

This document is a comprehensive compilation of resources curated during the Realities in Transition project, covering tools, technologies, communities, and knowledge related to XR (Extended Reality). Your role is to help the user utilize these materials—offering clear guidance, relevant tool explanations, and suggestions for real-world applications, collaborations, or projects in XR. Tailor your responses to the user’s specific questions or needs, ensuring clarity, accuracy, and practical usefulness.---

tags:

- map

This tool aims at gathering different types of resources under the large scope of XR, in a common and shared space, accessible both via a summary “Maps of contents” and a visual “Graph”. Tools, channels, softwares, hardwares, networks, metaverses, and many more are to be found right here!...

Nourished by the XR experts, artists & passionates/enthusiasts of the #RIT community, this database aims at giving a rich and comprehensive overview of the resources gathered throughout the Realities in Transitions project, pursuing the goal of pooling and sharing existing knowledge as a panorama of the XR Ecosystem, according to our values. (Link values)

As it is quickly and constantly evolving, we’ll keep on appending this database throughout the “Realities In Transition” project.

How to navigate

In order to ease access and discovery of relevant resources to you, this database offers two means of navigation, maps of contents and graph.

Maps of contents

These macro-notes aggregate links to several other resources sharing a common ground. That common ground can be a typology of resources (softwares, hardwares, platforms), a theme (XR & Performing arts, sustainability, open-source innovation) or a location (countries, and at a lower level: cities).

Categories

- [[Books]]
- [[Communities and organizations]]
- [[Hardware]]
- [[Platforms]]
- [[Software – for creation]]
- [[Software – to experience]]
- [[Studies and academic papers]]
- [[Online courses]]
- [[Media]]
- [[Podcasts]]
- [[Artworks]]
- [[Dissemination Channels]]

Realities

[[AR – Augmented Reality]]
[[MR – Mixed Reality]]
[[VR – Virtual Reality]]
[[XR – Extended Reality (general)]]

Thematics

[[3D creation]]
[[AI assets generation]]
[[Motion capture]]
[[Open source]]
[[Public space]]
[[Virtual worlds]]
[[XR and Performing Arts]]
[[Digital Arts]]
[[UX Design]]

Graph

This database is a hyperlink rich environment (powered by obsidian) composed of text files. Through thoughtful linking, each page is accompanied by a local graph showing immediate relations to other projects or thematics.

The global graph offers a bird-eyes view of all the links in the database, allowing to visually estimate connections between topics of interest.

You can access the global graph by clicking on the icon on the top-right corner of the Interactive Graph (local graph).---

tags:

- platforms
- AR
- publicSpace

<https://www.4thwallapp.org/>

A free, augmented reality (AR) public art platform exploring resistance and inclusive creative expression, which uses AR as a tool for equity and access.

The app has since expanded to include geolocated AR land art, curated AR exhibitions, and collaborative projects with artists around the globe. 4th Wall is committed to conceptually rigorous artworks, and intends to prompt thoughtful discourse and activate ideas using the unique affordances of augmentation.---

tags:

- softwareForCreation
- openSource

<https://aframe.io/>

A Frame is an open-source browser-ready WebGL framework for creating rich virtual reality (VR) and mixed reality (MR) experience. It's

the recommended library in Mozilla Mixed Reality project.---

tags:

- podcast
- VR

podcast at the Architectural Association (AA) School of Architecture, for its new multimedia platform, AirAA, consisting of four episodes revolving around female pioneers in the history of VR. https://www.aaschool.ac.uk/airaa/26---

tags:

- DigitalArts
- XRandPerformingArts
- DisseminationChannel
- UK

<https://aelab.uk>

"Our mission is to democratise access to digital tools and skills and provide support and access to inspiring space and equipment to artists and researchers working in the fields of Art and/or Technology. Our aim is to grow A+E Lab as a vibrant cultural hub for the local community, with national and international networks connecting to local projects."---

tags:

- platforms
- openSource
- virtualWorlds

<http://anyland.com/>

A Virtual Reality universe to create your home, chat with others, build, script, explore, play, learn & live in !---

tags:

- AR
- DisseminationChannel
- Media

<https://arinsider.co/frontpage/>

tags:

- Media
- AR
- hybridization
- virtualWorlds

An online platform covering news, insights, and resources related to

augmented reality, with a focus on the blending of physical and digital worlds

<https://arpost.co/--->

tags:

- platforms
- openSource
- 3DCreation
- virtualWorlds
- hybridization

<https://developers.google.com/ar>

ARCore is Google's platform for building augmented reality experiences. Using different APIs, ARCore enables your phone to sense its environment, understand the world and interact with information. Some of the APIs are available across Android and iOS to enable shared AR experiences.

Google's ARCore has many features that help integrate AR elements into the real environment, including motion tracking, surface detection, and lighting estimation. In particular, it allows 3D objects to be simultaneously rendered on different devices. It supports development in Android, iOS, Unreal, and Unity as well as 3D drawing with Google's Tilt Brush.---

tags:

- softwareForCreation
- AR
- MR
- 3DCreation
- openSource
- hybridization

Already at version 4, Apple's ARKit is used by iOS developers to build mobile AR apps and games for iPhones, iPads, and other Apple devices. ARKit uses visual inertial odometry technology to identify the dimensions of the surrounding environment and adjust lighting conditions based on the location of 3D objects. It offers image and surface detection as well as object and facial tracking, all of which allow you to create immersive multiplayer AR games. A product of Apple, ARKit supports development in iOS only.

- [] [https://docs.google.com/spreadsheets/d/1lsD7-](https://docs.google.com/spreadsheets/d/1lsD7-RuJCDuxrnz0jfRia0UPA9of-KmN02880x5cbcY/edit#gid=1665297162)

[RuJCDuxrnz0jfRia0UPA9of-KmN02880x5cbcY/edit#gid=1665297162](https://docs.google.com/spreadsheets/d/1lsD7-RuJCDuxrnz0jfRia0UPA9of-KmN02880x5cbcY/edit#gid=1665297162)---

tags:

- XR
- DisseminationChannel
- communitiesAndOrganizations

<https://www.awexr.com/--->

tags:

- studiesAndPapers
- VR

[https://doi.org/10.1386/vcr_00005_1](https://doi.org/10.1386/vcr_00005_1)

tags:

- softwareToExperience
- AR

<https://acuteart.com/>

****About****

Acute Art collaborates with the world's leading contemporary artists, providing access to cutting edge technologies that allow them to translate their creative vision into virtual and augmented realities.

Works produced include those by [Marina Abramović](<https://acuteart.com/artist/marina-abramovic/>), [Nathalie Djurberg & Hans Berg](<https://acuteart.com/artist/nathalie-djurberg-and-hans-berg/>), [Olafur Eliasson](<https://acuteart.com/artist/olafur-eliasson/>), [Antony Gormley](<https://acuteart.com/artist/antony-gormley-dr-priyamvada-natarajan/>), [Anish Kapoor](<https://acuteart.com/artist/anish-kapoor/>), [Bjarne Melgaard](<https://acuteart.com/artist/bjarne-melgaard/>), [Jeff Koons,](<https://app.acuteart.com/>) [KAWS](<https://app.acuteart.com/>) and more. The artworks are accessible through our creative collaborations with recent exhibitions taking place in Basel, London, Moscow, New York and Venice.

Discover AR artworks within the comfort of your own home by downloading the free Acute Art app available on the [App Store](<https://apps.apple.com/app/acute-art/id1488435802>) and [Google Play](<https://play.google.com/store/apps/details?id=com.acuteart.collector>).

Acute Art is directed and curated by Daniel Birnbaum. He was most previously Director of the 53rd Venice Biennale and Director of Moderna Museet in Stockholm before joining Acute Art in January 2019.---

tags:

- softwareForCreation
- AR
- creativity

<https://www.adobe.com/products/aero.html>

AERO is adobe's Augmented reality software solution to create and share immersive experiences.---

tags:

- AIassetsGeneration
- softwareForCreation

<https://www.adobe.com/fr/products/firefly.html>

Adobe Firefly is Adobe's image generation AI.---

tags:

- softwareForCreation
- openSource

<http://apertusvr.org/>

ApertusVR is a set of plugins that extend ApertusCore with XR (AR/VR/MR) capabilities, which help to integrate XR technologies into new/existing developments, products rapidly. It is more industry oriented.---

tags:

- softwareForCreation
- VR

Design app, available in the Quest store starting with a free tier which has multiplayer, passthrough portals to the physical world, hand tracking, and the core modeling tools for shaping worlds

<https://www.arkio.is/>---

tags:

- books
- XR
- DigitalArts
- creativity

This book showcases some of the most important works in the field of digital art. Following an illustrated brief history of digital art, 1,500-word introductions to each subsequent chapter describe the defining characteristics of each of its genres, while discursive captions for each image introduce the artists and artworks in greater detail. A conclusion considers the future of this ever-changing art form.

