BlenderVR in the Press

Our thanks to the following websites and blogs for sharing BlenderVR updates.

3DVF


3DVF
MAGAZINE RESSOURCES GALERIES FORUMS WIP MEDIA FORMATION
Accueil / Magazine / Actualité Quotidienne / Logiciels / BlenderVR de LIMSI lab, Université Paris-Sud
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 officiel de l'Oculus, encore une initiavite qui tend à rendre de plus en plus accessible les outils de création pour la réalité virtuelle.
BlenderVR Demoreel 2015
BlenderVR
3DVF
blendervr.limsi.fr
github.com/BlenderVR
Oculus Rift(s)
From a single Blender scene to...
CAVE
Corner Wall
Video Wall
(upcoming)
Fulldome
Actuellement sur les Forums
Image Engine : retour sur les effets de Game of Thrones - saison 5
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Corona Renderer : créer une peinture de voiture
Crowdfunding : Sensel Morph, un étonnant système d'interaction
Recherches graphiques, dessins...
Speed painting monster
Métro
Introduction à Maya 2016 chez Gnomon Workshop
Sondage sur le métier d'infographiste
3ds Max : utiliser le Voxel Solver avec le Skin Modifier
Windows 10 de sortie : forcer l'installation, aperçus vidéo
Prochaine formation (demande d'avis)
Offres d'emploi sur CGJobs
MAx Vray _ architecture | Contract - Full Time - Intermittent
l'autre Image (Paris - 75 - France)
MOTION DESIGN | Full Time
Infime Architecture (VERNON - Eure - France)
Artist Compo SFX | Contract - Intermittent
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Rencontre avec Simon Bau
Les Minions, rencontre avec Pyer Coffin
Rencontre avec Florent Revel
Reportage : FMX 2015 des anniversaires et beaucoup de réalité virtuelle

