

Virtual Reality Library

A community partnership to explore the possibilities.

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Read. Connect.
Learn. Create



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What is VR?

Simulation with a 3D environment that can be interacted with in a seemingly real or physical way.



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Introducing Oculus Rift

Invented by Palmer Luckey and John Carmack and released as a developer kit in 2012.

Sold to Facebook in March, 2014 for \$2 Billion

Paved the way for other manufacturers to enter market

Revolutionised a return to the glory of VR possibilities.

Dev Kit 1



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DK2



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DK2



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Samsung Gear VR



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Google Cardboard



GOOGLE
CARDBOARD
TOOLKIT

\$19.95

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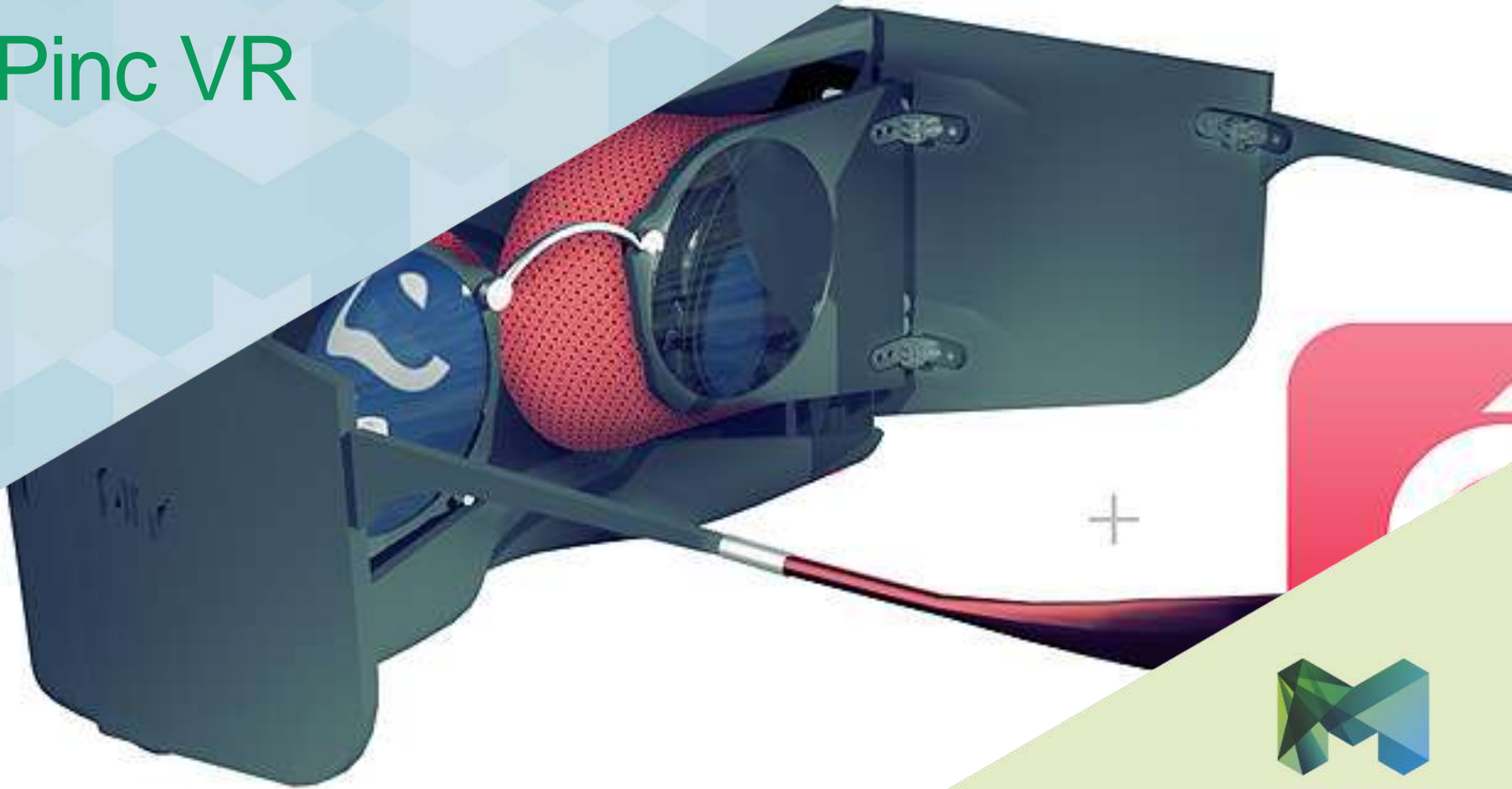
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Add To



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Pinc VR



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What does VR do?

Not just about games experiences and can provide a new tool for ;

- Learning and communications
- Education
- Simulations
- Entertainment experiences
- Product design
- Capturing history or live events

Live experiences



<http://www.businessinsider.com.au/virtual-reality-is-going-to-change-everything-2014-11>



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Interact with objects



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Get online



<https://www.indiegogo.com/projects/pinč-vr-step-inside-your-phone>



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How do we make virtual worlds?