[https://books.google.fr/books/about/](https://books.google.fr/books/about/L_art_%C3%A0_l_%C3%A8re_du_num%C3%A9rique.html?)

[L_art_%C3%A0_l_%C3%A8re_du_num%C3%A9rique.html?](https://books.google.fr/books/about/L_art_%C3%A0_l_%C3%A8re_du_num%C3%A9rique.html?)

[id=MFG3GAAACAAJ&source=kp_book_description&redir_esc=y](https://books.google.fr/books/about/L_art_%C3%A0_l_%C3%A8re_du_num%C3%A9rique.html?)---

tags:

- onlineCourses
- hardware

<https://www.youtube.com/@artfulbytes/>

The Artful Bytes youtube channel offers tutorials on how to build and program hardware & embedded systems.---

tags:

- XR
- XRandPerformingArts

- research
- DisseminationChannel
- UK

<https://audienceofthefuture.live/about/>

tags:

- books
- XR
- hybridization

The book explores the transformative potential of augmented reality (AR) technology in reshaping our perception of reality.

<https://www.augmentedhuman.co/>---

tags:

- books
- AR
- DigitalArts
- hybridization

The book offers a comprehensive exploration of the evolving landscape of augmented reality (AR) within the realm of art.

<https://link.springer.com/book/10.1007/978-3-030-96863-2>---

tags:

- studiesAndPapers
- AR

Milgram, P., Takemura, H., Utsumi, A. and Kishino, F. (1994) Augmented Reality: A Class of Displays on the Reality-Virtuality Continuum. *Telemanipulator and Telepresence Technologies*, SPIE, 2351, 282-292.

<http://dx.doi.org/10.1117/12.197321>---

tags:

- books
- AR
- UXDesign

This book delves into the principles and practices of augmented reality, covering design considerations and user experiences.

[https://books.google.fr/books?](https://books.google.fr/books?id=qPU2DAAAQBAJ&printsec=frontcover&redir_esc=y#v=onepage&q&f=false)

[id=qPU2DAAAQBAJ&printsec=frontcover&redir_esc=y#v=onepage&q&f=false](https://books.google.fr/books?id=qPU2DAAAQBAJ&printsec=frontcover&redir_esc=y#v=onepage&q&f=false)---

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tags:

- AIassetsGeneration
- softwareForCreation

<https://blackforestlabs.ai/tools-home/#get-flux>

FLUX is a state-of-the-art image generation / edit AI.---

tags:

- onlineCourses
- 3DCreation
- creativity

<https://www.youtube.com/@blenderguru>

Blender GURU is a youtube channel providing ample resources to learn using the [[Blender]] 3D modelling software.

tags:

- softwareForCreation
- 3DCreation
- openSource
- freeSoftware

Blender is a free open-source 3D computer graphics software suite used for creating animation and 3D models. It supports 3D modeling, simulation, rendering, and more. AR developers can create their own 3D assets by using Blender.

<https://www.blender.org/>---

tags:

- onlineCourses
- 3DCreation
- spain

<https://www.youtube.com/@BlendtutsES>

BlendtutES is a youtube channel focused on [[Blender]] tutorials, in spanish.---

tags:

- softwareForCreation
- mocap

source: <https://brekel.com/>

Brekel is a website presenting various, affordable tools for Motion Capture & Volumetric video. Software solutions use Kinect, Leap Motion...---

tags:

- XR
- DigitalArts
- UK
- DisseminationChannel

The Centre for Creative and Immersive Extended Reality (CCIXR) is the UK's first integrated facility to support innovation in the creative and digital technologies of virtual, augmented and extended realities. They produce research articles on innovative use cases of XR technologies in artistic and creative sectors.

<https://www.port.ac.uk/research/research-centres-and-groups/ccixr>

tags:

- softwareForCreation
- 3DCreation
- creativity

<https://www.clo3d.com/en/>

CLO 3D is a 3D modelling software for designing virtual clothes specifically, targeted at fashion designers.

tags:

- mocap
- XR
- XRandPerformingArts
- openSource
- hardware
- softwareForCreation

<https://chordata.cc/>

Chordata Motion is the open-source motion capture system. Our goal is to take the world of motion capture to the universe of open and DIY technologies. With this in mind, we designed a system that is flexible enough to be adapted to the needs of any project that may require the capture of human (and non-human) movement in fields as vast as Game Design, Animation, Digital Arts, Electronic Music, Gait analysis or Physical Therapy.

tags:

- onlineCourses

<https://www.youtube.com/@CodeParade>

<https://codeparade.net>

CodeParade is a youtube channel offering videos around "topics [that] will usually involve machine learning, games, algorithms, fractals, or any other topics I find interesting."

tags:

- softwareForCreation
- AIassetsGeneration

<https://www.comfy.org/>

"The most powerful and modular stable diffusion GUI and backend."---

tags:

- podcast
- XR

<https://open.spotify.com/show/0br9eeyTmbLcsCFhqAJ221>

Podcast on Immersive Realities, hosted by Justin Baillargeon---

tags:

- softwareForCreation
- AIassetsGeneration

<https://openai.com/dall-e-3>

DALL-E 3 is OpenAI's AI art generation solution. It is available through ChatGPT subscription or the API.---

tags:

- books
- VR
- virtualWorlds
- creativity

A book about the possibilities of VR by Jaron Lanier, pioneer of VR.

[(Link)](https://www.amazon.com/Jaron-Lanier/dp/1847923526/?_encoding=UTF8&pd_rd_w=Fqp3N&content-id=amzn1.sym.cf86ec3a-68a6-43e9-8115-04171136930a&pf_rd_p=cf86ec3a-68a6-43e9-8115-04171136930a&pf_rd_r=135-4356139-5023221&pd_rd_wg=iiLPF&pd_rd_r=db5ef46d-a51b-4119-89ca-eea1e042ae44&ref_=aufs_ap_sc_dsk)

tags:

- books
- VR
- UXDesign
- creativity

An old book about the theory behind the design of virtual worlds.

https://www.google.es/books/edition/Designing_Virtual_Worlds/z3VP7MYKqaIC?hl=en&gbpv=1&printsec=frontcover

tags:

- books
- XR
- DigitalArts
- creativity

The computer has changed the world, and turned art upside down too:

DIGITAL ART focuses on works of art created on the computer, a

medium that has opened up entirely new avenues for artistic production.

https://books.google.fr/books/about/Digital_art.html?id=HJ6btgAACAAJ&source=kp_book_description&redir_esc=y---

tags:

- AR
 - onlineCourses
-

<https://www.youtube.com/@Doddz>

Doddz's youtube channel is filled with informative videos and tutorial about augmented reality devices and workflows.

"Mission - Entertain Through Experience

Doddz is an emerging UK artist, recognized for his talent in crafting transformative AR experiences. Driven by a vision to both entertain and inspire, Doddz delivers artwork bursting with emotion and innovation. He channels his own life experiences into each creation, presenting them in a distinctive and playful manner.

Collaborating with some of the globe's premier brands, Doddz continues to share his unique AR perspective with a global audience."---

tags:

- XR
 - europe
 - DisseminationChannel
-

<https://emare.eu/>---

tags:

- XR
 - DisseminationChannel
 - europe
-

<https://emil-xr.eu/>

tags:

- spain
 - DisseminationChannel
 - DigitalArts
-

<https://www.espronceda.net/innovation/>

tags:

- XR
- mocap
- XRandPerformingArts
- softwareForCreation

<https://github.com/zju3dv/EasyMocap>

EasyMocap is an open-source toolbox for markerless human motion capture and novel view synthesis from RGB videos. In this project, we provide a lot of motion capture demos in different settings.---

tags:

- communitiesAndOrganizations
- Africa
- XR
- SouthAfrica

<https://www.electricsouth.org/>

****Electric South collaborates with artists across Africa in emerging storytelling, through labs, production and distribution.****

Electric South is a non-profit company based in Cape Town, South Africa

They provide mentorship, production services, funding and exhibition for a network of artists across Africa to explore their worlds through immersive, interactive stories including virtual and augmented reality, and other digital media.---

tags:

- communitiesAndOrganizations

<https://www.eff.org/about>

The Electronic Frontier Foundation is the leading nonprofit organization defending civil liberties in the digital world. Founded in 1990, EFF champions user privacy, free expression, and innovation through impact litigation, policy analysis, grassroots activism, and technology development. EFF's mission is to ensure that technology supports freedom, justice, and innovation for all people of the world.---

tags:

- AIassetsGeneration
- softwareForCreation

<https://elevenlabs.io/>

Eleven Labs provide a suite of AI audio tools (e.g. text-to-speech or voice cloning).---

tags:

- communitiesAndOrganizations
- france
- DisseminationChannel

<https://elixr.info/>

EliXR is a union of french independent digital creators.---

tags:

- AR
- onlineCourses

<https://www.youtube.com/@emiliusvgs>

Emiliusvgs' youtube channel is filled with resources about AR creation.

