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VR Series

Gravity Sketch on a VR Cart

In this tutorial, you will learn how to start Gravity Sketch on a VR Cart with Vive system and access the tutorials available within the VR workspace. Log into a VR cart, connect the VR headset and controllers, and start Steam VR. This is covered in a separate tutorial (). Then following these steps:

- Starting Gravity Sketch

- Gravity Sketch Account

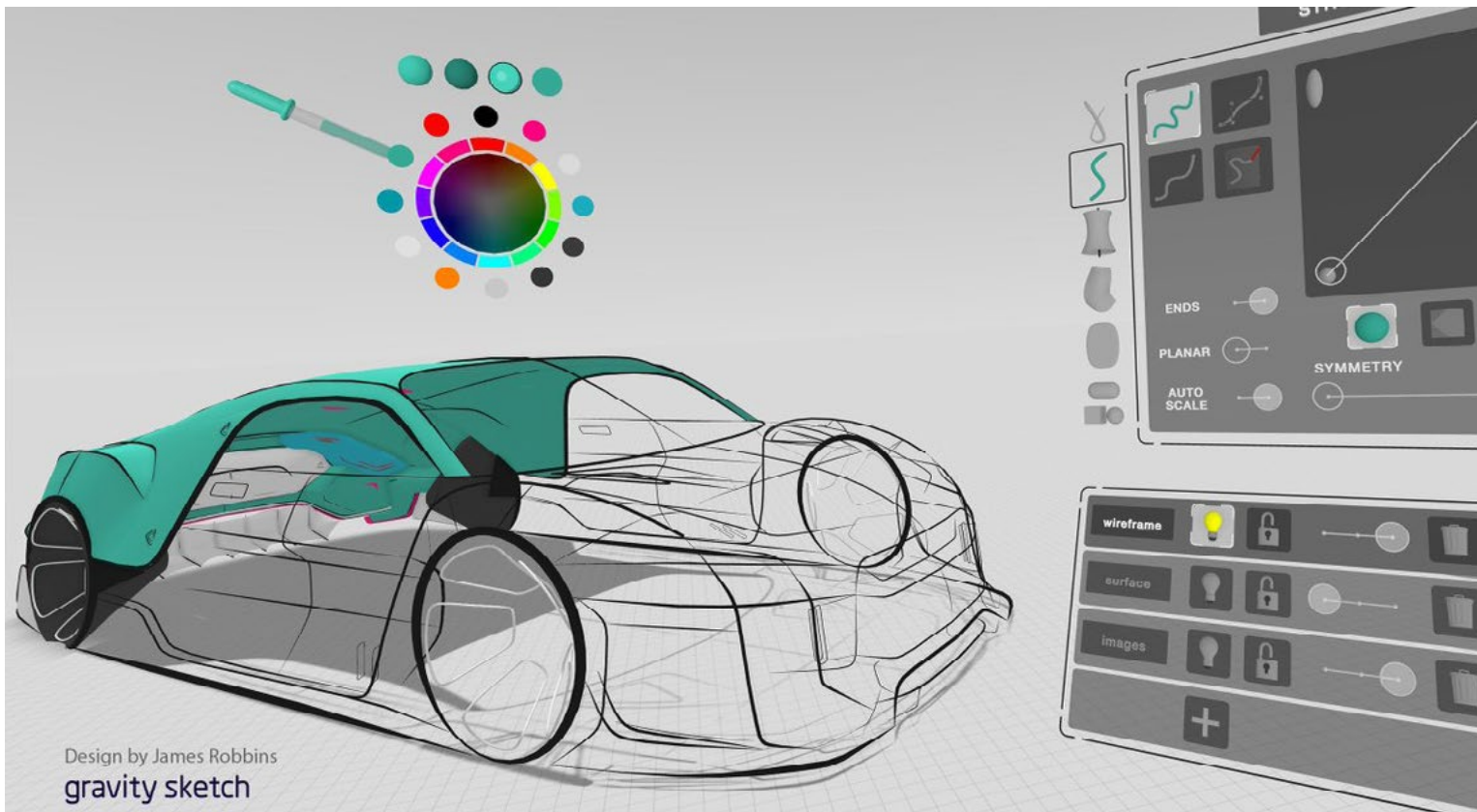- Gravity Sketch Files