BlenderNation



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BlenderVR Demoreel 2015

BY COMMUNITY REPORTER ONAUGUST 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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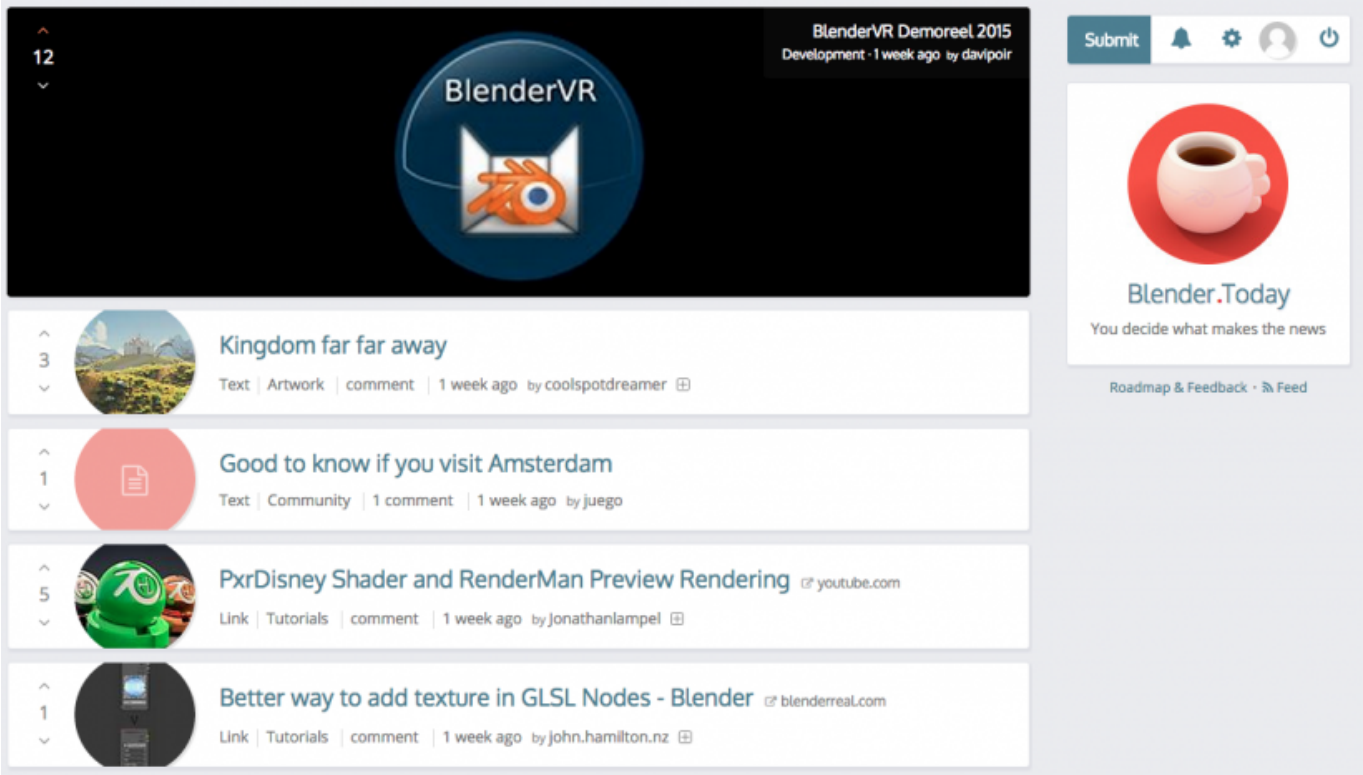
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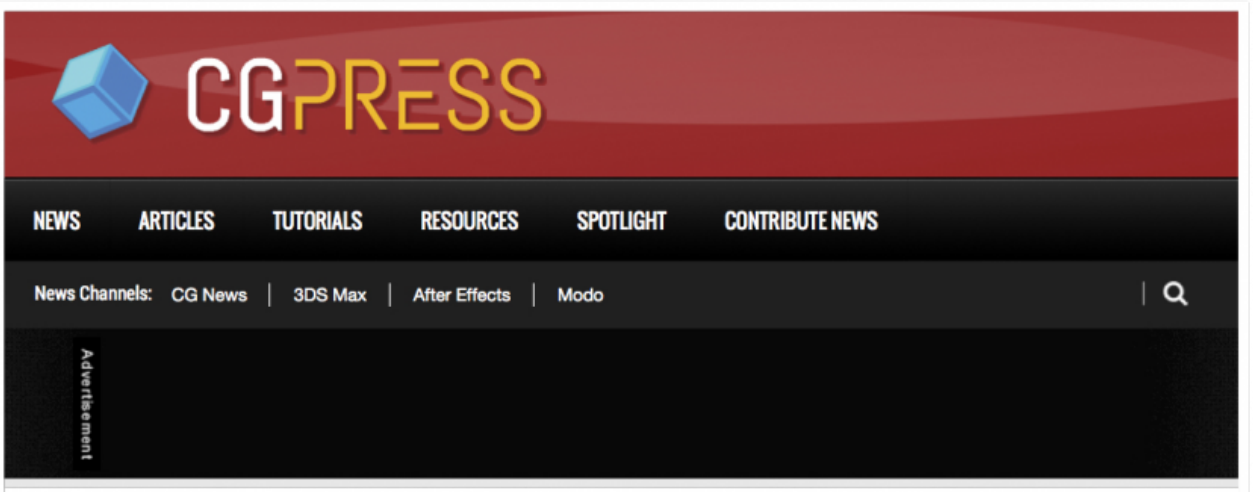
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Blender Today



CGPress



Software > Tools | VR

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.

