VR and Design

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Hello!

- 10 years in the industry
- Started by modding video games
- Worked on plenty of console & PC games
- Made stuff look good, made stuff fast
- Presently at SmartVizX as VR Head
- Working on VR for the past 5 years

DARK SOULS III

A HIDEO KOJIMA GAME
METAL GEAR SOLID V
GROUND ZEROES
TACTICAL ESPIONAGE OPERATIONS

Disney
EPIC MICKEY

Bloodborne

COUNTER STRIKE
GLOBAL OFFENSIVE

W 2K

Disney
SQUARE ENIX
KINGDOM HEARTS
キングダム ハーツ III

KINECT
SPORTS

JUST
CAUSE 3

SmartVizX

- India’s premier VR technology firm
- Focused on Architecture-Engineering-Design
- Started in Feb 2015
- About 50 people, development offices in Noida & Bangalore
- 56 satisfied clients, 3 patents, multiple awards

Architecture

BMR Advisors

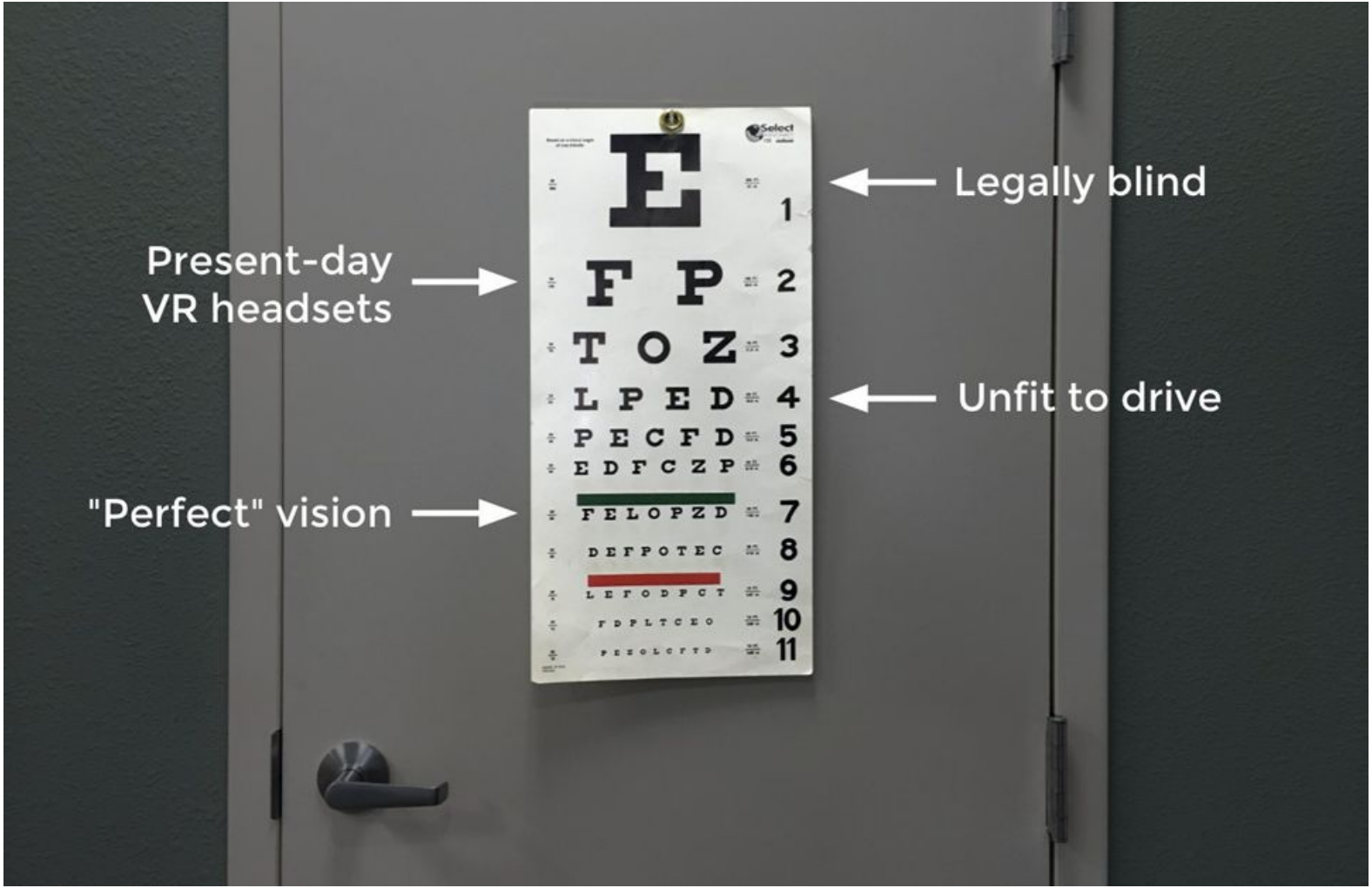
Why VR?