- Learning Gravity Sketch

Appendix

- Importing Images and 3D models

- Exporting 3D models

- Screenshots

Gravity Sketch on a VR Cart
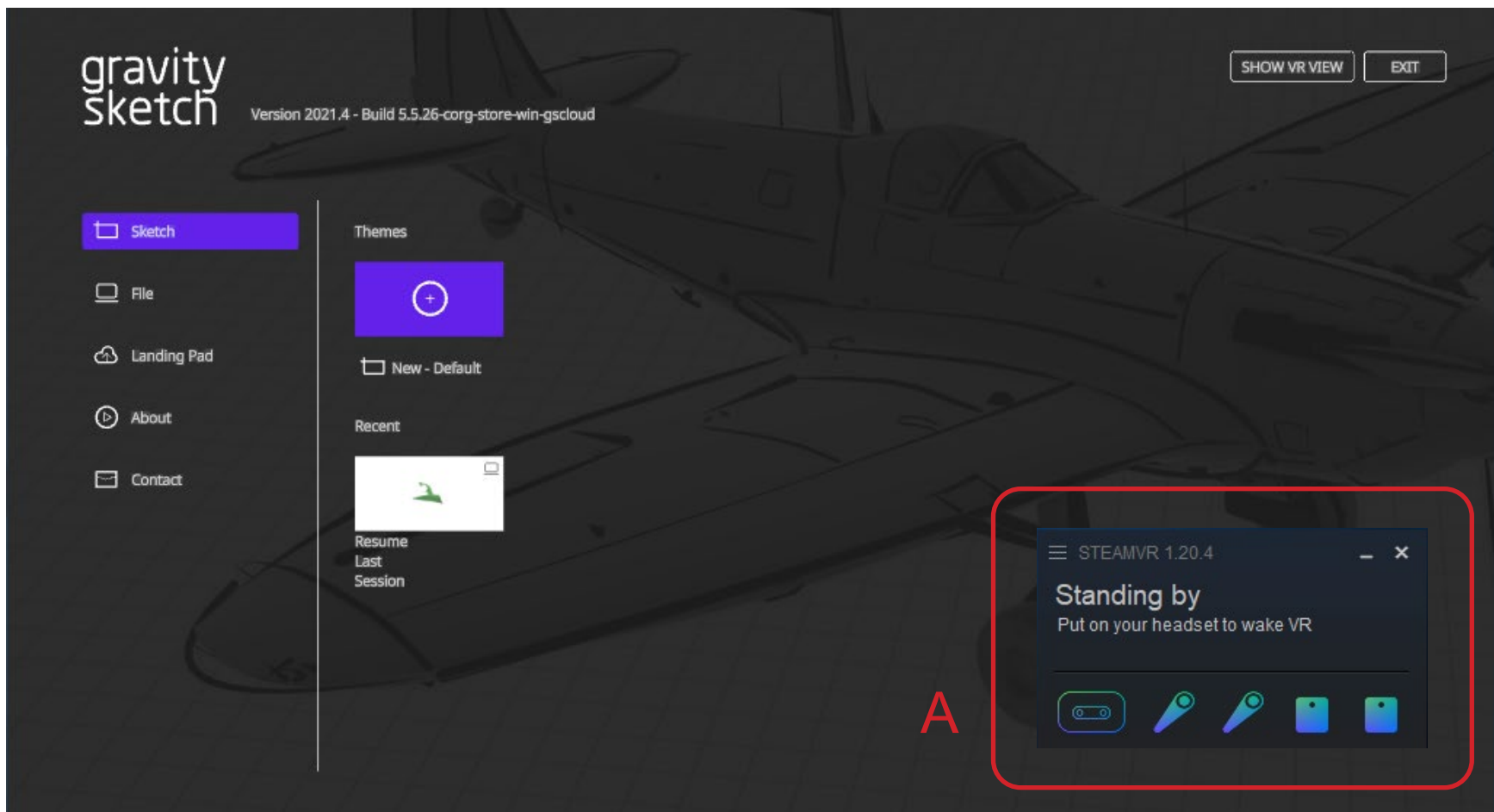
Start Gravity Sketch

Design by James Robbins
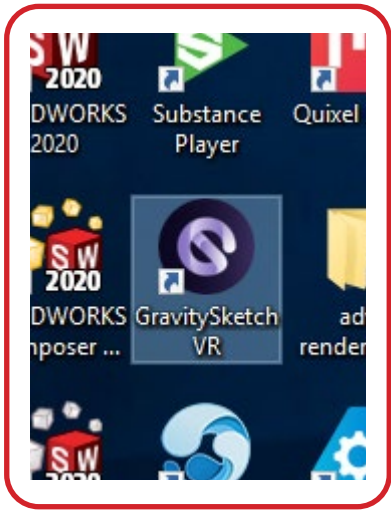gravity sketch

Starting Gravity Sketch

The VR system needs to be started before starting Gravity Sketch (A). Reference the "VR Carts - Basic Setup" guide to learn how to setup and start the cart's VR system.

