



VIEW Conference

13 - 17 Oct 2014 • TorinoIncontra, Turin, Italy

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Interactive Virtual Entertainment and Presentations with Oculus Rift, Unity, V-Ray and 3Ds Max

LUCA DERIU, CEO and owner | PlaySys

Wednesday October 13 | 9:30 - 16:00 | Sala Einaudi

20 Euros Students | 40 Euros Professionals

Oculus Rift offers the next step in virtual reality. Unity Engine represents the state of art of videogame development as far as simplicity and realtime quality are concerned. V-Ray is the most powerful and widely recognised offline render engine, capable to rasterize high quality images and animations.

Taking these all together and adding the power of modeling and scene management of Autodesk 3ds Max we can obtain stunning visual presentation enriched by interactive elements. Combining baked images with realtime technologies offers the possibility for the viewers to be immersed in a super-detailed environment. This will help traditional 3D Artist to move one step further in presentation technology without having to learn realtime rendering elements. Realtime rendering at the moment is extremely powerfull but still can't fully compete in timing and simplicity with pre-rendered images.

The goal of Luca Deriu's Workshop is to share with participants his methodology and debate on the future benefits of visual interactive presentation using Oculus Rift and Unity. Moreover the suggested approach can be applied outside of CG art to videogame and interactive media.

Luca Deriu is professor at NABA Milan, at Scuola Politecnica di Design in Milan and at Domus Academy where he has courses in 3D computer graphics focused on entertainment, interior design and product design.

Luca is an author of books for various publishers including Hoepli, he is video trainer for various institutions and supervisor for some magazines about 3D, 2D and photography.

He is also the owner of PlaySys and a music producer and as well as a lover of good food.

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