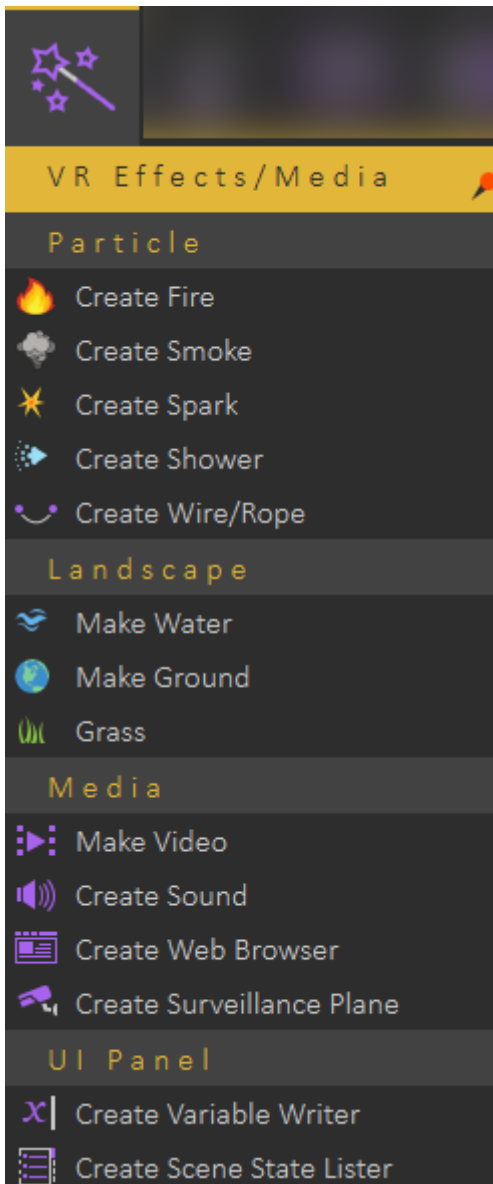


# VR Effects / Media Menu

This menu allows the user to add visual effects and dynamic elements to the VR experience .

It is organized in the following groups:

- **Particle**
- **Landscape**
- **Media**
- **UI Panels**



# Particles Group

Includes the below visual effects supported in SimLab VR Studio:

[Create Fire](#)

[Create Smoke](#)

[Create Spark](#)

[Create Shower](#)

[Create Wire/Rope](#)

## Create Fire and Smoke

Enables the user to add fire effect to the scene, this can be a large trailing fire, a stove, or a candle.

Fire effect automatically includes smoke option to be shown with the fire. If the user wants Smoke alone without fire, then **Create Smoke** can be used.

The following tutorial shows the process of creating fire and smoke in VR studio

<https://www.youtube.com/embed/i0RoYT5QjX0>

## Create Spark

Spark effect can be used to show electrical sparks, or welding effect. The following tutorial shows, how to create Spark effect in VR studio

<https://www.youtube.com/embed/8ErcaPylCl4>

## Create Shower

For creating moving water or liquid effect in SimLab VR Studio, this can be done using shower effect. It allows the user to control color, speed and strength of water flow. The following tutorial shows the process of creating Shower effect in VR studio

<https://www.youtube.com/embed/fNQ4ImWHhdY>

## Create Wire/Rope

Creates connecting wires in the scene, like connecting the soldering kit shown below with its electric plug.



The following tutorial shows the process of creating a wire in VR Studio.

<https://www.youtube.com/embed/Y0yUQImvHwU>

# Landscape Group

## Make Water

Make water works on one object or group of objects, the process is as follows:

1. From **Effects** menu » select **Make Water**.

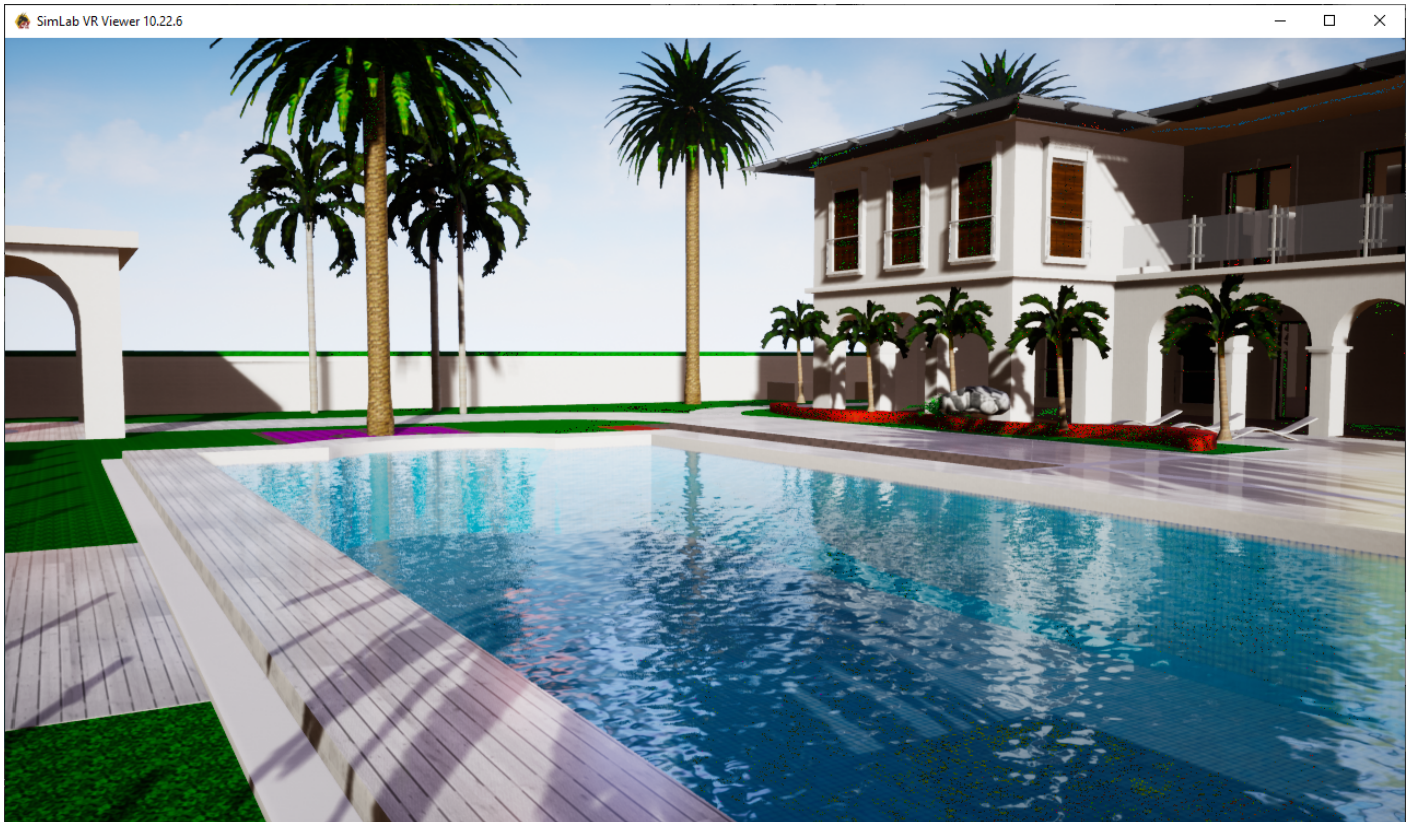
2. Select 3D object(s) to become water, then click



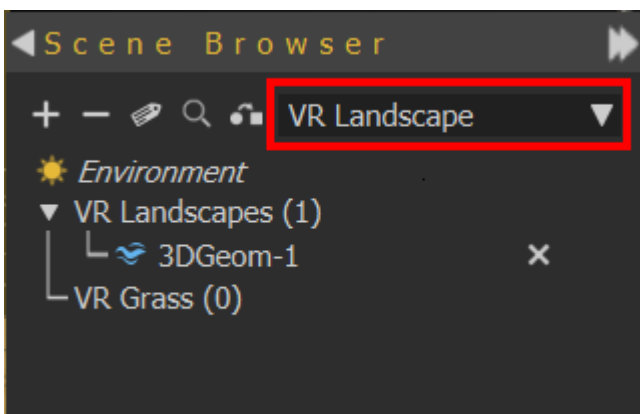
In the **Scene Browser** notice that the shape of the icon for the 3D object(s) has changed to the water shape.