Link: https://purdy.gatech.edu/vr-carts-basic-setup/
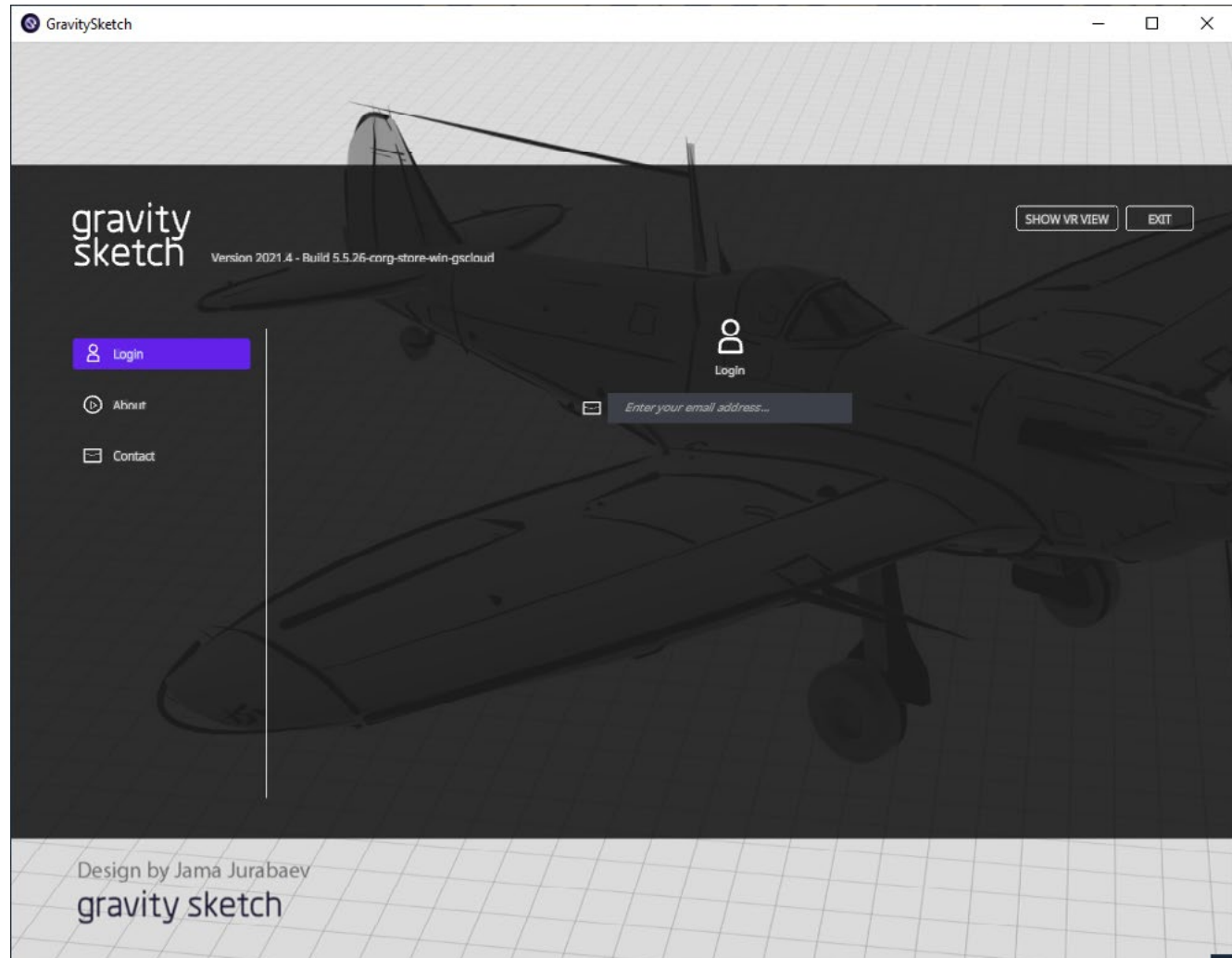
Gravity Sketch on a VR Cart

Starting Gravity Sketch

Gravity Sketch can be started by double clicking on the desktop shortcut (A) or search for it. If Gravity Sketch request to update, say Yes. It may take a few minutes to update. Once started, the Login screen should appear (B).


A

B

Gravity Sketch Account

Login using either your account or a shared account. You can create an account at LandingPad.me. If you create your own account, then access to Gravity Sketch will be required through GT license. Please contact Prof. Purdy (tim.purdy@design.gatech.edu) to have your account added to the GT license.
To login using SoID shared accounts, use this information.
Username: idsketch1@design.gatech.edu, pw: IDsketch2020