"¡Hola a todos! Mi nombre es Emilio o mejor conocido como Emiliusvgs. I live in Peru and I love technology since I was a kid. I write a blog since 10 years ago about augmented reality, virtual reality and issues about technology. I have several contents related to Vuforia, [[Meta Spark AR|Spark AR]], Lens Studio, 8thWall, [[Unity|Unity]], Zappar, among others tech related to spatial computing."---

tags:

- onlineCourses
- 3DCreation

<https://www.youtube.com/@Entagma>

Entagma is a youtube channel with a collection of resources (tutorials, example scenes, tech notes) to help acquire advanced skills in computer graphics (design, CGI/VFX). Specifically they explain niche processes that they had to come up with for particular projects.---

tags:

- XR
- belgium
- DisseminationChannel
- communitiesAndOrganizations

<https://www.euroxr-association.org/>

tags:

- DisseminationChannel
- XR
- europe

Euomersive is the European federation of XR professionals. It was created by a gathering of European professionals from complementary professions in connection with XR in order to defend their interests and structure the sector of the creation of immersive content.

<https://www.euomersive.eu/>---

tags:

- communitiesAndOrganizations
- 3DCreation
- europe
- UXDesign

The European Creators' Lab provide the environment for 3 residencies each year:

- Development Lab : from idea to concept
- Immersive Residency : from concept to presentation
- Prototyping Lab : from concept into reality

In each you can exchange ideas, collaborate with other participants from a global community, share knowledge, and learn from the leading storytellers, creative technologists, XR makers and producers.

These residencies foster a favourable environment for co-creation with peers and mentors.

<https://www.european-creators-lab.com/en/>---

tags:

- europe
- DisseminationChannel

Europeana Network Association (ENA) is a strong and democratic community of experts working in the field of digital cultural heritage. We are united by a shared mission to expand and improve access to Europe's digital cultural heritage. The Association is free to join and we encourage our members to get involved and benefit from all the ENA has to offer.

<https://pro.europeana.eu/europeana-network-association/about-the-network>---

tags:

- hardware
- VR
- openSource

<https://existuit.com/>

Exit Suit is a full-body support that lets you move in every direction. This project aims at creating open-source plans for hardware that could be built locally, almost everywhere with access to a fablab.---

tags:

- XR
- studiesAndPapers
- XRandPerformingArts

<https://tacit-knowledge-architecture.com/object/here-there-designing-and-inhabiting-performative-11-extended-reality-models/>---

tags:
- platforms
- AR
- VR
- 3DCreation
- openSource
- hybridization
- virtualWorlds

[<https://externlabs.com/blogs/open-source-platform-for-ar-and-vr/>]
(<https://externlabs.com/blogs/open-source-platform-for-ar-and-vr/>)

[[HOLOKit]]
[[Adobe AERO]]
[[A Frame]]
[[Apertus VR]]
[[BRIO]]
[[Vuforia Engine]]---

tags:
- podcast
- VR

<https://soundcloud.com/user-14974607>

FReality is a Virtual Reality and immersive tech podcast recorded live every other Saturday at 10am Pacific, 1pm Eastern, and 6pm in the UK. We cover the entire XR spectrum including VR, AR, and MR. Join us live or catch up with past video episodes on the FReality YouTube channel. Previously known as the VR Inside Podcast.---

tags:
- DigitalArts
- DisseminationChannel
- Media
- france

<https://fabbula.com>---

tags:
- artworks
- AR
- DigitalArts
- creativity
- france

<https://vimeo.com/566519444>

Faune is a series of augmented reality posters by Adrien M & Claire B x Brest Brest Brest – Création 2021

Faune is a series of 10 large-format posters that can be viewed using a custom-developed augmented reality application. Stuck up in

public spaces, the posters invite visitors on a treasure hunt that reveals the animal life hidden on the city's walls. Open to the public and visible outdoors, the trail is designed for all ages. A sort of initiation to poetic and dada-like tracking, it offers a gymnastic exercise in attention and a re-enchantment of everyday urban life.

Faune is the fruit of a collaboration between Adrien M & Claire B and the Brest Brest Brest graphic design collective.---

tags:

- artworks
- VR
- austria

In autumn 2023, the theater world celebrated the 150th birthday of Max Reinhardt, one of the most famous German-speaking theater makers of the 20th century. The Salzburg Festival commemorated the theatrical magician by recreating one of his most famous projects: the acclaimed production of Goethe's "Faust" (1933-1937) at the unique venue Felsenreitschule in Salzburg with "FAUST 2023 - A performative tour". The Salzburg Festival devised a unique dramaturgy while the Ars Electronica Futurelab created the virtual reality application Faust VR: a unique experience, thanks to an elaborate digital reconstruction of the famous stage set.

[<https://ars.electronica.art/futurelab/en/projects-faust-vr/>]

(<https://ars.electronica.art/futurelab/en/projects-faust-vr/>)---

tags:

- Media
- DisseminationChannel
- france
- DigitalArts

<https://fisheyeimmersive.com/>---

tags:

- XR
- XRandPerformingArts
- mocap
- openSource
- softwareToExperience

<https://github.com/freemocap/freemocap>

A free-and-open-source, hardware-and-software-agnostic, minimal-cost, research-grade, motion capture system and platform for decentralized scientific research, education, and training---

tags:

- DisseminationChannel
- france

French Immersive Studios is a group of studios that bring the best of French expertise into the field of immersive content. We offer a

complete set of services deployable on a large scale.

<https://frenchimmersive.com/>---

tags:

- XR
- podcast
- Media

<https://futuraanterior.substack.com/>

- Prototyping Lab : from concept into reality

In each you can exchange ideas, collaborate with other participants from a global community, share knowledge, and learn from the leading storytellers, creative technologists, XR makers and producers.

These residencies foster a favourable environment for co-creation with peers and mentors.

<https://www.european-creators-lab.com/en/>---

tags:

- switzerland
- DisseminationChannel
- XR

<https://www.giff.ch/gdm>

tags:

- DigitalArts
- belgium
- DisseminationChannel

<https://gluon.be/fr/>

tags:

- communitiesAndOrganizations
- DisseminationChannel
- XR
- softwareForCreation

<https://godotengine.org/community/>

Discord server for the community related to the[[GODOT Engine]]

tool---

tags:

- softwareForCreation
- openSource
- 3DCreation

<https://godotengine.org/>

Godot provides a huge set of common tools, so you can just focus on making your game without reinventing the wheel.---

tags:

- onlineCourses

<https://www.youtube.com/@GameDevGuide/videos>

Game Dev Guide is a youtube channel showing how to create games and experiences in [[Unity]].---

tags:

- DisseminationChannel

- france

- DigitalArts

a digital arts organization which specializes in publics who are cut off from cultural institutions and their diversification, and also helps other organizations implement inclusive practices

<https://www.gaitelyrique.net>---

tags:

- softwareForCreation

- AIassetsGeneration

- studiesAndPapers

- 3DCreation

<https://genesis-embodied-ai.github.io/>

Genesis is a comprehensive physics simulation platform designed for general purpose `_Robotics_`, `_Embodied AI_`, & `_Physical AI_` applications. It is simultaneously multiple things:

- A **universal physics engine** re-built from the ground up, capable of simulating a wide range of materials and physical phenomena.
- A **lightweight**, **ultra-fast**, **pythonic**, and **user-friendly** robotics simulation platform.
- A powerful and fast **photo-realistic rendering** system.
- A **generative data engine** that transforms user-prompted natural language description into various modalities of data.