The water settings can be adjusted from the **VR Water** tab in the **Properties** dialog.  
Water settings are:

- **Water Color:** the user can select a color to use for the water.
- **Water Depth** and **Water Speed:** these two parameters can be used to make more realistic water surface.



To remove water effect, from **Scene Browser** top comb box select VR Landscape. An 'X' mark will appear next to the water geometry, click it to remove water effect.



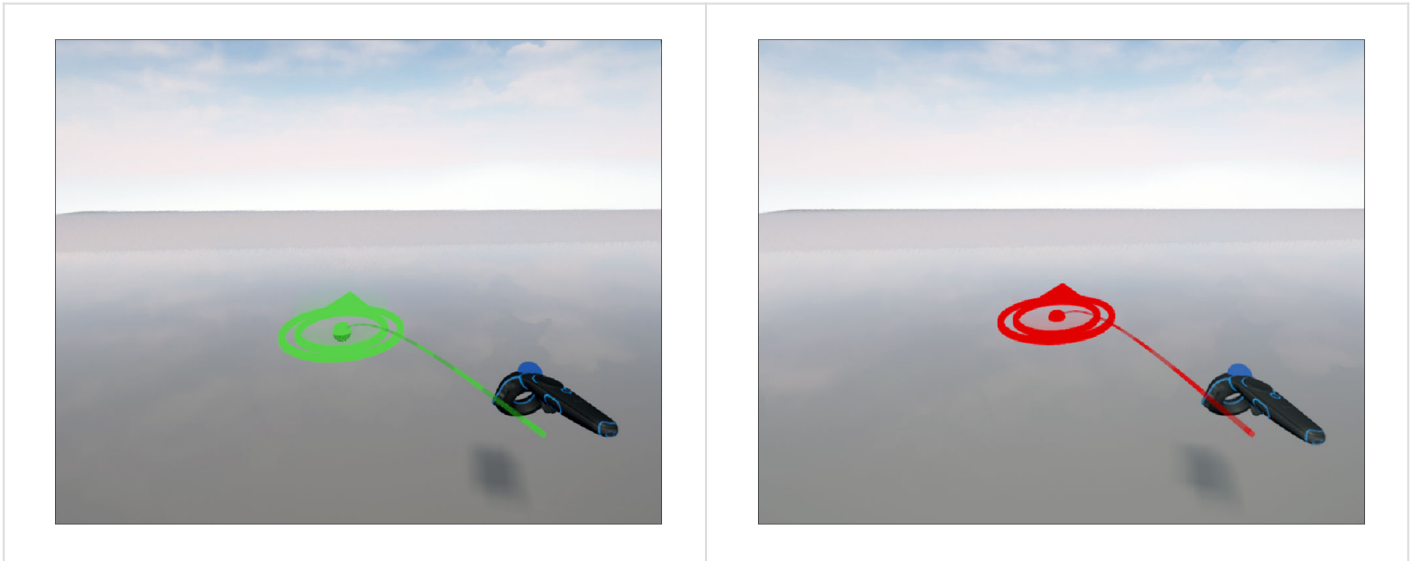
## Make Ground

Ground objects are objects the user can teleport to in VR. By default the user does not need to set ground objects. Any object with good orientation (has normal close to the up vector) is considered ground.

If the user wants to have more control and wants to prevent others from moving all around the scene, the user can use **Make Ground** to define the object(s) the user can teleport to. When **Make Ground** tool is used, **default ground is turned off**, and only objects defined as ground by the user are considered as ground