Gravity Sketch on a VR Cart
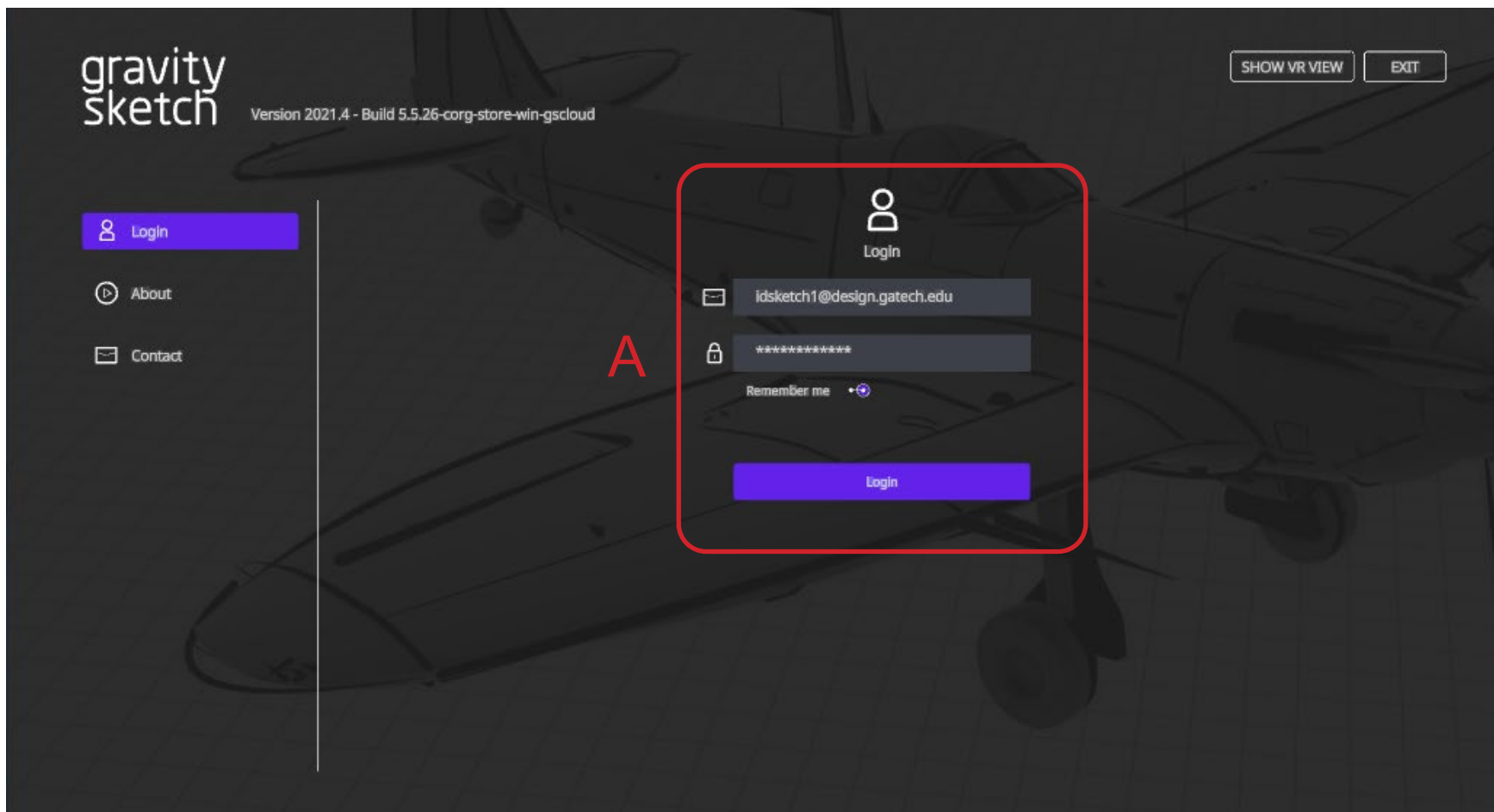
Gravity Sketch Files

