

# VR Cart - Software

The software on each cart was developed to give students the ability to explore different aspects of VR technology.

Want to use something else, please contact Prof. Purdy (tim.purdy@design.gatech.edu).

Adobe Creative Suite 2021

Fusion 360

VRED Pro 2021.3

Gravity Sketch Landing Pad (<https://landingpad.me>)

VRED Pro Asset Manager 2021.3

3Ds Max Interactive

Keyshot 10.1 & Keyshot Network Rendering

Unity Hub

KeyVR

Unreal Studio

Axure 9

Steam & Steam VR

- Aircar
- Beat Saber
- Cosmic Sugar VR
- The Cubicle
- Desert Bus VR
- Gadgeteer
- Job Simulator
- Superhot VR
- Tabletop Simulator
- Tilt Brush
- trori
- VR Museum of Fine Art

Alias Studio 2021.2

Maya 2020

HDR Lightmap

Marvelous Designer

Substance Launcher for Designer, Painter & Alchemist

OBS Studio (Video recording)