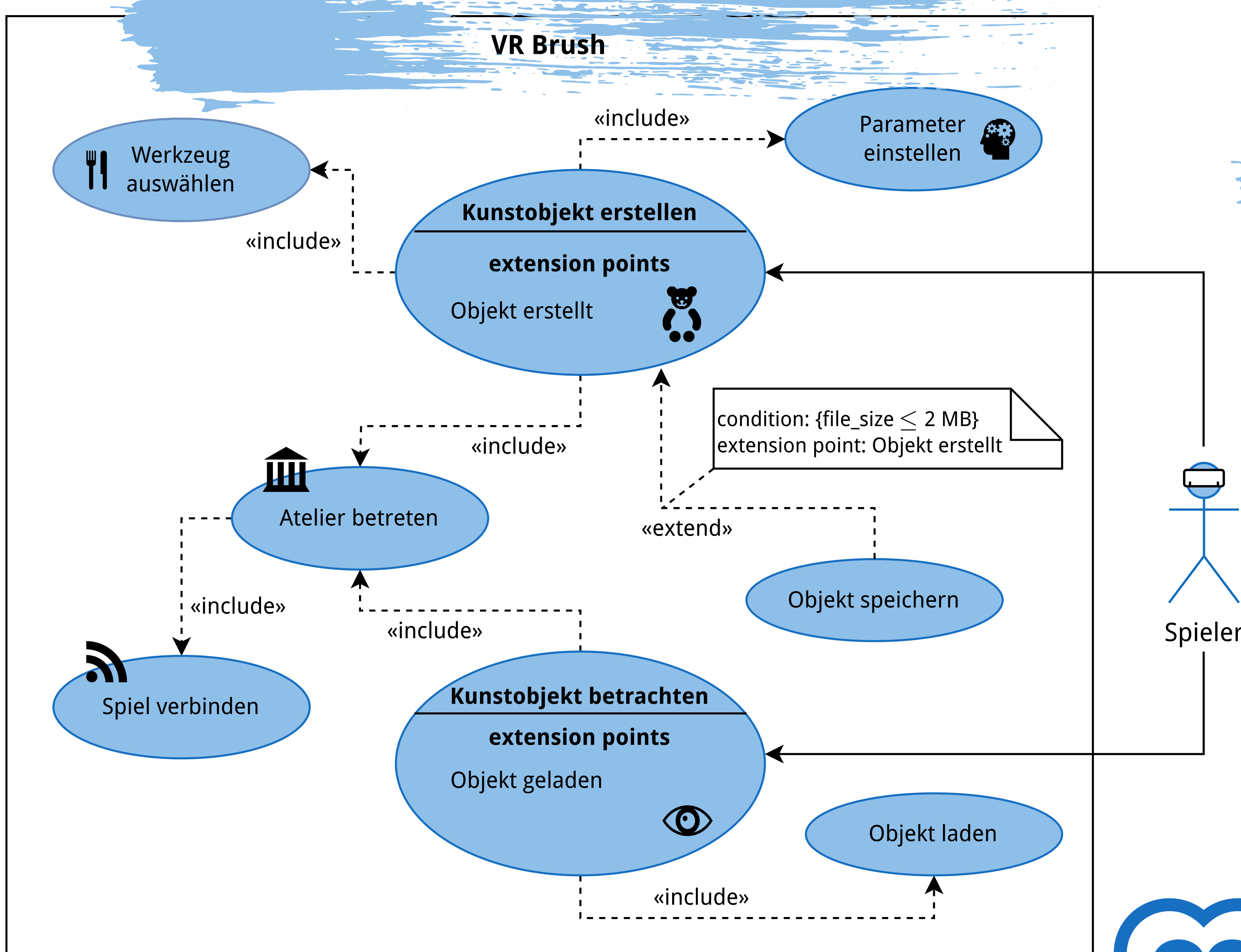
SketchUp



Meta Quest



"In real open source, you have the right to control your own destiny."  
- Linus Torvalds