After log into Gravity Sketch, you can either start a new file (A) or open an existing file (B). If you are using the SoID shard account, please be respectful of other students work that might be in the Recent files section.
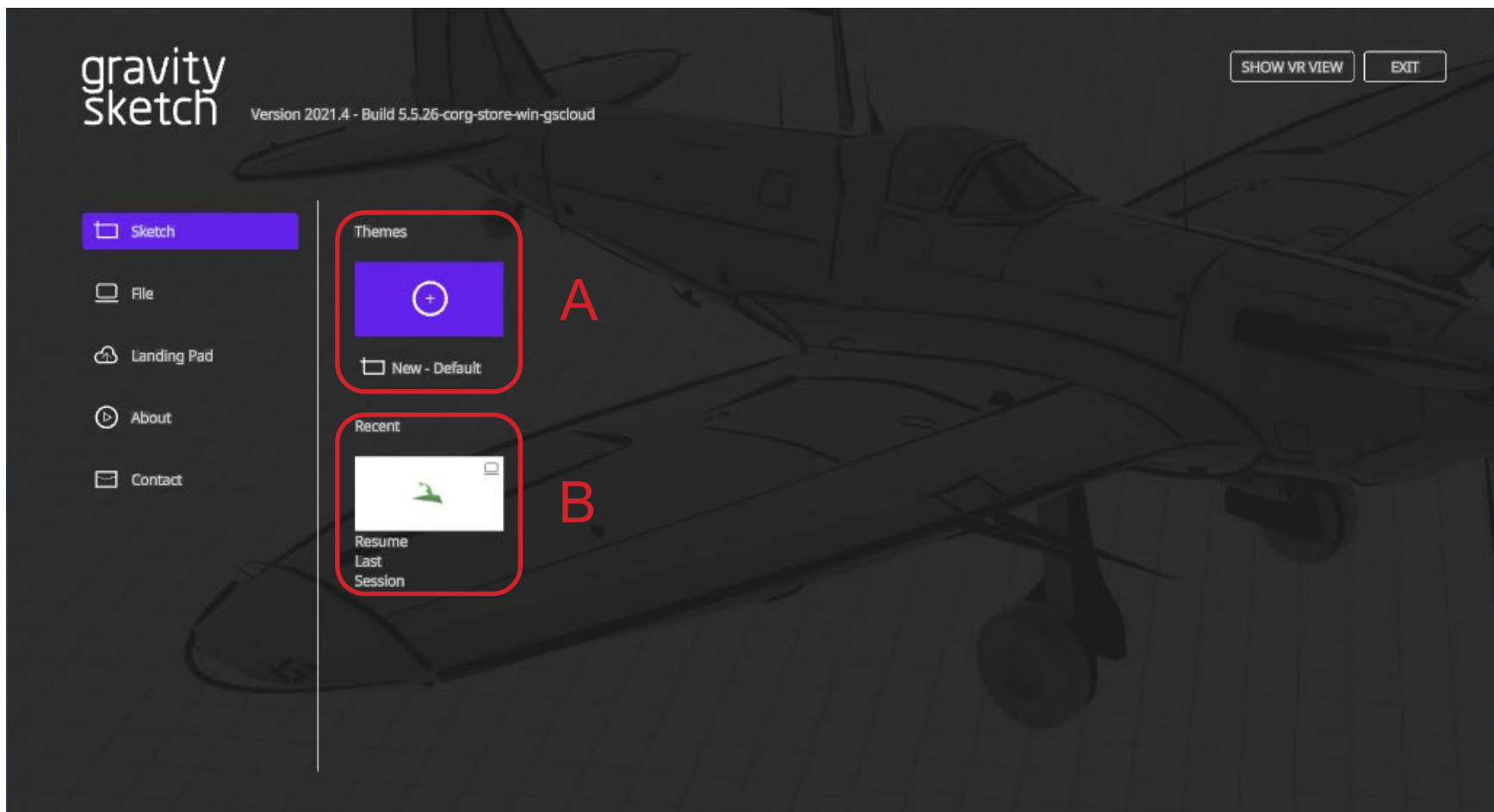
Learning Gravity Sketch

To learn the basic of working with Gravity Sketch, use the tutorials available within the VR space. Here is how to access them:
A - Click on the Blue Icon on your non-drawing hand remote. This will open up your menu options
B - On the side menu, click on the purple graduate hat icon - these are your tutorials.
C - Start by practicing the basic Skills. Then try out the Exercise and Workflow tutorials

Gravity Sketch also has an extensive YouTube channel (https://www.youtube.com/c/GravitySketchYouTube) to help advance your skills.