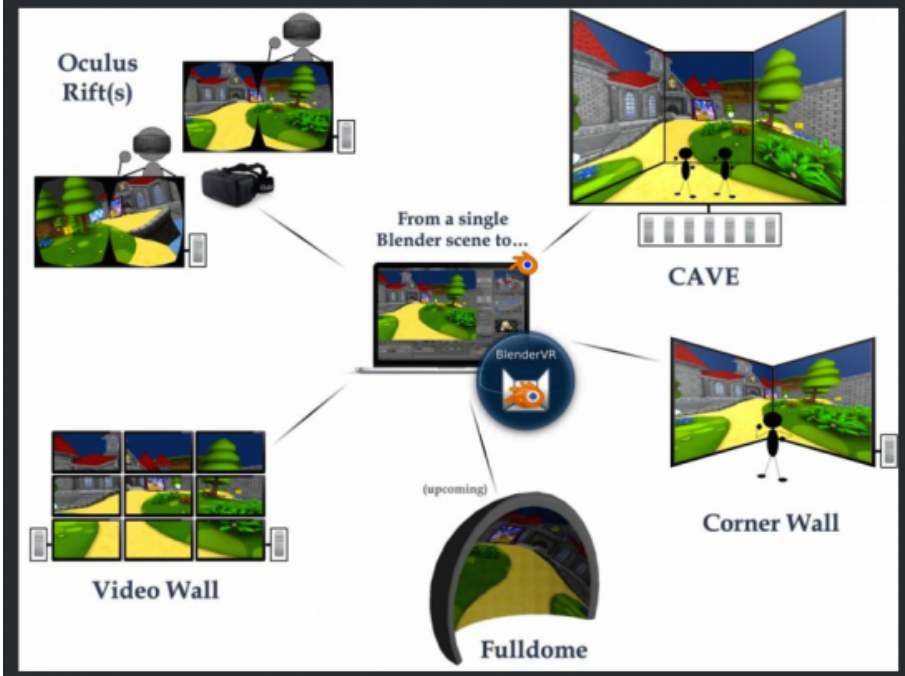
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Il laboratorio francese del LIMSI presenta BlenderVR che è un adattamento degli strumenti CAVE/VideoWall per poter utilizzare il motore di rendering in tempo reale con dei caschi di realtà virtuale.
Tutto il codice sorgente e la documentazione sono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



Per maggiori informazioni:

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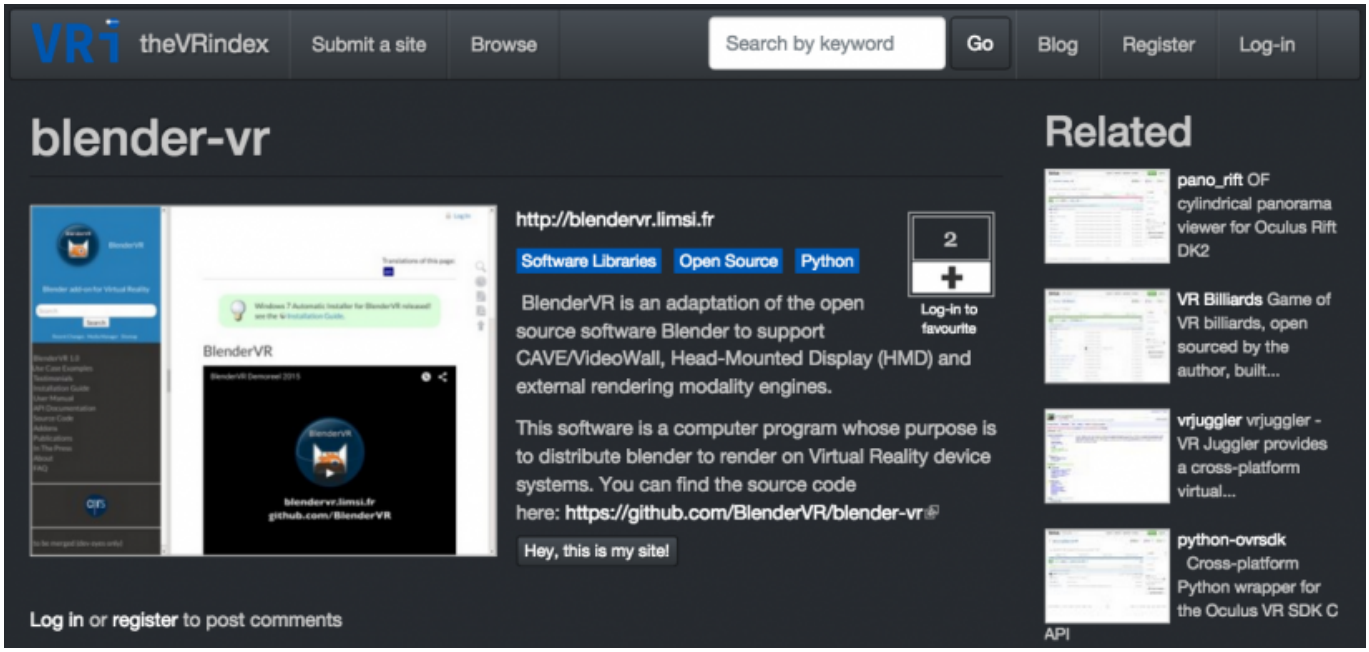
Cycles Shader Encyclopedia (guide)
grazie mille! molto molto utile!

