

BlenderVR in the Press

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BlenderVR de LIMSI lab, Université Paris-Sud

Publiée le 26 août 2015 par **now** (1011 lectures)

BlenderVR LIMSI réalité virtuelle

Barre d'outils 3DVF | Envoyer par mail



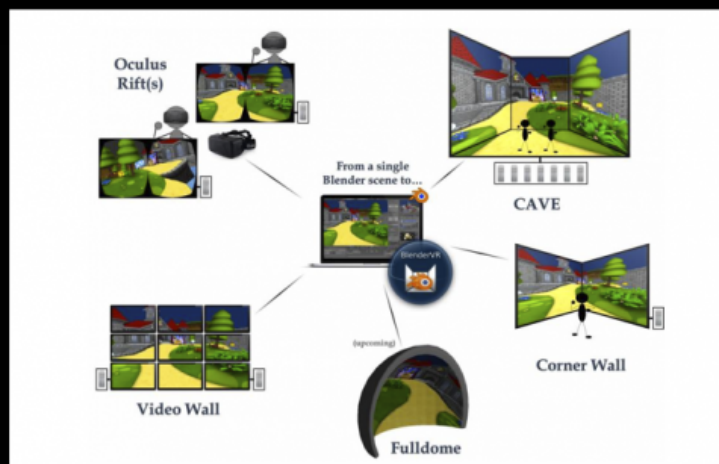
Le laboratoire **LIMSI** présente **BlenderVR**, une adaptation des outils **CAVE/VideoWall** afin d'utiliser Blender et son moteur temps réel avec des casques de réalité virtuelle. Le code source et toute la documentation de l'API sont disponibles librement, et ses auteurs encouragent vivement à la communauté à en faire bon usage et partager ses développements.

A quelques mois de la sortie officielle de l'Oculus, encore une initiative qui tend à rendre de plus en plus accessible les outils de création pour la réalité virtuelle.

BlenderVR Demoreel 2015



blendervr.limsi.fr
github.com/BlenderVR



Actuallement sur les Forums

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MOTION DESIGN | Full Time
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BlenderVR Demoreel 2015

BY COMMUNITY REPORTER ON AUGUST 25, 2015

DEVELOPMENT

BlenderVR allows the Blender Game Engine to run on all types of VR hardware, from Oculus Rift to Caves!

BlenderVR community writes:

BlenderVR allows you to run the Blender Game Engine (BGE) on any Virtual Reality architecture (N host - K screens) and supports adaptive stereoscopy and communication protocols such as VRPN and OSC with minimal effort. A complete Sound Rendering Engine has been designed in Max/MSP. The goal of the BlenderVR project is to offer a cross-platform solution for virtual reality applications which benefits from the Blender environment and associated community for creating quality interactive scenes. Porting of scenes from one VR platform configuration to another should be transparent and require no editing of the actual scene.

BlenderVR has so far been successfully tested on (and improved for) various CAVes, VideoWalls, HMDs (2 users in the same scene with oculus rift dk2), etc.

Link 

- BlenderVR

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BlenderVR

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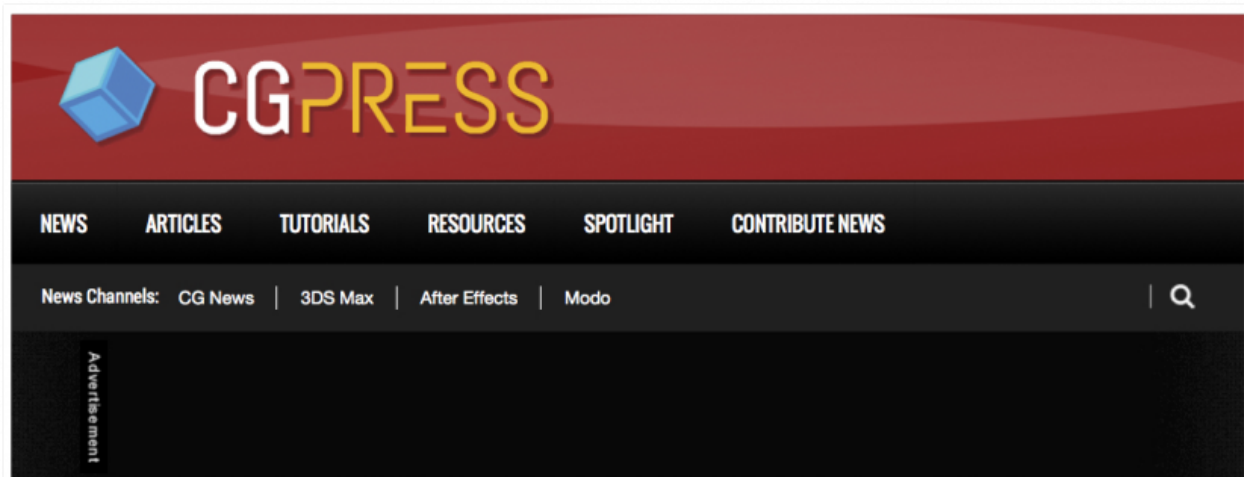
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BlenderVR

Aug 25, 2015 by CGP Staff 0 | Tweet G+1 J'aime 0



Developed by researchers from Paris-Sud University's LIMSI lab, BlenderVR is an adaptation of the open source software Blender to support CAVE/VideoWall, Head-Mounted Display and external rendering modality engines. It allows to run the Blender Game Engine on any virtual reality architecture and supports adaptive stereoscopy and communication protocols such as VRPN and OSC with minimal effort. A complete Sound Rendering Engine has been designed in Max/MSP.