A   B   C

Gravity Sketch on a VR Cart
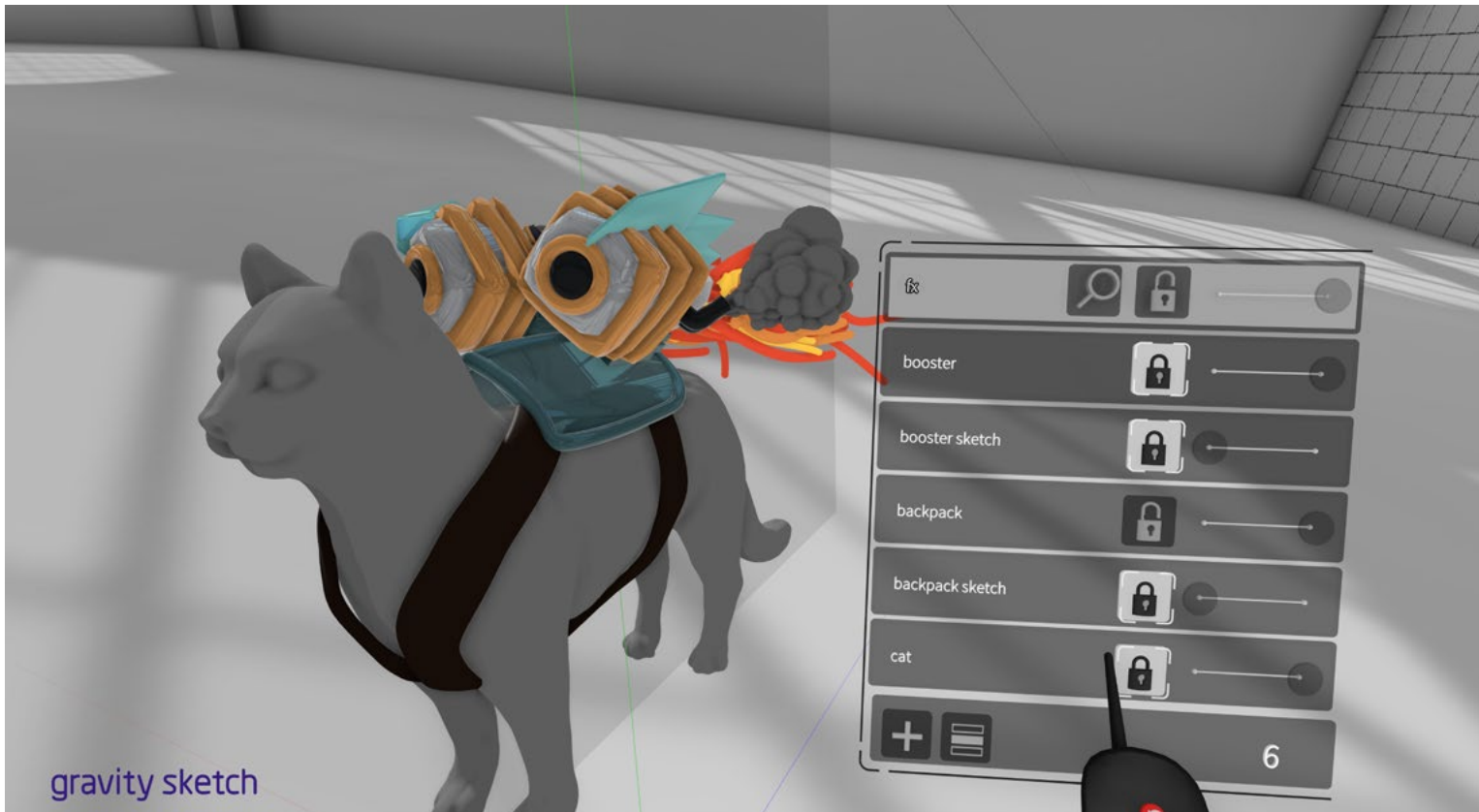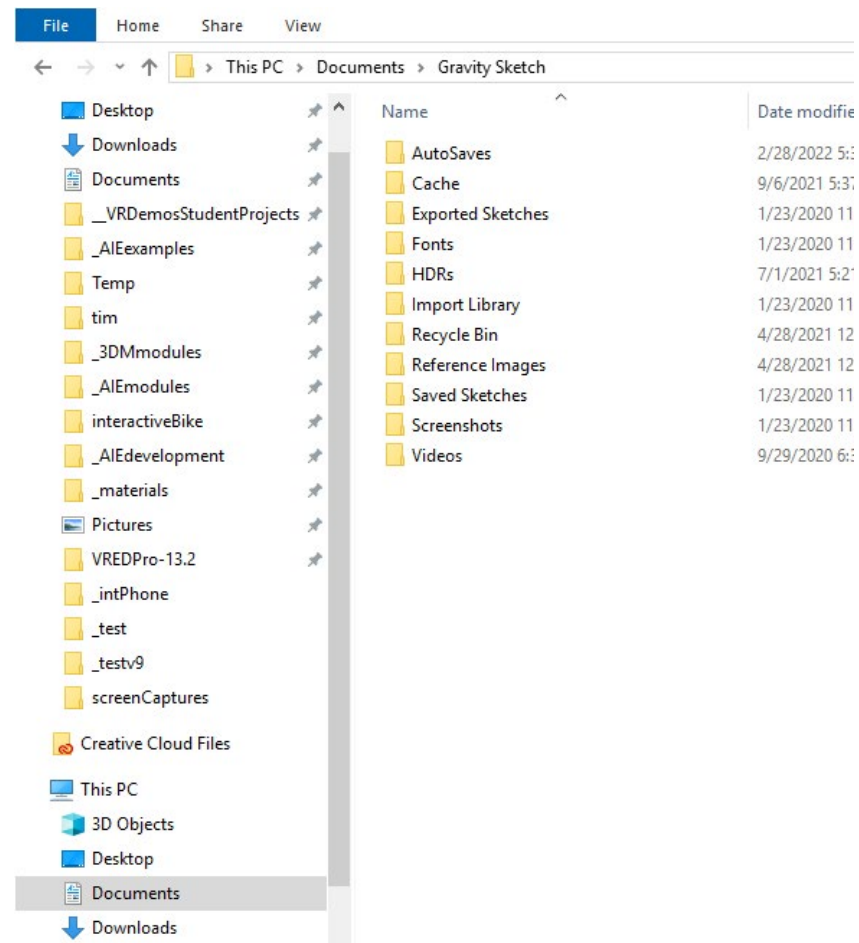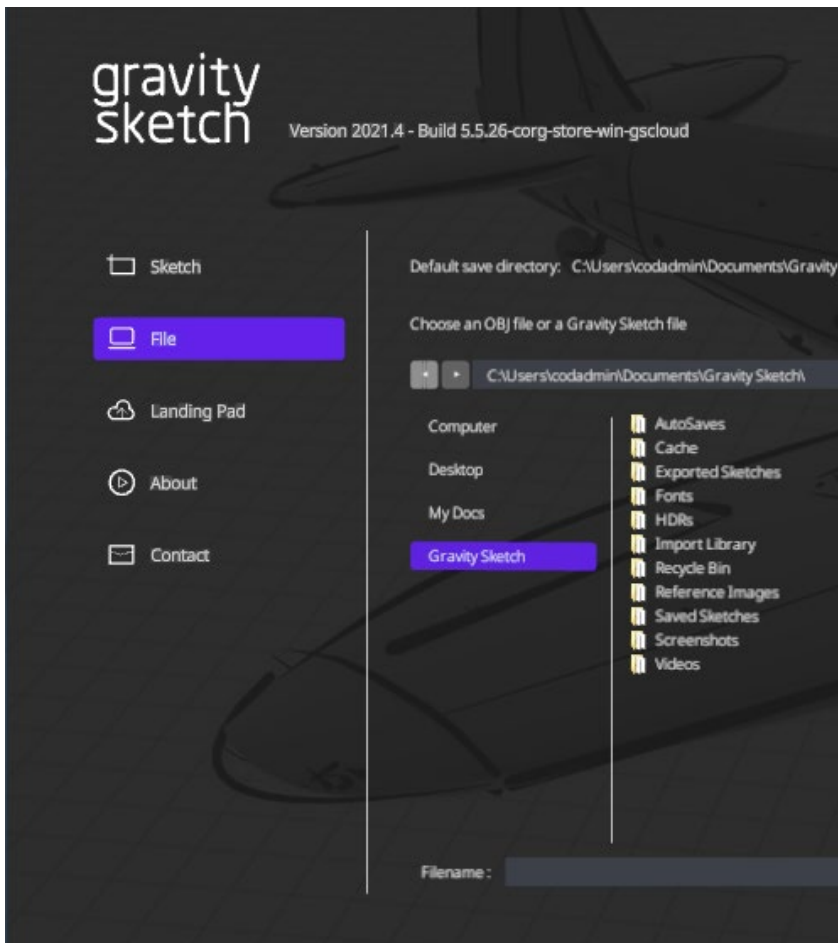
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Appendix

