# VR EXAMPLE: CASE STUDY HOUSE

### FAST AND EASY STEPS TO BEGIN YOUR ARCHITECTURAL VIRTUAL REALITY EXPERIENCE



#### FIRST STEP

Edit your project in a 3D capable CAD software progam as ArchiCad, Vectorworks, SketchUp, etc.

Save the 3D project as a Cinema4D file (.c4d) for further processing, if not even edited in Cinema4D (remember: this is only one of many ways to operate your project, but we find it to be the most intuitive).

#### **SECOND STEP**

Check your model in Cinema4D on accuring failures as missing materials, clipping objects or even process it further in detail. Export the model as a FBX file (.fbx) for being able to open it in Unity (remember: use the latest FBX version, light map adjustments will not be imported).



#### THIRD STEP

Start Unity with SteamVR asset activated and simply drag & drop the FBX file into your VR scene. Adjust the collison control and set up the CameraRig as your playable area. By one click add components as laserpointer and teleporter to your VR controllers for unlimited movement in your own VR project.

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