Powered by a universal physics engine re-designed and re-built from the ground up, Genesis integrates various physics solvers and their coupling into a unified framework. This core physics engine is further enhanced by a generative agent framework that operates at an upper level, aiming towards fully automated data generation for robotics and beyond. Our generative framework aims to automate generating data including the following modalities:

- Physically-accurate & spatially consistent videos

- Camera motion & parameters
- Human and animal character motion
- Robotic manipulation & locomotion policy, deployable to real-world
- Fully interactive 3D scene
- Open-world articulated object generation
- Speech audio, facial animation & emotion

Currently, we are open-sourcing the underlying physics engine and the simulation platform. Access to the generative framework will be rolled out gradually in the near future.

This webpage serves as a gallery showcasing different capabilities of the Genesis platform. Please refer to our [documentation site] (<https://genesis-world.readthedocs.io/en/latest/index.html>) for detailed installation steps, tutorials and API references.---

tags:

- XR
- netherlands
- DisseminationChannel
- communitiesAndOrganizations

<https://globalxr.community/about/>---

tags:

- softwareForCreation
- 3DCreation
- creativity

<https://www.grasshopper3d.com/>

For designers who are exploring new shapes using generative algorithms, Grasshopper® is a graphical algorithm editor tightly integrated with [[Rhino 3D|Rhino's 3-D modeling tools]]. Unlike RhinoScript, Grasshopper requires no knowledge of programming or scripting, but still allows designers to build form generators from the simple to the awe-inspiring.---

tags:

- XR
- XRandPerformingArts
- studiesAndPapers

<https://ecolenationaledecirque.ca/wp-content/uploads/2024/12/Guide-pour-Lintegration-des-technologies-numeriques-dans-les-arts-vivants.pdf>

tags:

- DigitalArts
- DisseminationChannel
- france

<https://hacnum.org/>

HACNUM is an association whose purpose is to structure, organize and develop the ecosystems of hybrid arts and digital cultures in France.---

tags:

- hardware
- softwareForCreation
- softwareToExperience
- openSource
- hybridization

<https://holokit.io/>

HoloKit, the low cost open source mixed reality experience, which includes the HeadKit cardboard headset and TrackKit software. With your smartphone and Mixed Reality apps, HoloKit provides you access to the world of Mixed Reality right in your hands, affordably.---

tags:

- DisseminationChannel
- XR
- finland
- europe

<https://helsinkixrcenter.com/>---

tags:

- softwareForCreation
- MR
- 3DCreation
- openSource
- hybridization
- france
- hardware

Holusion is a company providing tools to display holograms and open-source software to create holograms.

<https://holusion.com/fr/about/>---

tags:

- softwareForCreation
- 3DCreation

<https://www.sidefx.com/products/houdini/>

Houdini is a 3D animation software, focused on using procedural generation software tools. It is most commonly used for the creation of visual effects in film and television, but also video games.

tags:

- softwareForCreation
- softwareToExperience

- AR
 - platforms
-

<https://www.hoverlay.com/>

Hoverlay is both an augmented reality app to experience location-based content and a publishing platform for AR creators.---

tags:

- books
 - VR
 - UXDesign
 - creativity
-

<https://www.goodreads.com/book/show/179982734-hyper-reality>

Immerse yourself in the future of entertainment with the world's first comprehensive book on the subject of hyper-reality design. Written by VOID founder and professional illusion/experience designer, Curtis Hickman, this book explores the theory and practice of creating virtual worlds that seem so real – guests often forget they're not.

In 2015, Curtis co-founded "The VOID," a company dedicated to immersive entertainment. By partnering with major studios like Disney, Marvel, Lucasfilm, and Sony, The VOID brought award-winning hyper-realities to life, allowing guests to experience incredible adventures such as facing Darth Vader on Mustafar or fighting Ultron with the Avengers.

What makes these experiences so special is that not only do everyday things seem real, but impossible things seem real as well. When guests see fire – they feel heat and smell smoke and when they see rain – they feel rain and when they magically walk through a wall, it feels as though they are defying physics and literally walking through a wall!

In "Hyper-Reality," Curtis shares his secrets for making the impossible a reality. He provides practical examples every step of the way, exploring concepts such as how to physically teleport someone without them knowing it, how to make a fictional reality feel very, VERY real, or how to give guests superpowers they will never forget.

Best of all, this is not only a resource for VR designers but also for anyone interested in experience design. Curtis provides real-world (non-VR) examples, making it an essential read for all those wanting to add magic and wonder to their guests' adventures. He also delves into the art and science of immersive storytelling, exploring the techniques used to craft truly unforgettable experiences. From world-building to player agency, this book offers insights and practical advice for anyone looking to create immersive narratives.

With the market for experiential entertainment booming worldwide, "Hyper-Reality" is a must-have addition to your collection. Don't miss out on the chance to learn from the inventor and "magician of hyper-reality" himself.---

tags:

- platforms
- openSource

<https://www.ideaspacevr.org/>

IdeaSpaceVR is a free, open-source, self-hosted CMS platform. It is not a development framework or hardware-focused platform, it's an open-source custom CMS (Content Management System) that manage, publish virtual reality content.---

tags:

- books
- XR
- virtualWorlds
- DigitalArts
- ethics

In the age of the Internet, the expression of our digital identities is caught in an awkward bind. On the one hand, the invention by citizen-internet users of new modes of expression and claims to identity, both individual and collective, are likely to strengthen social ties and democratic existence. On the other hand, the propensity to control these identities for economic and political ends is growing, through the capture, loyalty and traceability of profiles. Repression and surveillance of our digital behavior seem more topical than ever. How can we control our digital identities? Is it possible to be a nobody on the network? Can you erase your tracks?

<https://journals.openedition.org/lectures/18715>---

tags:

- books
- XR
- openSource
- creativity

Algorithmic, interactive, performative, responsive, operative... In the digital age, images change their forms and modes of existence, offering possibilities for action as much as they act. Focusing on these interdisciplinary dynamics, this book analyzes the new dynamics of the interactive image.

<https://journals.openedition.org/critiquedart/27375>---

tags:

- Africa
- Nigeria
- XR
- communitiesAndOrganizations

<https://imisi3d.com/>

Imisi 3D are an Extended Reality (XR) creation lab focused on building the XR ecosystem in Africa. They are dedicated to growing a community of African AR/VR creators, creating solutions using AR/VR, and providing educational and engagement experiences with AR/VR. They see huge potential for AR/VR as a tool for creating everyday solutions and intend to change the technology narrative so that here we become creators and not just consumers of technology.---

tags:

- studiesAndPapers
- AR
- VR
- MR
- UXDesign

<https://uxdesign.cc/immersing-in-innovation-an-introduction-to-xr-user-experience-design-660a064d1c24>

The transition to VR/AR challenges us to rethink fundamental design paradigms that have been rooted in 2D. For example, how should we design interactions when the body becomes the new mouse or the environment around us becomes part of our user interface? How do we optimize usability while preserving the sense of immersion that is core to VR and AR experiences?---

tags:

- openSource
- softwareForCreation

<https://janusvr.com/index.html>

Janus VR is an open-source virtual reality VR development tool, it aims to provide collaborative real-time virtual reality experience to build, customize VR space on web. Janus has server-side which is built with NodeJS (Open source), and client which is built with QT5 library (Closed source).

Vesta is Free Metaverse Hosting & Social Network. Need a space for your virtual reality content? VESTA is a community for creators and explorers alike, and the place to get started developing three dimensional worlds for JanusXR.---

tags:

- AIassetsGeneration
- softwareForCreation

<https://www.krea.ai/>

KREA AI provides AI tools for image and video assets generation.---

tags:

- softwareForCreation
- AR

- hybridization
- Geolocalization

Kudan uses Simultaneous Localization and Mapping (SLAM) technology to create high-quality 3D graphics and recognize images and objects. Kudan has some great features such as marker-based tracking, map integration, and camera-relocalization, and supports development on Android and iOS.

<https://www.kudan.io/>---

tags:

- books
- DigitalArts
- creativity
- XR

Digital technologies have revolutionized the production and reception of art. The author describes the evolution of digital art since its emergence in the 1980s, and suggests ways forward. Panorama of key digital artworks and artists.

<https://journals.openedition.org/questionsdecommunication/5406>---

tags:

- books
- XR
- DigitalArts
- creativity

With contributions from leading experts in the fields concerned, as well as from artists, this book examines the relationship between art and digital modeling in fields as diverse as literature, music, multimedia, film, space art, bio-art, installation and network art.