Importing Images and 3D Models

Images and 3D models can be used in Gravity Sketch. When using Gravity Sketch on a VR cart, a local file system is created under the Document folder. Place png and jpeg images under the Reference Images folder. 3D models are saved under the Import Library.

Exporting 3D Models

To get to the Save & Export Options click the Blue Menu button on your non-drawing hand and select Save & Export (Floppy Disk Icon).
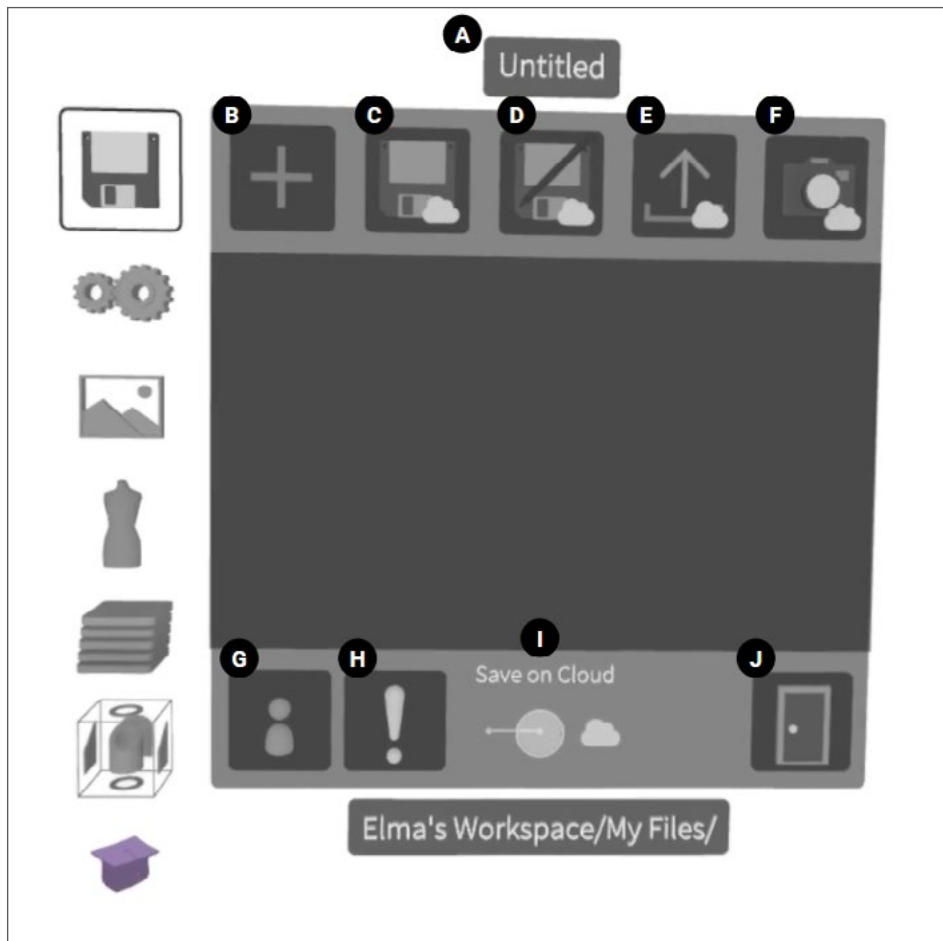
A. Sketch Name: Displays current project name.
B. New Sketch: Start a new sketch.
C. Save Sketch: Save a sketch.
D. Save As: Save a new version of a current sketch.
E. Export: Export your work in a OBJ, FBX or IGES format.
F. Take Screenshot: Take screenshots or instant photos within the sketch.
G. Preference Profile: Access saved preference profiles.
H. Report an Issue: Click to report an issue you are experiencing in Gravity Sketch VR (also available in Quick Tool access).
I. Saving Settings: Toggle default storage.
J. Exit to Lobby: Selecting the door icon will take you back to the Lobby (also available in Quick Tool access).