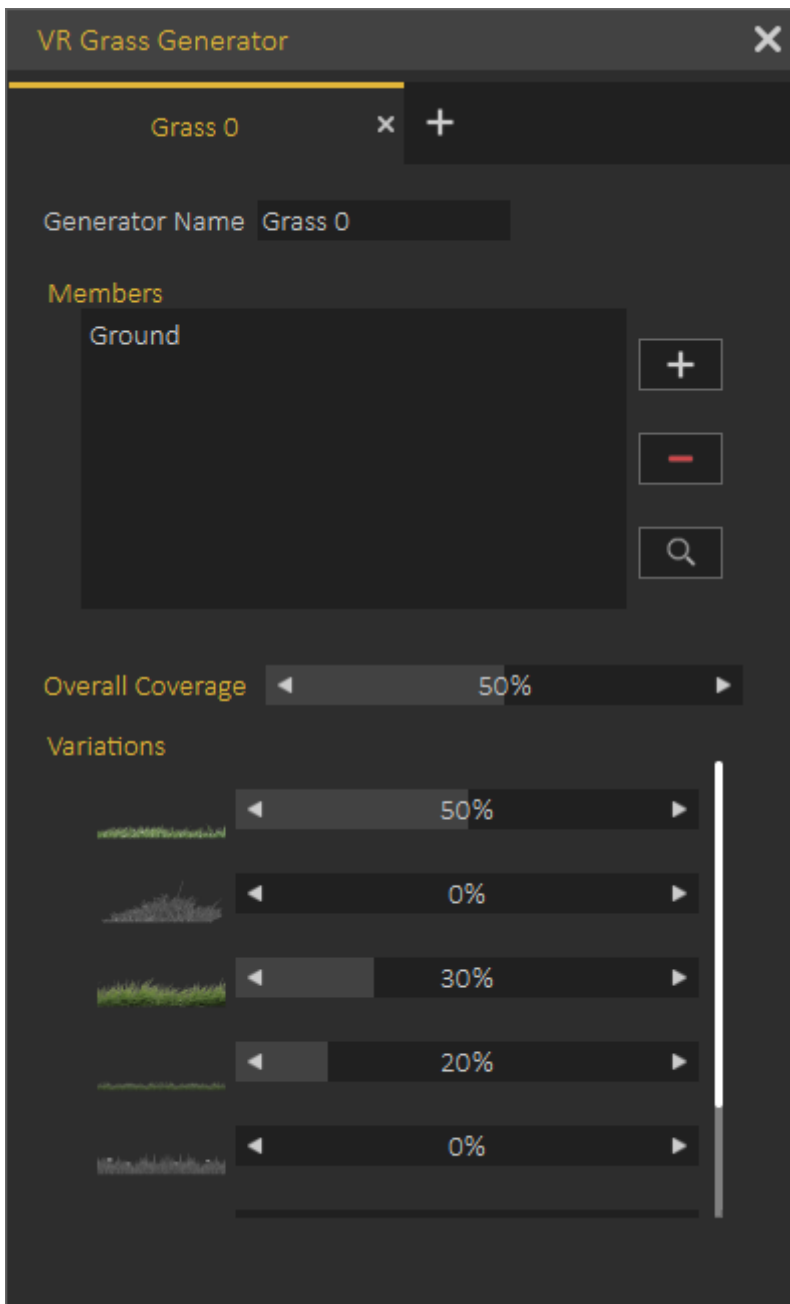
Press and hold to activate Teleportation mode. Then Release to teleport to a valid destination.

- A **red teleportation** pointer indicates possible teleportation on an object.
- A **green teleportation** pointer indicates forbidden teleportation on an object.



## Grass

Enable users to add realistic grass effect to VR scenes. Selecting this VR effect will open the VR Grass Generator dialog.



VR Grass generation dialog allows the user to control:

- Generator Name
- Geometry the grass should be added to; select the geometry then click (+)
- Overall Coverage with grass from the selected object
- The percentage of the different kinds of grass to be generated

The following video shows a sample of Grass effect in action

[https://www.youtube.com/embed/2thOApSS\\_J8](https://www.youtube.com/embed/2thOApSS_J8)