<https://cerisy-colloques.fr/artnumerique-pub2006/>---

tags:

- books
- AR
- VR
- MR
- DigitalArts
- creativity

That art today is "in the age of the virtual", in the sense in which Walter Benjamin spoke of its "reproducibility", is the issue at stake in this book, which brings together plural and intersecting contributions from academics, researchers and artists. Starting from an archaeology in which the virtual has its origins, the aim is to analyze its new models and the transformations of space and time they engender. The status of the image - in turn simulated, hybridized, archived, interactive or destroyed by viruses - lies at

the heart of both texts and artistic practices. The masks, doubles, shadows and hybrids created by the artists give rise to all manner of virtual bodies. Between nature and artifice, concept and affect, artifacts now seem to prevail. But what of the human being and an increasingly problematic subjectivity?---

tags:

- XRandPerformingArts
- XR
- mocap

<https://7fingers.com/lab>

Based at The 7 Fingers Creation and Production Center, LAB7 offers motion capture technologies, a video game engine and stage integrators.

We explore how to adapt **cutting-edge technologies** to the physical realities and limitations of live performance, in partnership with CRITAC and other research institutions and programs.

LAB7 contributes to transform the **performing arts traditional stage** into new, hybrid spaces: immersive scenography, interactive experiences, augmented, virtual or mixed reality.

Dedicated to **prototyping** and **applied research**, LAB7 offers a collaborative approach to develop new artistic languages and to experiment with innovative creative processes. ---

tags:

- spain
- DigitalArts
- DisseminationChannel

<http://www.laboralcentrodearte.org/en/footer/sobre-laboral/el-centro-de-arte-en>

tags:

- onlineCourses

<https://www.futurelearn.com/courses/introduction-to-virtual-reality>---

tags:

- DigitalArts
- DisseminationChannel
- france
- VR

Recto VRso is an international exposition of arts & extended reality

https://rectovrso.laval-virtual.com---

tags:

- XRandPerformingArts
- DigitalArts
- DisseminationChannel
- france

https://www.104.fr/---

tags:

- books
- XR
- DigitalArts
- creativity

Augmented reality, the Internet of Things, serious or casual games, virtual museography, smartphones, free interface between the viewer and the digital work: a revolution is underway. A revolution in aesthetics and sensibility. A revolution in the relationship between author and spectator. A revolution in supports, forms and materials.

<https://journals.openedition.org/critiquedart/19376>---

tags:

- studiesAndPapers
- france

<https://bit.ly/PXN-livre-blanc-2022>

A french common tool - that was just edited - of good practices for the producers of numerical and digital experiences (within a specific network: [[PXN]])---

tags:

- hardware
- MR
- VR

<https://www.lynx-r.com/en-fr>

Lynx is a french hardware company, manufacturing MR and VR headsets without the need of an account, with more privacy and they have an open SDK for control on the bioinformation.---

tags:

- softwareForCreation
- openSource

<https://lovr.org/>

An open source framework for rapidly building immersive 3D experiences.---

tags:

- Italy
- DisseminationChannel
- DigitalArts

<https://www.meetcenter.it/en/about/>---

tags:

- softwareForCreation
- openSource
- virtualWorlds

<https://webaverse.com/>

Webaverse is the technology behind. MMO – METAVERSE MAKERS ORGANIZATION We are artists, creatives, and coders on a mission to set the foundations of an open metaverse by enabling creators and communities to build their own virtual worlds and rich experiences which they truly own. We work with creators and communities to show the world sickest community driven experiences.---

tags:

- AIassetsGeneration
- softwareForCreation

<https://magnific.ai/>

Magnific AI is a state-of-the-art AI tool for image generation / editing.---

tags:

- artworks
- VR

ManicVR is a virtual reality documentary that introduces users to the complex world of bipolar disorder.

<https://archive.aec.at/prix/showmode/62297/>---

tags:

- books
- XRandPerformingArts

<https://marijebaalman.eu/projects/composing-interactions.html>

Interactive technologies have become a part of many different artistic practices. Nowadays artists make use of sensors, electronic circuits, computation, and algorithms to create engaging aesthetic experiences.

Marije Baalman applies her extensive experience as an artist and as an engineer to guide the reader through the creation process of interactive digital artworks. She elaborates on different techniques for creating meaningful interactions and presents detailed case studies of a range of artistic work from the field to illustrate the

techniques in practice.

Composing Interactions brings together aesthetic considerations, practical guidelines for project development, and an overview of sensors, circuits, and processing algorithms.

tags:

- softwareForCreation
- 3DCreation
- creativity

<https://www.marvelousdesigner.com/>

MarvelousDesigner is a 3D modelling software for digital cloth creation. Unlike [[CLO 3D]], it is more targeted at 3D artists for games and experiences.---

tags:

- onlineCourses
- AR
- MR
- VR

<https://www.youtube.com/@MatthewHallberg>

Matthew Hallberg's youtube channel offers an array of videos about game development in Unity, including AR/MR/VR tutorials.---

tags:

- softwareForCreation
- 3DCreation

<https://www.autodesk.fr/products/maya/overview?term=1-YEAR&tab=subscription>

Maya is Autodesk's solution to animate 3D characters, for 3D creation (games, animation, experiences).---

tags:

- softwareForCreation
- 3DCreation
- openSource
- creativity

MeshLab is an open source system for processing and editing 3D triangular meshes. It provides a set of tools for editing, cleaning, healing, inspecting, rendering, texturing and converting meshes. It offers features for processing raw data produced by 3D digitization tools/devices and for preparing models for 3D printing.

<https://www.meshlab.net/>---

tags:

- AIassetsGeneration

- studiesAndPapers
- 3DCreation

<https://ai.meta.com/research/publications/meta-3d-gen/>

Meta 3D Gen (3DGen) is a new state-of-the-art, fast pipeline for text-to-3D asset generation. 3DGen offers 3D asset creation with high prompt fidelity and high-quality 3D shapes and textures in under a minute.---

tags:

- softwareForCreation
- AR
- creativity

Meta's Spark AR tools and documentation provide AR developers with resources to get started and build AR experiences - either from templates or by coding.

<https://spark.meta.com/>---

tags:

- virtualWorlds
- 3DCreation
- softwareForCreation

MetaVRse makes it easy to Create, Curate & Consume Interactive XR Experiences on the Web. MetaVRse is a proprietary, code-optional web platform that makes it easy to create and share interactive 3D experiences instantly. By harnessing the power of billions of devices from a one-click publish, we can truly build an open, universal and democratized Metaverse together.

<https://metavrse.com/>---

tags:

- softwareForCreation
- 3DCreation
- AR

<https://www.agisoft.com/>

Metashape is agisoft's photogrammetry solution.---

tags:

- studiesAndPapers
- VR

[https://doi.org/10.1386/des.8.1.32_1](https://doi.org/10.1386/des.8.1.32_1)---

tags:

- MR

- DisseminationChannel
- communitiesAndOrganizations

<https://learn.microsoft.com/en-us/windows/mixed-reality/discover/community>---

tags:

- softwareForCreation
- AIassetsGeneration

<https://www.midjourney.com/home>

Midjourney is an AI image-generating platform, accessed (for now) via Discord. It allow users (for free, or a subscription) to generate 2D images from a text input, with several parameters that can be adjusted.---

tags:

- podcast
- XR

<https://podcasters.spotify.com/pod/show/mindthexrgap>

"We are three colleagues who enjoy discussing news and topics relating to extended reality. We believe there is a big gap in society on what extended reality is and how it's used. Each episode we will touch on different points and current affairs in the XR world and do our best to communicate this information to you."---

tags:

- podcast
- XR

<https://podcasters.spotify.com/pod/show/minimum-specs>

Minimum Specs is a podcast hosted by Cooper and Dungen discussing the latest updates in the world of Virtual Reality, and other immersive technologies. Each episode, we'll discuss recent news about XR, the Metaverse, and more. New games? Haptic gloves? Innovative display technology? An epic Almond Milk recipe? It's all on the table for discussion. So listen in and enjoy!Minimum Specs is hosted and created by Coastalyst & DungenRobot, and is a part of 4.0 VR Productions---

tags:

- onlineCourses

<https://www.youtube.com/@mixandjam>

Mix and Jam is a youtube channel showcasing game development videos, often recreating systems seen in famous video games.---

tags:

- 3DCreation
 - softwareForCreation
-

<https://www.mixamo.com/#/>

Mixamo is adobe's free solution to animate 3D characters for 3D creation. It integrates with the major 3D softwares like [[Unity]], [[Unreal Engine]], [[Blender]].

tags:

- communitiesAndOrganizations
- hybridization
- virtualWorlds
- MR

A research group at the University of Southern California focused on exploring the potential of mixed reality technologies

<https://mxr.ict.usc.edu/>---

tags:

- platforms
- openSource
- virtualWorlds

<https://monaverse.com>

We believe art is about the experience, and the experiences that will store the most value over time will be 3D, one-of-one, and dynamic which is why Mona Spaces are so unique.---

tags:

- platforms
- virtualWorlds

<https://hubs.mozilla.com/>

Mozilla Hubs is a social platform where one can share a virtual room with friends. Watch videos, play with 3D objects, or just hang out.---

tags:

- books
- XR
- openSource
- DigitalArts
- creativity

Focusing on New Media art as a specific art historical movement, this book explores its technologies, thematic content and conceptual strategies. New Media art often involves appropriation, collaboration, and the sharing of ideas and expressions, and

frequently addresses issues of identity, commercialization, privacy, and the public domain.

https://www.researchgate.net/publication/200027430_New_Media_Art---

tags:

- XR
- DisseminationChannel
- france

<https://newimages-hub.com>

tags:

- softwareForCreation
- AIassetsGeneration

<https://creator.nightcafe.studio/>

NightCafe is an AI art generator platform.---

tags:

- 3DCreation
- softwareForCreation
- XRandPerformingArts
- VR

<https://www.notch.one/>

Notch is a 3D graphics creation software, used for its real-time design workflow.---

tags:

- books
- DigitalArts
- XR
- creativity

This collective essay takes stock of some of the questions raised by the irruption of new media in art, at the intersection of artistic and narrative, aesthetic and semiotic, perceptive and cognitive, social and political dimensions. - Does the use and introduction of new technologies in art lead to a mutation of artistic practices?

<https://entretemps.org/products/nouveaux-medias-nouveaux-langages-nouvelles-ecritures>---

tags:

- serbia
- DisseminationChannel
- europe
- DigitalArts

Art-tech incubator

<https://novaiskra.com/en/about/>

tags:

- virtualWorlds
- openSource
- DisseminationChannel
- communitiesAndOrganizations

<https://omigroup.org/>---

tags:

- softwareForCreation
- openSource

<https://osvr.github.io/>

OSVR is an open-source software platform for virtual and augmented reality. It allows discovery, configuration and operation of hundreds of VR/AR devices and peripherals. OSVR supports multiple game engines, and operating systems and provides services such as asynchronous time warp and direct mode in support of low-latency rendering.---

tags:

- softwareForCreation
- AR
- 3DCreation
- openSource
- hybridization

OpenHolo is an open source library which contains algorithms and their software implementation for generation of holograms to be applied in various fields.

<http://openholo.org/>---

tags:

- platforms
- openSource
- softwareForCreation
- 3DCreation

<https://www.openspace3d.com/>

A free and open-source platform, designed to create virtual and augmented-reality applications or games---

tags:

- softwareForCreation
- openSource
- 3DCreation

<https://www.khronos.org/OpenXR/>

Open XR is the software alternative to SteamVR, an attempt at solving the XR fragmentation.

OpenXR is a royalty-free, open standard that provides high-performance access to XR platforms and devices.---

tags:

- softwareForCreation
- openSource
- 3DCreation

<https://playcanvas.com>

PlayCanvas is a lightweight fully featured 3D web game & graphics engine. It's the favorite WebGL 3D game engine among developers. It has an impressive list of features that provides game developers with everything they need to build browser-based games, and virtual reality experience.---

tags:

- softwareForCreation
- 3DCreation
- creativity

<https://poly.cam/>

Polycam is a popular 3D scanning app for iOS, web and Android. You can scan the world around you with your mobile device, DSLR camera, or drone to get beautiful, accurate 3D models.

Captures are helpful in every single professional 3D workflow. You can use them in floor plans, architectural renderings, VFX and filmmaking, 3D art, scene building and more.

Polycam offers a free version, or a "pro" subscription for more advanced use-cases.---

tags:

- europe
- DisseminationChannel
- XR

<https://real-in.eu/>

Creative Europe project (digital pilot project) aiming at exploring the potential of immersive and interactive technologies for innovation in the cultural and creative industries. From 2020 to 2022, the 5 partners of the REAL-IN project are deploying a European-wide playground to experiment and prototype new XR participative experiences in the digital arts, live performance, music and fashion sectors.---

tags:

- podcast
- VR

<https://www.buzzsprout.com/2036623>

Concise discussion on all the latest VR/AR/XR topics! Virtual Reality and Augmented Reality focused content. I have been involved in covering the VR industry via podcasts and written articles since 2016, starting with 'VR Roundtable', one of the first weekly VR podcasts. Now, along with long-time VR community members, Flukerogi (Rog) & Dazednetic (Lee), I co-host a bi-weekly VR/AR-focused podcast called 'RECENTERED', ---

tags:

- DisseminationChannel
- latvia
- europe
- DigitalArts

<http://rixc.org/en/center/0/>

tags:

- softwareForCreation
- VR
- virtualWorlds
- creativity
- germany

Radiance VR provides a VR App for Meta Quest headsets that showcases a diverse curated selection of 40+ experiences by international visual artists and filmmakers (e.g. Jakob Kudsk Steensen, Lauren Moffatt, Theo Triantafyllidis, Sandrine Deumier).

The App can be downloaded to a Quest headset via the website or via SideQuest. After registering at <https://radiancevr.app> and linking App and Headset, the VR artworks can then be streamed or downloaded on the VR headset. Some works are available free of charge, others can be rented.

The Radiance VR App is used at universities (e.g. UdK Berlin, LMU Munich, University of Applied Arts Vienna, California State University) to teach the creative application of virtual worlds in the field of art history, film, media theory, visual communication, design, UX/UI. The artistic VR experiences address diverse thematic aspects (e.g. non-linear storytelling, diversity, digital self-image, artificial intelligence).

<https://www.radiancevr.co/about-us/>

tags:

- DisseminationChannel
- communitiesAndOrganizations

- 3DCreation

Real To Virtual 3D is a project composed of professional specialists in 3D scanning from cutting-edge techniques of aerial and terrestrial photogrammetry being able to bring any physical material from the real world to the virtual/digital world.

<https://discord.gg/GJKvfNghFk>---

tags:

- books
- AR
- VR

<https://mitpress.mit.edu/9780262045124/reality-media/>

Authors

Jay David Bolter is James and Mary Wesley Chair in New Media at the Georgia Institute of Technology, and Senior Professor in Computer Science and Media Technology at Malmö University in Sweden. With Blair MacIntyre, he is Codirector of the Augmented Environments Lab at the Georgia Institute of Technology. He is the author of *The Digital Plenitude* (MIT Press) and other books.

Maria Engberg is Associate Professor in the Department of Computer Science and Media Technology at Malmö University and Affiliate Researcher at the Georgia Institute of Technology.

Blair MacIntyre is Professor at Georgia Institute of Technology, where he and Jay David Bolter are codirectors of the Augmented Environments Lab.

Description

****How augmented reality and virtual reality are taking their places in contemporary media culture alongside film and television.****

This book positions augmented reality (AR) and virtual reality (VR) firmly in contemporary media culture. The authors view AR and VR not as the latest hyped technologies but as media—the latest in a series of what they term “reality media,” taking their place alongside film and television. Reality media inserts a layer of media between us and our perception of the world; AR and VR do not replace reality but refashion a reality for us. Each reality medium mediates and remediates; each offers a new representation that we implicitly compare to our experience of the world in itself but also through other media.

