

# INTERACTIVE VR PROJECT



Project Title: «Spline»

## Description:

De La Fuente Oscar De Franco, artist from Switzerland, mainly working with media, started an interactive VR project during his residence at the Istituto Svizzero di Roma [www.istitutosvizzero.it](http://www.istitutosvizzero.it) [Sept.2018 to June 2019]. The project is in an intermediate stage of development. That means there are still several things that need to be changed or added. The experience runs on the engine Unreal, the Vive Pro Headgear [Wireless] and about 10 Sensors [VIVE Tracker (2018)] to track the body of the user.

## Content:

The state of the virtual body is to be expanded: Within the virtual space, one's own body disappears. How can I influence and change the perception of the body through a virtual manipulation or a total replacement in form of an avatar.

## Features

- Full Body Interactivity
- HTC Vive Pro
- Vive Mocap Kit
- Paid/Project-based contract

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## TALENTS REQUIRED:

### Unreal Engine Developer for VR

- Deep Knowledge of Unreal Engine blueprints
- Understands Physics
- Understanding the bridges between Interactivity / VR and Unreal
- Experience with Motion Capture Sensors
- Must work well in a team environment with both programmers and artists
- Project portfolio with code / blueprint samples you can provide

This extra features are welcomed but not necessary:

- Experience with C++ in Unreal
- Experience create, rig and animate players, NPC's & monsters
- Experience with textures /shaders/light
- After Effects knowledge and animation skills
- Located in Zurich

### 3D light and texture specialist

- Experience with textures / shaders / light
- Experience of applying textures / shaders / light in Unreal
- Must work well in a team environment with both programmers and artists
- Project portfolio that you can provide

This extra features are welcomed but not necessary:

- Knowledge of After Effects and animation skills
- Experience in creating, rigging and animating players, NPC's and monsters
- Located in Zurich

### 3D rigging and animation specialist

- Experience creating, rigging and animating players, NPC's and monsters
- Must work well in a team environment with both programmers and artists
- Project portfolio that you can provide

This extra features are welcomed but not necessary:

- Experience with textures / shaders / light
- Experience of applying textures / shaders / light in Unreal
- Knowledge of After Effects and animation skills
- Located in Zurich

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