- The best way to do anything that deals with space
- The “Next Computing Platform” of the future
- Challenging, innovating, interesting

State of current VR ecosystem

State of current VR ecosystem

- Like the computers in the 80’s
- Make spreadsheets and store recipes!
- Clunky, low-performing, expensive


Legally blind
Present-day
VR headsets
Unfit to drive
"Perfect" vision
E
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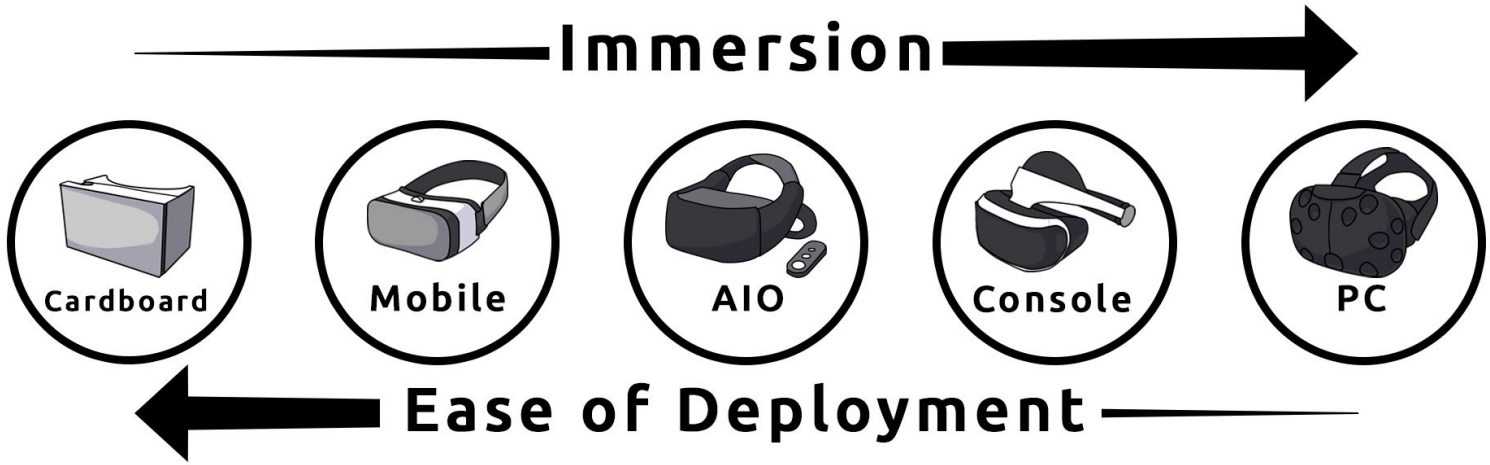

Immersion
Cardboard
Mobile
AIO
Console
PC
Ease of Deployment

VR is this impactful at the current state - imagine the future.

What makes VR work?