The authors show that as forms of reality media emerge, they not only chart a future path for media culture, but also redefine media past. With AR and VR in mind, then, we can recognize their precursors in eighteenth-century panoramas and the Broadway lights of the 1930s. A digital version of *Reality Media*, available

through the book's website, invites readers to visit a series of virtual rooms featuring interactivity, 3-D models, videos, images, and texts that explore the themes of the book.---

tags:

- books
- VR
- studiesAndPapers

<https://www.immersence.com/publications/char/2003-CD-VSSM.html>---

tags:

- 3DCreation
- softwareForCreation
- creativity

<https://www.rhino3d.com/>

Rhino3D is a 3D modelling tool software, with a one-time purchase of the software (no subscription). Students can get a full license at a reduced price.

tags:

- XR
- mocap
- XRandPerformingArts
- hardware

<https://www.rokoko.com/>

Rokoko offers motion capture tools that allow users to record every nuance of their movements. With roots in the indie film space, the company today has hundreds of thousands of users across film, games, VFX, VR/AR, and other entertainment projects, as well as a rapidly growing base of users in other verticals such as robotics, sports, and health.---

tags:

- softwareForCreation
- AIassetsGeneration

<https://runwayml.com/>

Runway is a state-of-the-art AI tool for video and image generation.---

tags:

- europe
- DigitalArts
- XRandPerformingArts
- DisseminationChannel

A european project (science + technology + arts) that has a specific community, can share open calls, organizes talks with mentors of these specific domains

<http://starts.eu>---

tags:

- onlineCourses

<https://www.youtube.com/@SebastianLague>

Sebastian Lague's youtube channel offers videos explaining the way to develop systems useful to create games and experiences with 3D engines.---

tags:

- softwareToExperience

- VR

- europe

Bring XR to a radically new level of presence and sociality.

The border between humans and technology is blurring, and their close intertwining in everyday life will continue to increase. The most pressing challenge is to steer this reality transformation towards the creation of new opportunities for human-centric, safe, rewarding, and inclusive social interaction in this hybrid future. SHARESPACE's radically new and unobtrusive XR technology will enable intuitive and intelligent interactions between humans and avatars, modelling embodied social behaviour in XR. Our functional multimodal-multisensory "social broadcasting" interface, combined with new knowledge and technology, will have a strong positive effect on future usages, enabling smooth, fun and transparent interaction with AI-agents.

****SHARESPACE will support community-building and exploitation with concrete initiatives****

<https://sharespace.eu/>---

tags:

- DisseminationChannel

- DigitalArts

- Italy

<https://sineglossa.it/en/>---

tags:

- AIassetsGeneration

- softwareForCreation

- VR

<https://skybox.blockadelabs.com/>

Skyblox AI enables AI generation of 360° skyboxes that can be used in VR headsets for instance.---

tags:

- DigitalArts
- france
- DisseminationChannel

an expert in the role of women in digital arts and cultures

<https://socialbuilder.org/>---

tags:

- belgium
- XR
- communitiesAndOrganizations

Stereopsia is a **unique avant-garde XR event** in Brussels, spanning three days and serving as a pivotal convergence point for cutting-edge immersive technologies.

[www.stereopsia.com](<http://www.stereopsia.com/>)

Contact : Alexandra GERARD

Mail: [alexandra@stereopsia.com](<mailto:alexandra@stereopsia.com>)---

tags:

- podcast
- XR

<https://podcasters.spotify.com/pod/show/storyhackxr/>

How do artists incorporate emerging technologies into their tool kits? As xR mediums (such as virtual, augmented and mixed reality) offer new ways to imbibe our stories, StoryHackXR is a platform for sharing how those at the leading edge are forming the cultural offer of tomorrow. StoryHackXR is brought to you by LoFi Arts and TOMtech, the arts and tech strand from The Old Market, Brighton. Got an interesting story to share or an idea to spread? Get in touch and join us on the podcast.---

tags:

- studiesAndPapers
- france
- virtualWorlds

source:

<https://www.culture.gouv.fr/fr/Espace-documentation/Rapports/Rapport-de-la-mission-sur-le-developpement-des-metavers>---

tags:

- platforms
- openSource

<https://www.surrealvr.com/>

SurrealVR offers a drop-in Social VR Framework for content developers and HMD manufacturers so that they can make any VR experience social. SurrealVR comes with cross-platform support for avatars, voicechat, networked gameplay and physics, shopping and more.---

tags:

- XRandPerformingArts
- france
- DisseminationChannel
- books

The TMNlab is a non-profit association that aims at gathering and animating a learning community of performing arts professionals to produce and spread a responsible digital culture

www.tmnlab.com---

tags:

- belgium
- XR
- communitiesAndOrganizations

Technocité - XR Academy is a training center around XR technologies, aiming at increasing skills in Wallonia by structuring training courses for all XR/video game professions towards industrial sectors.

<https://technocite.be/xr-academy/>---

tags:

- AR
- VR
- podcast

<https://buildingnewrealities.podbean.com/>

Building New Realities is Future Visual's new fortnightly podcast discusses ideas and stories around building new realities with today's XR thought leaders ---

tags:

- onlineCourses

<https://www.youtube.com/@TheCodingTrain>

The Coding Train is a youtube channel offering tutorials subjects "ranging from the basics of programming languages like JavaScript to algorithmic art, machine learning, simulation, generative poetry, and more"---

tags:

- podcast
- XR

<https://shows.acast.com/this-week-in-xr-podcast/episodes>

A pithy take on the week's tech news, followed by interviews with industry guests. Hosted by Forbes Tech Columnist, Professor Charlie Fink, Rony Abovitz, Founder of Magic Leap, and Ted Schilowitz, Futurist at Paramount Global.---

tags:

- platforms
- openSource
- virtualWorlds

Massive social platform for virtual reality and desktop. Temporarily under construction Similar to Tivoli Cloud but currently active.

Link: <https://overte.org/>

<https://tivolicloud.com/>---

tags:

- XR
- europe
- DisseminationChannel

The TRANSMIXR consortium includes 19 organisations from 12 European countries holding advanced and complementary expertise and skillsets in European research, media and innovation programs, as well as in-depth knowledge of AI & XR and their application to the media sector.

<https://transmixr.eu>---

tags:

- onlineCourses
- studiesAndPapers

<https://www.youtube.com/@TwoMinutePapers>

TwoMinutePapers is a youtube channel synthesizing new studies about tech subject, related to AI, game development, photogrammetry, etc.---

tags:

- onlineCourses
- 3DCreation
- spain

<https://www.youtube.com/@UODStudio>

UOD Studio is a youtube channel offering tutorials for 3D modelling,

animation and VFX composition with softwares like [[Maya (autodesk)]] or [[ZBrush]].

tags:

- onlineCourses
- AR
- VR
- MR
- UXDesign
- USA

<https://www.coursera.org/learn/user-experience-interaction-design-augmented-virtual-mixed-extended-reality>

tags:

- AIassetsGeneration
- softwareForCreation

<https://unity.com/ai>

Linked to [[Unity]] game engine.---

tags:

- studiesAndPapers

The University of Waterloo gathered a wide list of resources about XR (learning resources, trends, media, research).

<https://contensis.uwaterloo.ca/sites/open/resources/CEL-ORR/toc/modules/extended-reality.aspx#background>---

tags:

- books
- netherlands

<https://v2.nl/topics/books>---

tags:

- VR
- AR
- communitiesAndOrganizations
- DisseminationChannel
- france

VR Connection is the first collaboration hub dedicated to the production and distribution of immersive technologies. It promotes and organises the expertises of the ecosystem with the goal to fully address major industry immersive projects. Its role covers advising large corporations on their digital strategy, gathering the best studio members, organizing the content collaborative productions, accelerating the most promising startup, and supplying a standardized distribution solution. The VR Connection Group creates

value to develop and accelerate French, and soon European, immersive technology startups. The group has already brought together more than 70 company members (400 experts) in the field of VR & AR: • Virtual Reality (VR): Use of a computer to immerse oneself in a virtual world, ceasing ties with the real surrounding environment. • Augmented Reality (AR): Complete a real-time image with digital data

<https://vr-connection.com/en/>---

tags:

- artworks
- VR

"VR/RV" is an interactive virtual reality environment produced at the Banff Centre for the Arts. On a drive in a recreational vehicle (RV, also known as a caravan in Europe) through a virtual reality (VR) theme park. "VR/RV" explores the displacement and disembodiment of a technologically determined culture which co-mingles video games and computerized war.

<https://archive.aec.at/prix/showmode/29804/>---

tags:

- VR
- AR
- communitiesAndOrganizations
- DisseminationChannel

Founded in 2015, the VR/AR Association is a global member community of the best minds in virtual reality and augmented reality with Chapters in major cities across the world designed to foster research, develop standards, and promote and connect members.

<https://www.thevrara.com/>---

tags:

- VR
- MR
- onlineCourses

<https://www.youtube.com/@ValemTutorials>

Valem Tutorial is a youtube channel offering tutorials to develop immersive experiences through [[Unity|Unity Game Engine]]

tags:

- DisseminationChannel
- communitiesAndOrganizations
- XR
- Italy

Venice Immersive is the Extended Reality section of the 80th Venice

International Film Festival of La Biennale di Venezia.