Marvelous Designer 5 - Open Beta
da provare al volo!!!

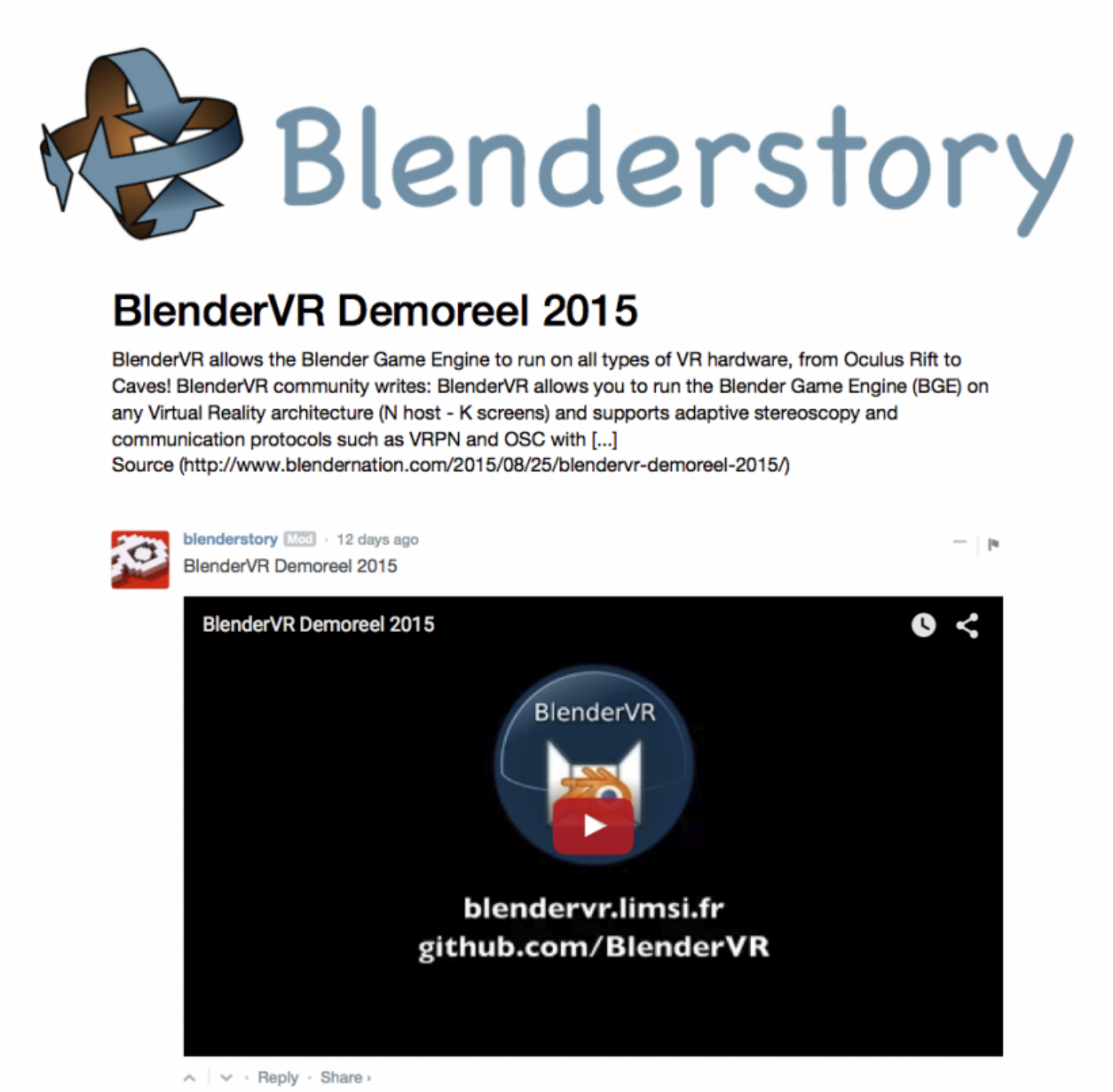
Unreal Engine 4.9
Unreal è sempre più bello! Grazie! Bell'articolo!