Optics

Displays

Computational Optics

Control systems

Audio spatialization & propagation

Sensing and reconstruction

Sensor technology

Sensor fusion

Rendering

Animation

Haptics

Input, interactions & interfaces

Material science

Perceptual psychology

User study

Presence (self, tele, social)

Mechanical engineering

Electrical engineering

Optomechanical engineering

Machining

Programming

Design and VR

Designing for VR

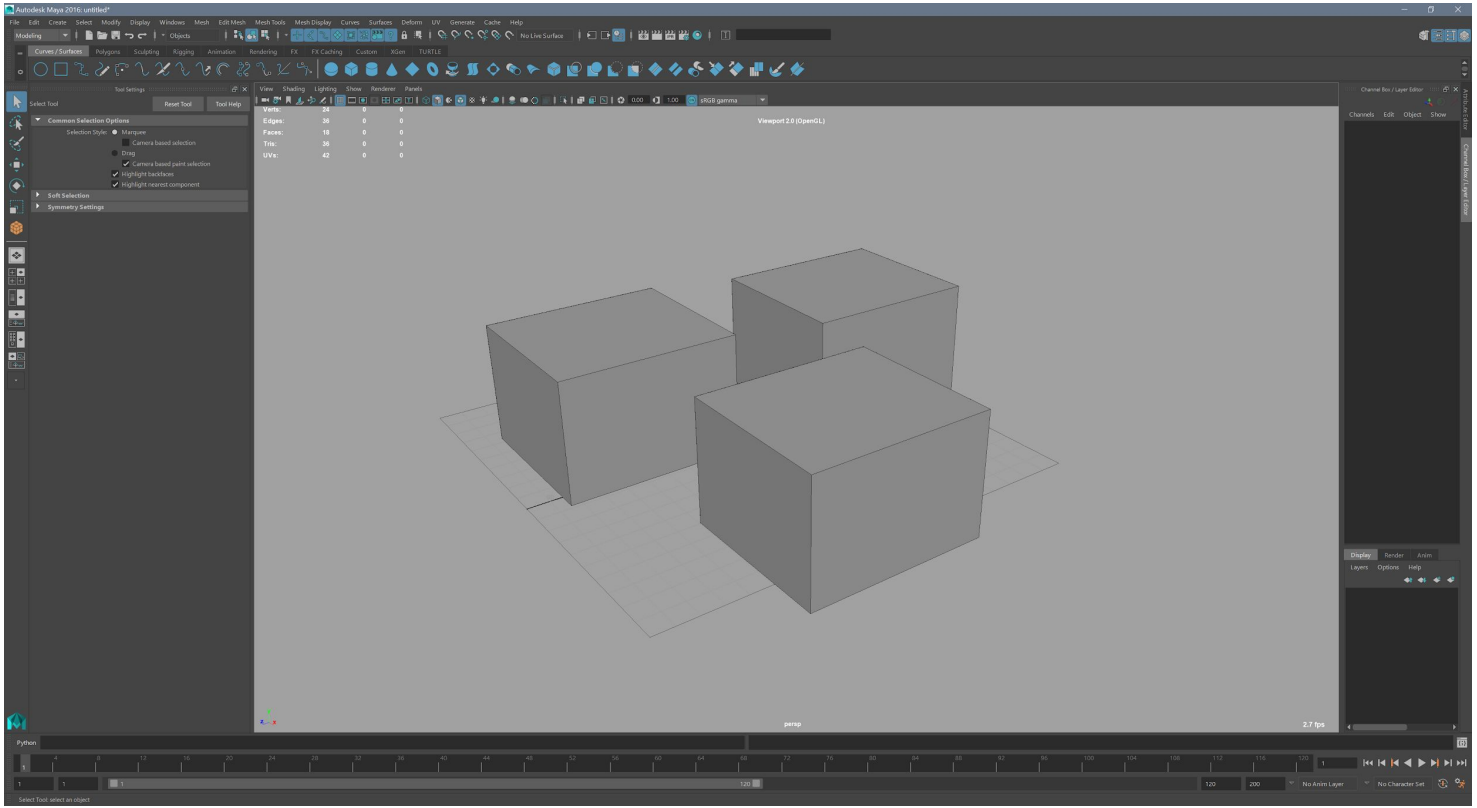
Designing in VR

Designing for VR

- Easy to jump in, tough to master
- Basics are ridiculously crucial
- Learn the rules
- So you can break them
- There are no set rules yet

Designing in VR

Designing in a conventional 3D application



Designing in VR is

- Intuitive
- Collaborative
- Personal
- Fun

- Undefined
- Unexplored
- People don’t want to give up existing tools

Tilt Brush
by Google

Questions?

Thanks!

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