The following tutorial shows how to use grass in VR Studio

<https://www.youtube.com/embed/u6oj9b2oKk0>

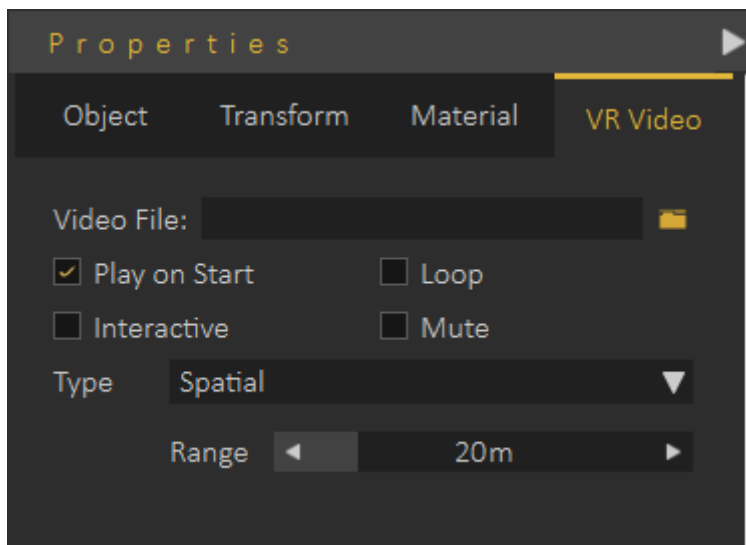
# Media Group

## Make Video

With Make Video effect, the user can convert any 3D object to a video player. The video should be an MP4 file.

The user can use a URL link in which case the video will be streamed during the VR experience, or a local link for a file on the users machine. Local videos are automatically added to the VR experience package, so the videos can still play when VR experiences are distributed

The following dialog shows the VR Video properties



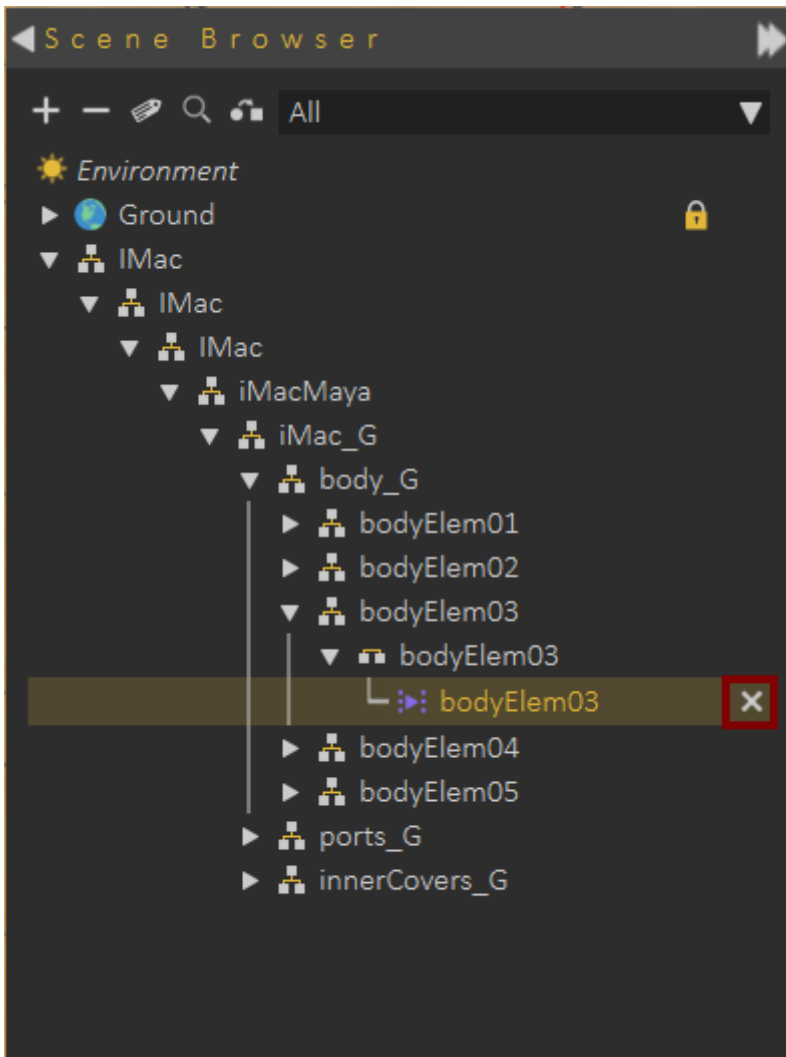
To learn how to use Video effect in VR, check the following tutorial

<https://www.youtube.com/embed/QHKHIUIto5M>

## Remove Video



To remove a video click the "X" mark in the Scene Browser next to the 3D geometry including the video.



Video Action response in VR Training Builder can be used to control the Video play in VR. It can be used to pause, play, toggle, or seek in VR, as a response to an event. For more info about Video Actions in VR Training Builder check this [tutorial](#).

