



SCAN ME

Finding free assets

vr_hack

https://github.com/sbenoit-gc/vr_hack



S Benoit , Feb 2023

Creative Commons licensing

- Free assets often still have copyright
- “Who made this”, give them credit for their work
- Link to Creative Commons <https://creativecommons.org/about/cclicenses>
- CC0 the most open, work in public domain



Game assets in Virtual Reality

- Many game assets can also be used in VR experiences
- For visual fidelity bigger is better for poly count, texture resolutions, and model completeness but implies a larger file size or data object
- But larger objects in the experience can cause headsets to lag
- Need to balance model detail with intended use
- Remember players can walk right up to the assets

Assets

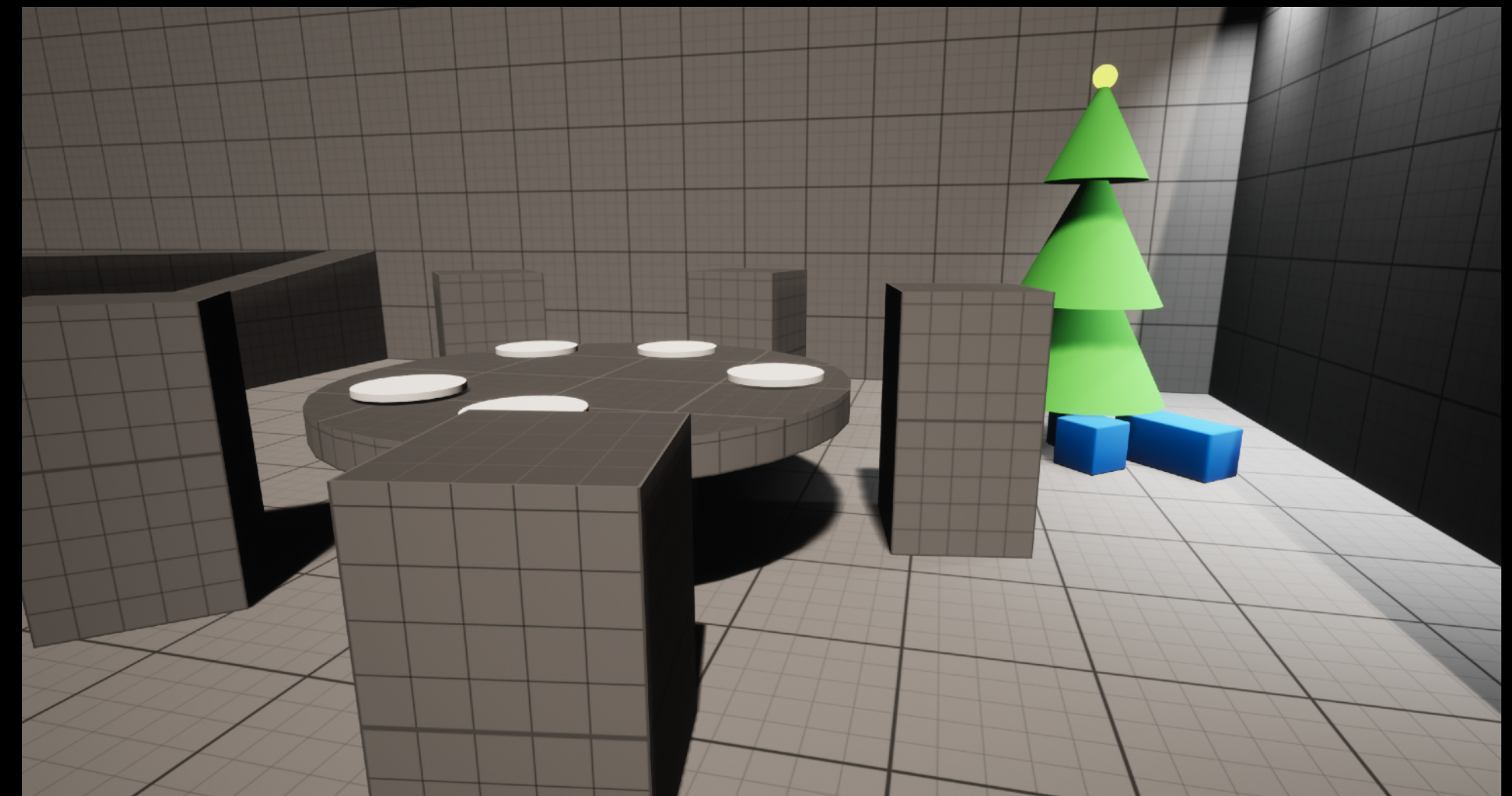
- Audio - sound effects, background music
- 2D images - marketing images, in game textures
- 3D models - what we usually think for game assets, the objects players interact with

Tools

- Audacity <https://www.audacityteam.org/>
- GIMP <https://www.gimp.org/>
- Blender <https://www.blender.org/>

Other resources

- Mixamo, rig and animate a character <https://www.mixamo.com/>
- MakeHuman, design a character <http://www.makehumancommunity.org/>
- ReadyPlayer.Me , get an avatar <https://readyplayer.me/>
- What about using simple blocks



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Steve Benoit

Contact me in the conference app, Whoa, or Discord

Able to assist with Blender, GIMP, Audacity, and Unreal Blueprint

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