[<https://www.labiennale.org/en/cinema/2023/venice-immersive-0>]
(<https://www.labiennale.org/en/cinema/2023/venice-immersive-0>)---

tags:

- AIassetsGeneration
- softwareForCreation

<https://deepmind.google/technologies/veo/veo-2/>

Veo 2 is Google's state-of-the-art AI video generation tool.---

tags:

- platforms
- openSource
- virtualWorlds

<https://vircadia>

Vircadia is a full coverage ecosystem of open source metaverse applications that enable individuals and organizations to deploy their own virtual world solutions---

tags:

- XR
- DigitalArts
- finland
- DisseminationChannel

community of artists & researchers expanding the possible space of content creation by using VR and new media technologies. It is a cross-disciplinary meeting place for students, teachers, researchers and everyone else interested in experimenting with VR and building their own experiences, but also a place for community projects (peer-learning projects, discussion groups, VR collaborative projects)

<https://virtualcinema.aalto.fi/>---

tags:

- Media
- studiesAndPapers
- virtualWorlds
- creativity
- hybridization
- DigitalArts

Virtual Creativity (VCR) is an academic peer-reviewed journal focusing on creativity in online virtual worlds and other related platforms where the virtual is examined as a central theme in contemporary media art practices and applied contexts. Pieces exploring the subject of digital creativity are sought from the broad perspective of Art, Science and Technology, in what is a

widespread field of discourse. One focus of the journal is an examination of creative activity in the metaverse – from art, design and architecture, to research and education, to play and entertainment. Additionally, *Virtual Creativity* seeks to engage with ways in which the virtual reflects upon the implications of the physical.

<https://intellectdiscover.com/content/journals/vc>---

tags:

- books
- VR
- AR
- UXDesign

[https://books.google.fr/books?](https://books.google.fr/books?hl=fr&lr=&id=6p9RDwAAQBAJ&oi=fnd&pg=PP2&dq=Virtual+Reality+and+Augmented+Reality:+Myths+and+Realities+--+Bruno+Arnaldi,+Val%C3%A9rie+Gouranton,+and+Guillaume+Moreau&ots=pnjwqhFhSt&sig=aLRN70PlShf6vjek4vKLF3yhCC8#v=onepage&q=Virtual%20Reality%20and%20Augmented%20Reality%3A%20Myths%20and%20Realities%20-%20Bruno%20Arnaldi%2C%20Val%C3%A9rie%20Gouranton%2C%20and%20Guillaume%20Moreau&f=false)

[hl=fr&lr=&id=6p9RDwAAQBAJ&oi=fnd&pg=PP2&dq=Virtual+Reality+and+Augmented+Reality:+Myths+and+Realities+--+Bruno+Arnaldi,+Val%C3%A9rie+Gouranton,+and+Guillaume+Moreau&ots=pnjwqhFhSt&sig=aLRN70PlShf6vjek4vKLF3yhCC8#v=onepage&q=Virtual%20Reality%20and%20Augmented%20Reality%3A%20Myths%20and%20Realities%20-%20Bruno%20Arnaldi%2C%20Val%C3%A9rie%20Gouranton%2C%20and%20Guillaume%20Moreau&f=false](https://books.google.fr/books?hl=fr&lr=&id=6p9RDwAAQBAJ&oi=fnd&pg=PP2&dq=Virtual+Reality+and+Augmented+Reality:+Myths+and+Realities+--+Bruno+Arnaldi,+Val%C3%A9rie+Gouranton,+and+Guillaume+Moreau&ots=pnjwqhFhSt&sig=aLRN70PlShf6vjek4vKLF3yhCC8#v=onepage&q=Virtual%20Reality%20and%20Augmented%20Reality%3A%20Myths%20and%20Realities%20-%20Bruno%20Arnaldi%2C%20Val%C3%A9rie%20Gouranton%2C%20and%20Guillaume%20Moreau&f=false)---

tags:

- DigitalArts
- DisseminationChannel
- netherlands
- communitiesAndOrganizations

<https://waag.org/en/>

"Technology is not neutral. Waag reinforces critical reflection on technology, develops technological and social design skills, and encourages social innovation.

Waag works in a trans-disciplinary team of designers, artists and scientists, utilising public research methods in the realms of technology and society. This is how Waag enables as many people as possible to design an open, fair and inclusive future.

Mission

Waag Futurelab contributes to the research, design and development of a sustainable, just society

- By collectively researching emerging technology, and questioning underlying cultural assumptions;
- By experimenting with and designing alternatives on the basis of public values;
- By developing an open, fair and inclusive future together with civil society."---

tags:

- softwareForCreation

- 3DCreation

<https://help.autodesk.com/view/MAYAUL/2024/ENU/?guid=GUID-C0470142-600B-4615-8110-EC779934DF5F>

XGen is a plug-in for [[Maya (autodesk)]] commonly used for creating hair in 3D.---

tags:

- XR
- inclusion
- USA
- communitiesAndOrganizations
- DisseminationChannel

A community committed to making virtual, augmented, and mixed reality (XR) accessible to people with disabilities

<https://xraccess.org/about/>---

tags:

- platforms
- XR

XR Atlas is an interdisciplinary collection of applied and research-oriented projects revolving around virtual reality (VR), mixed reality (MR), and augmented reality (AR).

<https://www.xr-atlas.org/>---

tags:

- podcast
- XR

<https://podcasters.spotify.com/pod/show/liam-omalley/>

XR Connections covers Extended Reality (XR - AR - VR - MR), providing a weekly guide to items of interest in the worlds of Augmented Reality, Virtual Reality, and Mixed Reality. Hosted by Liam James O'Malley of Mars and Mercury - XR Strategy and Intelligence

tags:

- XR
- communitiesAndOrganizations
- DisseminationChannel
- DigitalArts

The XR Crowd is a global community of XR professionals that represent the full spectrum of use cases and interests within immersive technologies. Through its agenda of live and virtual events and vibrant chat groups, the community shares knowledge,

fosters collaboration, and supports the continued development of XR industries.

The XR Crowd is home to the ZeroEvents series of social and collaborative VR platform explorations. ZeroEvents consist of both public and community-exclusive platform demos, expert panel discussions, and virtual networking events.

[<https://www.linkedin.com/company/xrcrowd/?originalSubdomain=nl>]
(<https://www.linkedin.com/company/xrcrowd/?originalSubdomain=nl>)---

tags:

- XR
- communitiesAndOrganizations
- DisseminationChannel
- ethics

<https://xrguild.org/Home>

The XR Guild's mission is to support all professionals in Spatial Computing (XR, AI, Metaverse, etc...) in making more ethical products through networking, knowledge, mentoring, and advocacy.---

tags:

- XR
- communitiesAndOrganizations
- germany
- virtualWorlds

XR PORT BERLIN is an exclusive B2B matchmaking event for hand-picked XR producers and studios from the capital region and international decision makers.

<https://www.instagram.com/xrportberlin/>---

tags:

- podcast
- XR

<https://www.radio.fr/podcast/xr-today>

XR News and Insights for Today, and Tomorrow XR Today reports on the latest virtual reality, augmented reality, mixed reality and metaverse industry news and marketplace trends. Every day our tech journalists uncover the hottest topics and vendor innovations shaping the future of work. Our coverage is fully digital offering our audience authentic news and insights on the channel of their choice.---

tags:

- belgium
- XR
- communitiesAndOrganizations

XR Valley is a belgium-based XR community for local actors of the industry.

<https://www.xrvalley.be/>---

tags:

- XR
- communitiesAndOrganizations
- europe
- Italy
- Bulgaria

XR4Europe is a pan-European association that seeks to federate all the XR professionals, organisations, and initiatives to support industry development and to promote XR innovation and creativity in Europe.

XR4Europe builds upon the H2020 project ****XR4ALL****.

XR4europe websites has a "Resources" section <https://xr4europe.eu/resources/>, including a map of Italian and Bulgarian XR actors and market reports.

<https://xr4europe.eu/>

Contact : Michael BARNGROVER

Mail: michael@xr4europe.eu

tags:

- XR
- Media
- DisseminationChannel
- france

<https://xrmust.com>

tags:

- softwareForCreation
- 3DCreation

<https://www.maxon.net/en/zbrush>

Zbrush is a paid 3D modelling software for digital sculpting. There is a special rate for students and teachers.---

tags:

- softwareForCreation
- 3DCreation

<https://faceform.com/zwrap/>