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Screenshots

To get to the Screenshot feature click the Blue menu button -> go to Save & Export -> click Take Screenshot (Camera icon). When the Screenshot interface opens, Press Thumbstick or any thumb button on your non-drawing hand to take a screenshot. Your screenshots will be saved locally on your headset or on Cloud, depending on your Saving settings.
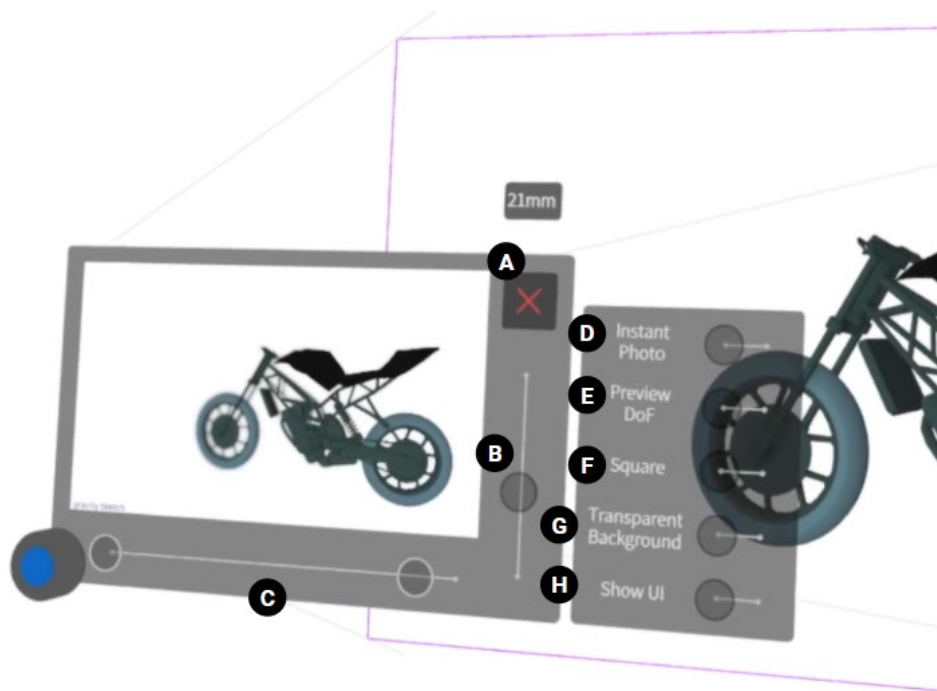
A. Close: Exit camera mode.
B. Field of View: Adjust focal length of the camera.
C. Depth of Field (on tethered headsets only): Adjust knobs to put a certain part of your sketch in focus. Only the objects in between Far (indicated with purple) and Near (indicated with orange) plane will be focused.
D. Instant Photo: Take a screenshot to keep it in the scene (as an editable NURBS quad surface).
E. Preview of DOF (on tethered headsets only): Activate to visualize the Depth of Field effect on the camera screen.
F. Square: Take square screenshots.
G. Transparent Background: Allows you to take a screenshot with no background.
H. Show UI: Includes user interface in the photo.

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