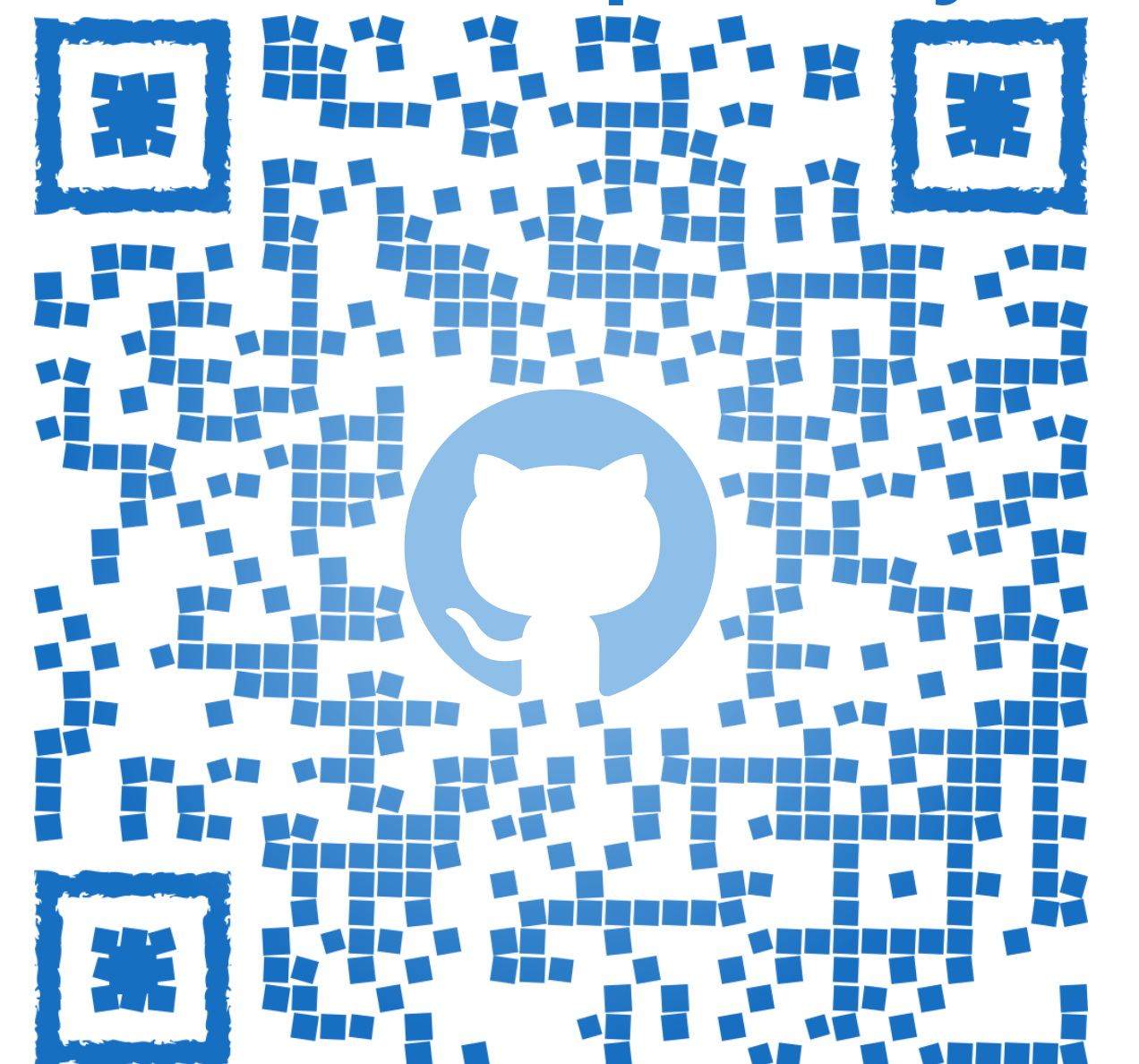


Virtual Reality am LFI



vredu.lfi.rwth-aachen.de

GitHub Repository



github.com/rwthlfi/vr-brush



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