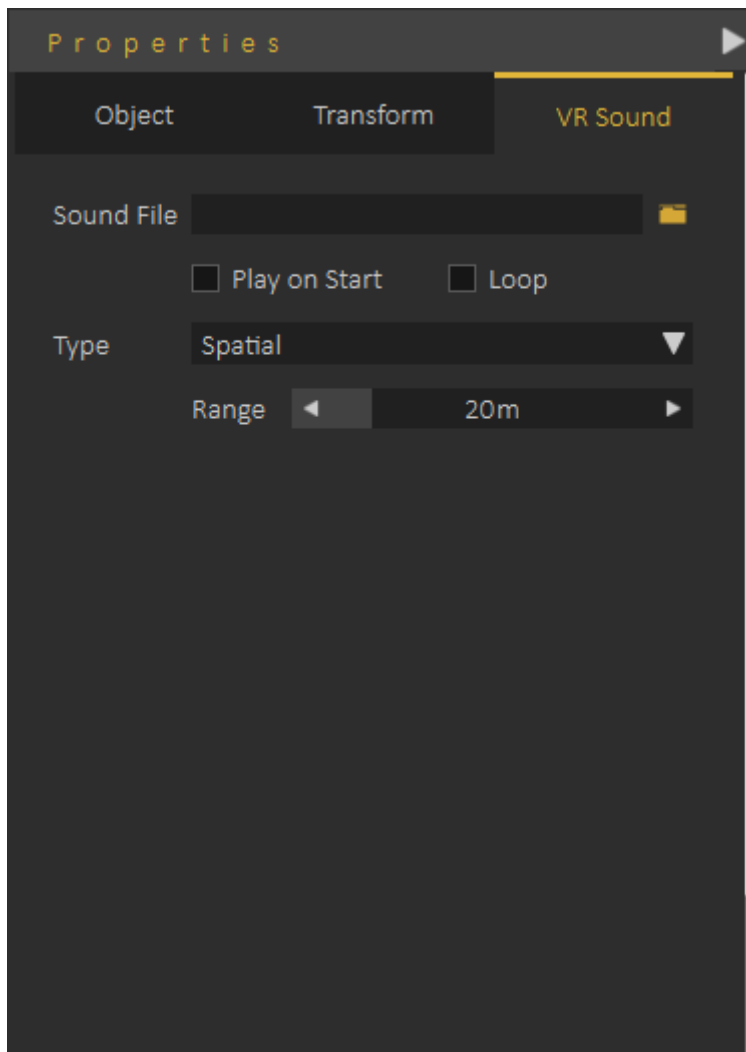
## Create Sound

This function adds 3D Sound object to the scene, and the **Scene Browser**. Selecting the 3D Sound form the tree will display its properties in the **Properties Panel, VR Sound** tab. The 3D sound object occupies a location in the 3D scene.

The user can determine if the sound should be played on start of the scene, or not. To be played once or in a loop.

The type of the 3D Sound can either be **Spatial**, which means the sound volume is automatically affected by the location of the 3D sound in the scene, or **Constant**.