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BlenderVR

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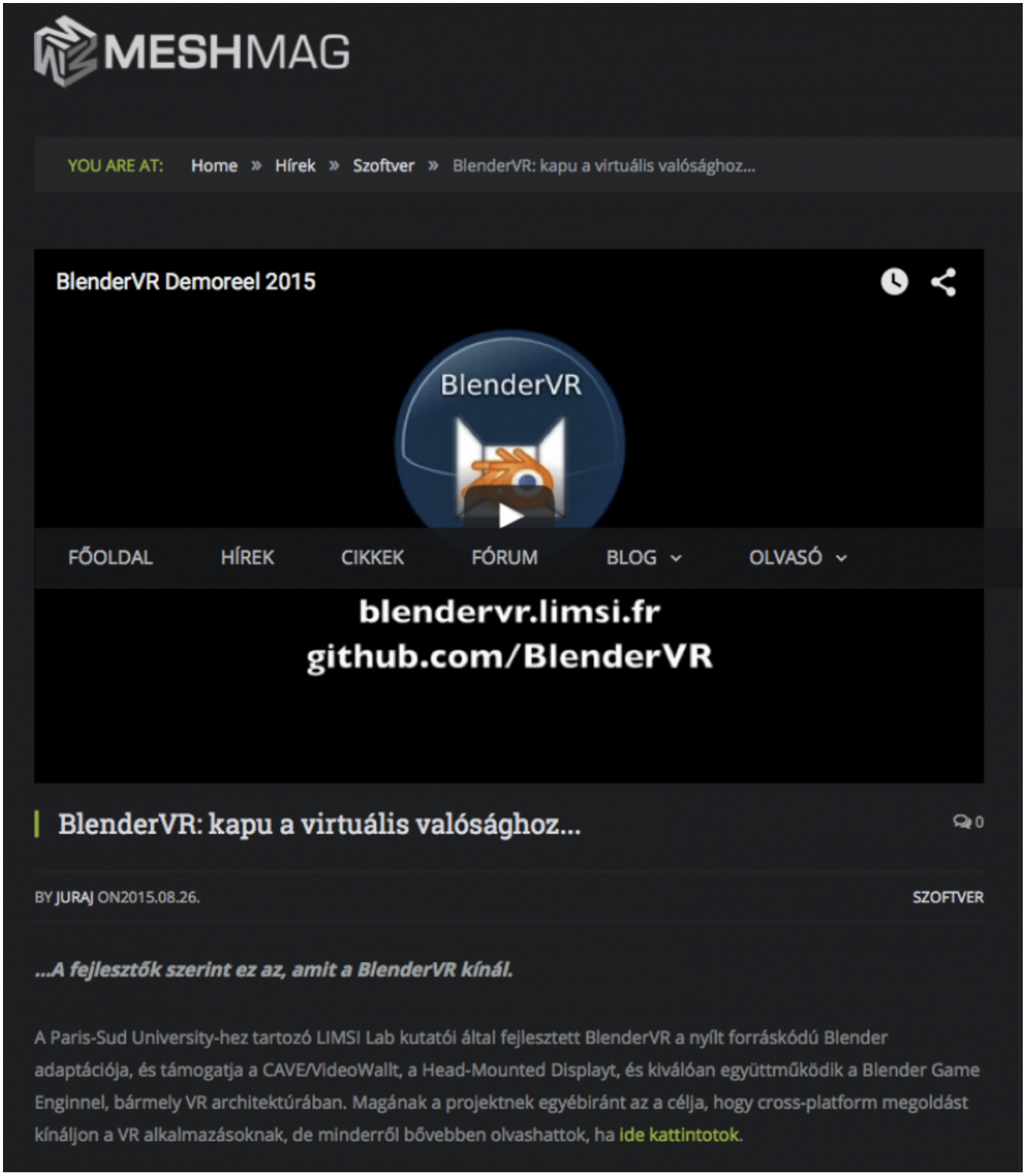


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