The goal of the BlenderVR project is to offer a cross-platform solution for VR applications. More on [BlenderVR's website](#).

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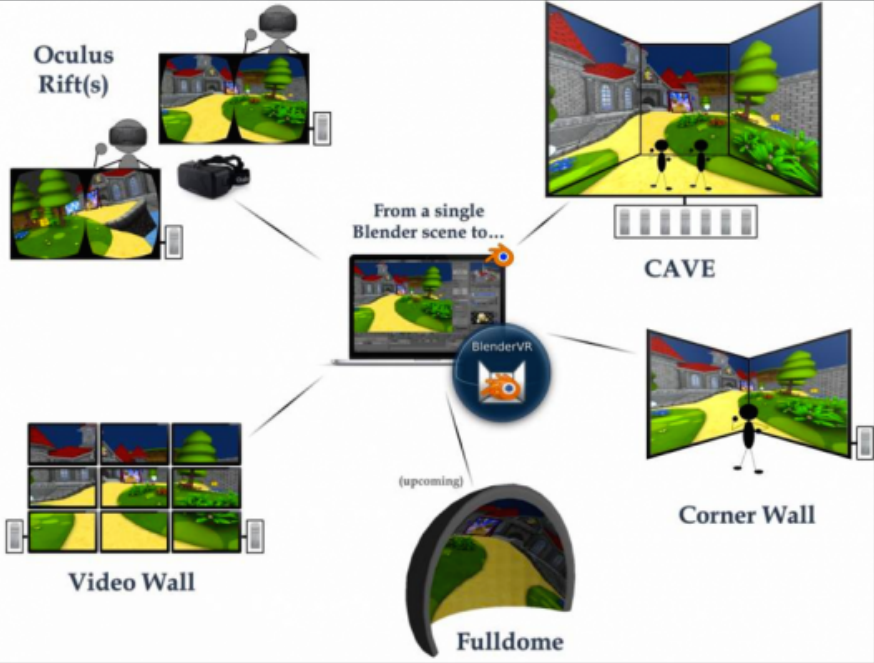
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Oculus Rift(s)

From a single Blender scene to...

CAVE

BlenderVR

(coming up)

Corner Wall

Fulldome

Video Wall

Il laboratorio francese del LIMSI presenta BlenderVR che è un adattamento degli strumenti CAVE/VideoWall per poter utilizzare il motore di rendering in tempo reale con dei caschi di realtà virtuale. Tutto il codice sorgente e la documentazione sono stati rilasciati come open source e gli autori incoraggiano la community a usarlo e a migliorarlo.

BlenderVR Demoreel 2015



blendervr.limsi.fr
github.com/BlenderVR

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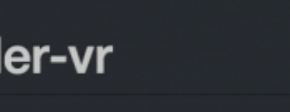
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BlenderVR is an adaptation of the open source software Blender to support CAVE/VideoWall, Head-Mounted Display (HMD) and external rendering modality engines.

This software is a computer program whose purpose is to distribute blender to render on Virtual Reality device systems. You can find the source code here: <https://github.com/BlenderVR/blender-vr>

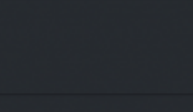
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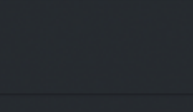
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python-ovrSdk
Cross-platform Python wrapper for the Oculus VR SDK C API

Blenderstory



Blenderstory

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BlenderVR allows the Blender Game Engine to run on all types of VR hardware, from Oculus Rift to Caves! BlenderVR community writes: BlenderVR allows you to run the Blender Game Engine (BGE) on any Virtual Reality architecture (N host - K screens) and supports adaptive stereoscopy and communication protocols such as VRPN and OSC with [...]

Source (<http://www.blendernation.com/2015/08/25/blendervr-demoreel-2015/>)



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Tue 25 Aug 2015 16:09



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github.com/BlenderVR

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BY JURAJ ON 2015.08.26.

SZOFTVER

...A fejlesztők szerint ez az, amit a BlenderVR kínál.

A Paris-Sud University-hez tartozó LIMSI Lab kutatói által fejlesztett BlenderVR a nyílt forráskódú Blender adaptációja, és támogatja a CAVE/VideoWallt, a Head-Mounted Displayt, és kiválóan együttműködik a Blender Game Enginnel, bármely VR architektúrában. Magának a projektnek egyébiránt az a célja, hogy cross-platform megoldást kínáljon a VR alkalmazásoknak, de minderről bővebben olvashattok, ha [Ide kattintotok](#).

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