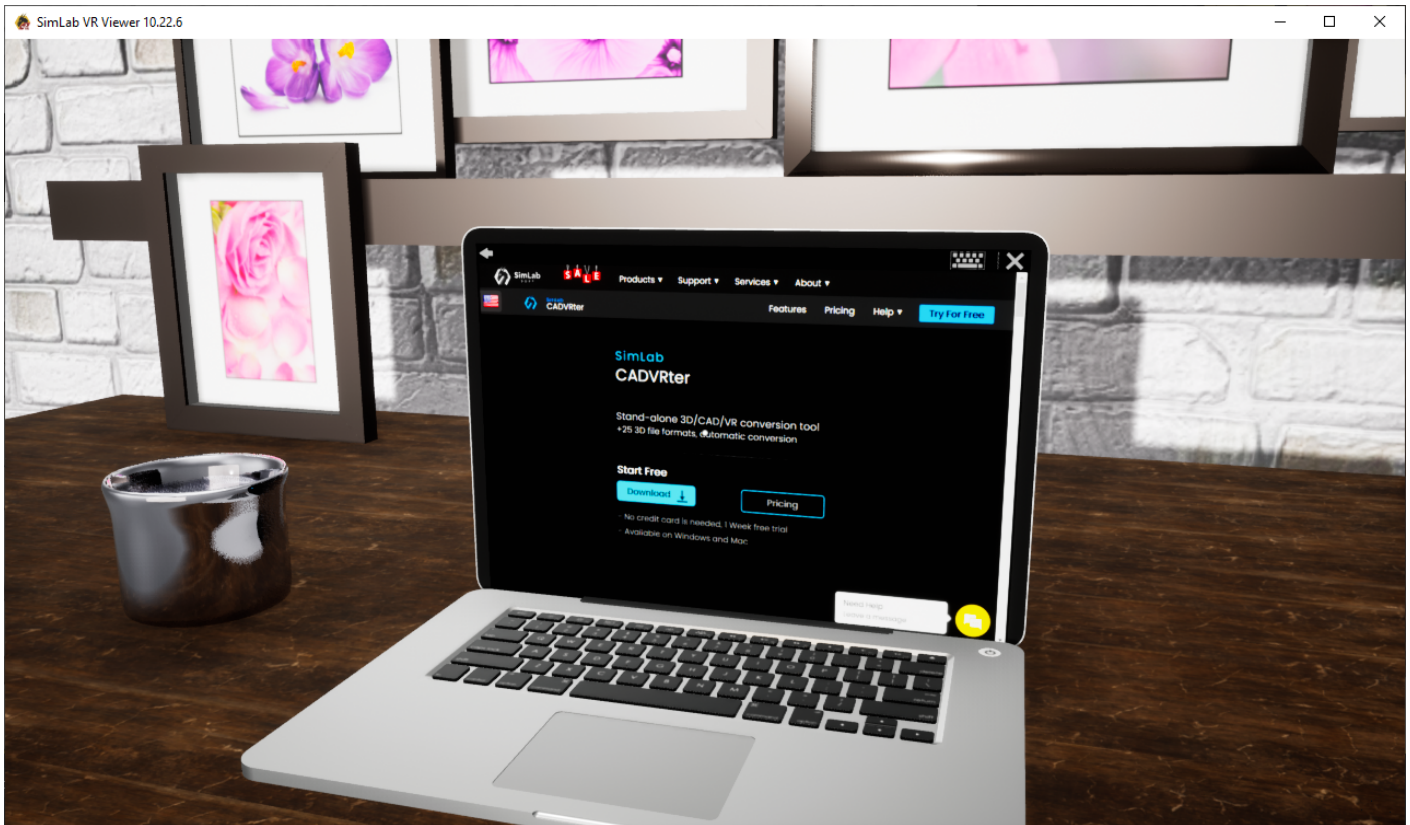
Constant sounds when played has the same volume in all areas of the scene.



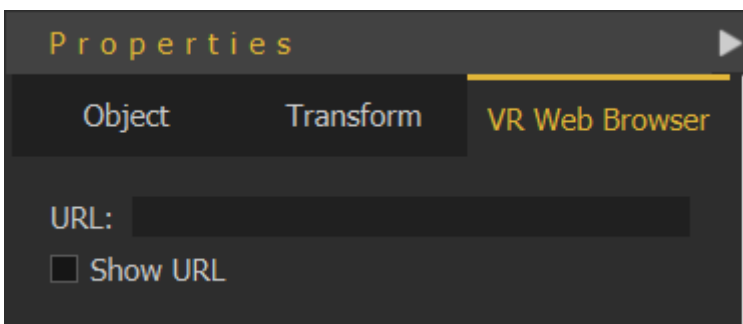
For more information about VR Sound check this [tutorial](#)

## Create Web Browser

Adds a flat screen **VR Web Browser** element to the Scene Browser, and the 3D area. In the Properties Dialog under the **VR Web Browser** tab the user can input the URL for the browser to display.



The user can change the width and height of the Web browser plane using the white points that appear on it when selected. The web browser can be placed on a PC screen, or a full wall in the VR experience.

