**Program Ideas (activating XR)**

How VR and AR (calling it XR which is the overall term for VR/AR/MR) can tie in with current and new programming is listed below addressing the Edge resources’ to activate and communities to engage.

**Resources**

**Unity 3D - Game design, Visual design, Motion Graphics**

Using Unity (including with VR) there are many avenues that can tie in with current programming and add to it;

Create mini or long form games

Visuals and motion graphics for music videos and visuals

Create animated short films

Animation

CAD

VFX & CG aminations

**3D Printing**

Using VR apps you can create models in VR and then print them.

**Video Production**

Create content in VR or 3D programs or edit 360 content with Video Production suite and view with VR headset. VR Plugins for Premiere already available. Also Youtube & Twitch streaming of creative process.

**Publishing**

Augmented Reality books are one of the fastest growing trends in publishing, especially publishing for children. The opportunities to engage readers with digital content above and beyond the two dimensional words and illustrations on the page opens up a world of possibilities and opportunities.

**CNC**

Create designs in VR or view them in VR to check scale, design etc.

Free plugin for Fusion360

https://apps.autodesk.com/FUSION/en/Detail/Index?id=2506286817804633532&appLang=en&os=Win64

**CK3**

Create VR/AR assets to tie in with developing the game further (using mobile AR to scan and see video/animations)

**Communities Activated**

**Meetups**

Could we bring the VR meet ups happening monthly at the Powerhouse to here

**HtE**

Plenty of areas that XR would work, already a handful of people here doing this stuff

**Made Today**

Develop a Channel - Blogs Vlogs and Pods   
Develop Video content for web  
Develop Audio Content for web  
Video Editing  
Document your Practice  
Culture Mapping  
Preproduction

**DIY Publishing**

As mentioned above

**Public Libraries, Community Engagement Workers and Teachers**

PD training in XR uses for library spaces, already developed by Michelle; <https://wiki.edgeqld.org.au/doku.php?id=engagement:opal_project_program_wiki:mackaypd:start>

**Collection**

Collaborate with other departments to develop creative projects integrating VR and AR to showcase collections, ideas include working with Kuril Dhagon team to create 3d models and animations to use with the AR work. Also lots could be done with the Cook Sestercentenary, maybe collab with Virtual Songlines who already have the 3D assests for Meanjin area.

**Resources Required**

Human –

Michelle Brown (not sure how to calculate time on this, will also depend on the Siganto and CCC workloads). I could create a variety of workshops and training around most of the areas I’ve listed (except CNC as CAD not so much my forte) but also just add on to other people’s projects if they are keen to integrate (like Emma Che’s ideas for CK3).

Hardware –

HTC Vive or Oculus Rift, Rift is $600, VIVE is $940

\*Public Library Programs are ordering another VIVE Alan Duncan mentioned but a VR lab in the Edge building would be more useful

Software –

Unity 3D; Pretty sure it could fall under the Education license which is free, but would have to ask some more questions around this <https://store.unity.com/education/license-grant-program>

VR platform; I’d suggest Steam as it’s a free platform and you download or purchase games direct, whereas the Vive store is a subscription based one and you choose 5 ‘apps’ per month and harder to just get the free ones.

Some of the programs I’d suggest that can be used for multiple work flows;

Tilt Brush – virtual painting and 3D $30AU [licensing info](https://support.google.com/tiltbrush/answer/7203483?hl=en)

MasterpieceVR – 3D modelling $42AU [terms of use](https://www.masterpiecevr.com/terms)

Gravity Sketch – 3d modelling and design $42AU \*educational package available