Virtual reality environments can be created using a range of 3D gaming and graphics generation environments.

- Unity 3D
- Blender
- Unreal Engine

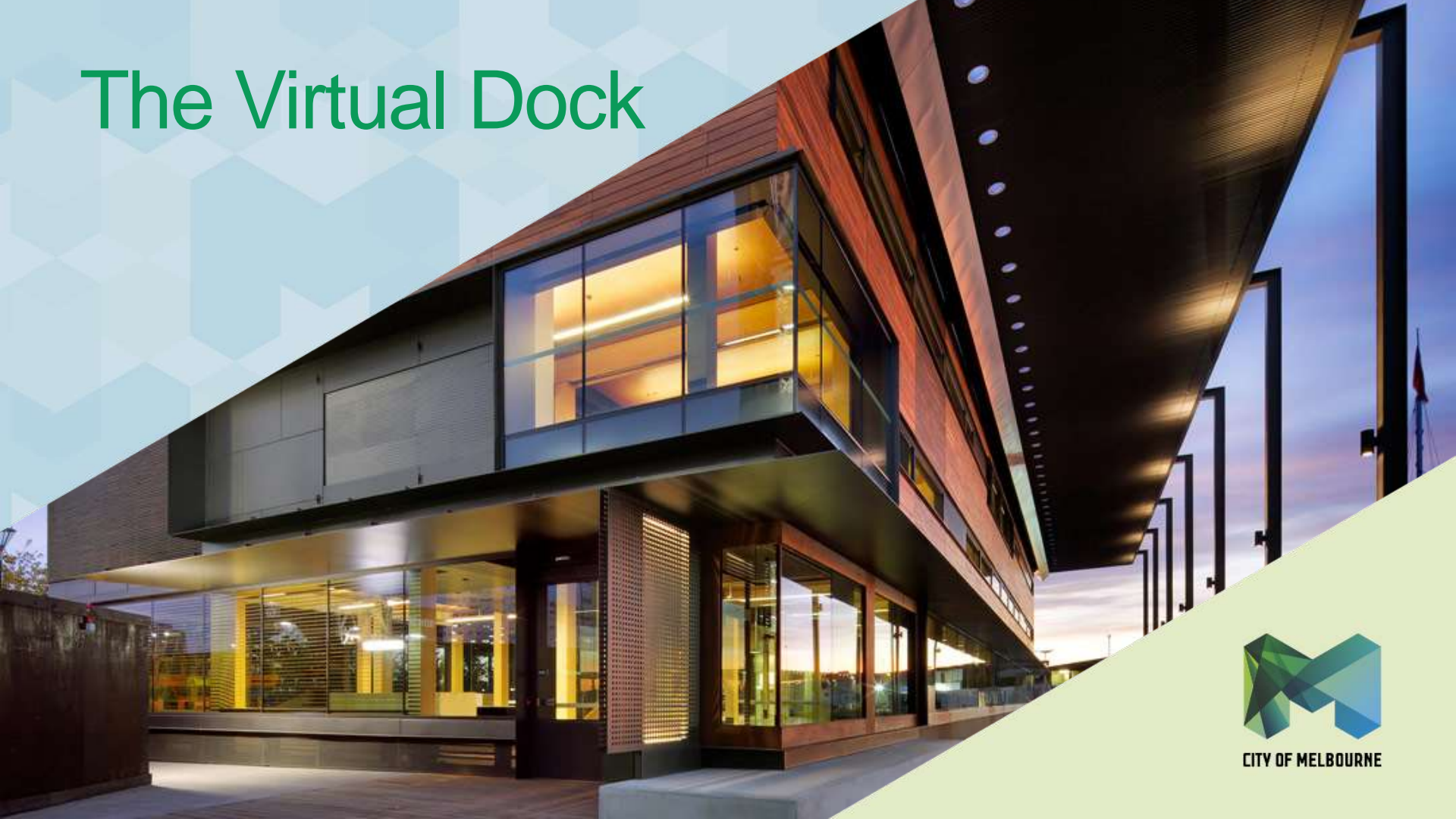
Library at The Dock offers workshops on designing 3D digital landscapes as part of our Digital Skills Program.

Render in Unity



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The Virtual Dock



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The Virtual Library

Community partnerships with AVRIA and Loyal Technologies and...
Anyone else who would like to investigate this opportunity (that means you!)

Step 1: Re-create a virtual copy of the Library including Gallery, Collections and Performance Spaces

Step 2: Incorporate real world assets into virtual experience including e-resources and user generated content.

Step 3: Publish online and make a living virtual library space

What can we do at the Virtual Library?

- Experience past and present events and exhibitions.
- Discover user generated content from public programs, including music, 3D objects, movies, installations.
- Attend workshops and special artist talks.
- Organise and simulate your event in advance

Questions?

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