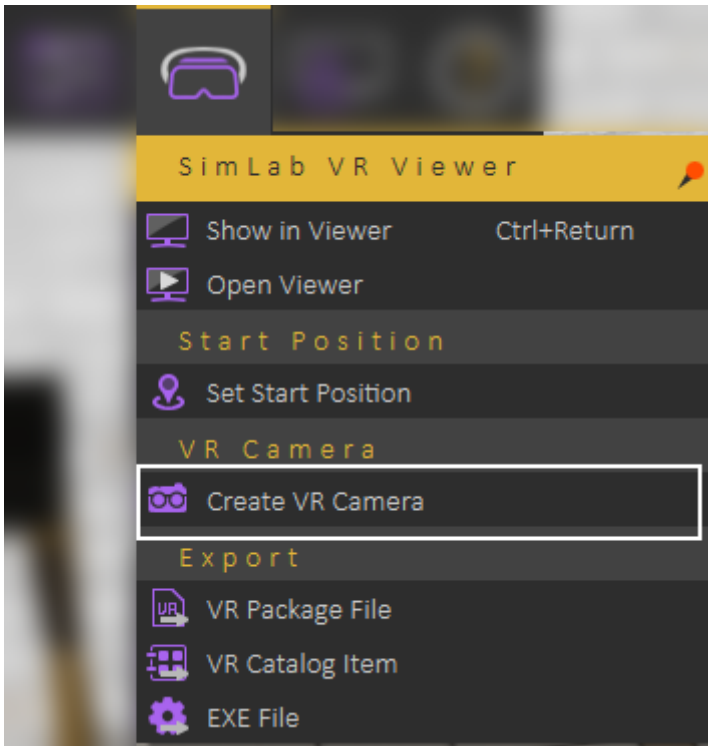


## Create Surveillance Plane

**Surveillance Plane** allows the user to view far or not easy to view parts of the scene using **VR Camera**. VR Surveillance plane is linked to the camera so it shows what the camera is seeing. The following tutorial shows how to use **VR Surveillance**

[https://www.youtube.com/embed/uXWCeDG\\_QNs](https://www.youtube.com/embed/uXWCeDG_QNs)

Creating **VR Camera** is available under **VR Viewer menu**



# UI Panel Group

## Create Variable Writer

This tool enables the user to track the value of a **VR Variable** in the VR experience.

Click [Here](#) to learn more about creating VR Variables.

The value of the variable will be updated dynamically, so whenever the variable value changes the variable writer will be updated to show the new value of the variable. The user can control the size, and place for the variable writer, so it can be aligned on a wall in the scene or on a monitor.

User selects which variable to view, color of the text, and prefix text.

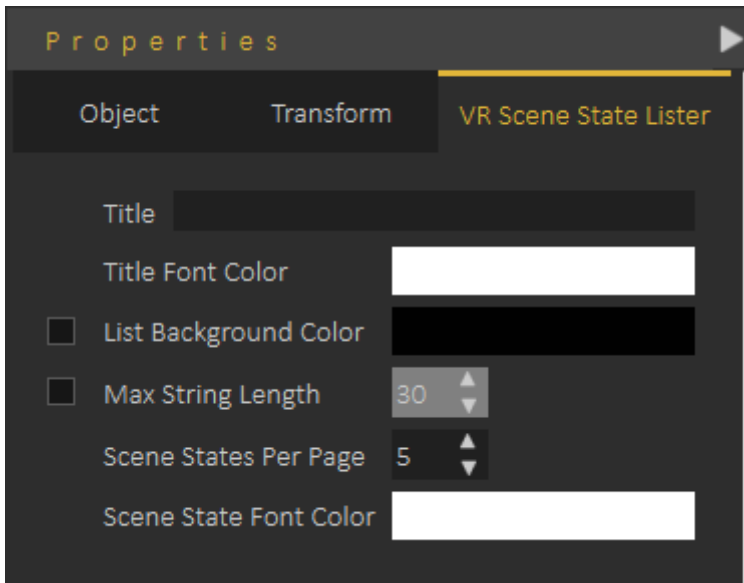
Having multiple variable writers belonging to the same group make them have the same font size.

## Create Scene States Lister

Scene State Lister automates the processes of showing the **Scene States** in the scenes and allows the user to switch between them during the VR experience.

Adding a Scene State Lister will add it to the 3D area, and the Scene Browser. The user

can control **Scene State Lister** parameters from VR Scene State Lister tab in the **Properties Panel**, as shown in the following image.



The following tutorial shows how to use **Scene State Lister** in a VR experience

<https://www.youtube.com/embed/u--kbChJMDY>

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Revision #31

Created 30 December 2021 08:04:01 by Ashraf Sultan

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