Virtual Reality Content Creation using Unity 3D and Blender

International Journal of Computer Applications
Foundation of Computer Science (FCS), NY, USA

Volume 156
Number 3

Year of Publication: 2016

Authors:
Rajat Gupta, Rohan Nawani, Vishal P. Talreja

10.5120/ijca2016912395

Abstract

Room Escape VR’ is an interactive virtual reality game developed using Unity3D game engine, Blender, and Photoshop. The game is being built for Android and iOS smartphones that support Google’s Cardboard and Daydream SDK. A game development lifecycle explaining the production of the game from concept phase to its release is presented in this paper. Looking at the current trends of technology, the ever adaptive and ever increasing gaming industry is becoming more demanding when it comes to terms of realism. The idea behind ‘Room Escape VR’ was to make an immersive VR experience for the smartphone like no other. Virtual Reality devices like the Oculus Rift, HTC Vive, and the PlayStation VR have started offering such experiences, but these kinds of devices are out of the reach of the common man who cannot afford the initial price tag. They then resort to the more affordable experiences offered on the mobile environment by companies like Google.

References
1. Doug A. Bowman and Ryan P. McMahan, 2007, Virtual Reality – How Much Immersion is enough?
3. HTC Vive: https://www.vive.com/us/
5. Google VR: https://vr.google.com/
6. Rido Ramadan and Yani Widyani, 2013, Game Development Lifecycle Guidelines
8. Blender: https://www.blender.org/
9. Unity 3D Game Engine: https://unity3d.com/
10. Unreal Engine 4: https://www.unrealengine.com/what-is-unreal-engine-4
11. No Man’s Sky (Hello Games): http://www.no-mans-sky.com/

**Index Terms**

Computer Science  
Artificial Intelligence

**Keywords**

Virtual Reality, Google Cardboard, Content Creation, Game development lifecycle, Unity 3D game engine, Blender, Adobe Photoshop