

# The GearVRF Project

## NEWS -- The results from the latest hackathons are in !

The AT&T VR Hackathon was in San Francisco from June 19th and June 20th at Galvanize, The Modern Tech Campus, 44 Tehama Street in San Francisco.

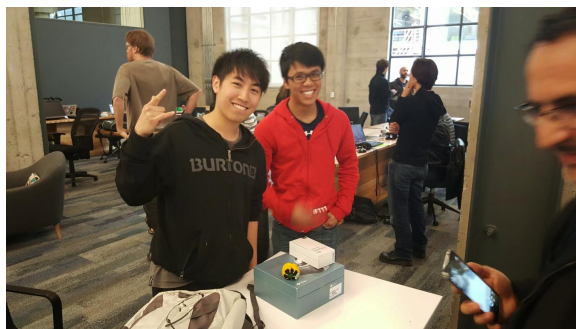
- Akshay Mhatre, Wei Low, Matt Lodes, and Shweta Raje wrote a real time speech recognizer using GVRCameraViewSceneObject and Google's speech recognition service.
- Project Link: <https://github.com/girllovesrobots/sffc>

The VRHackathon.com 2015 Seattle Hackathon was from June 19th to June 21st in Seattle, WA.

- Cesar Sanchez and Chris Peri created a basketball spinning game. How many balls can you keep spinning.
- Working on adding it to the GearVRF repository under VRHackathons/.

The VRHackathon.com 2015 San Francisco Hackathon was from May 22 and May 24 at Galvanize, The Modern Tech Campus, 44 Tehama Street in San Francisco.

- Congratulations to Ian Macalinao and Chee Loong Soon !!!



They won THE 2015 *Golden Hacky* for the best GearVRF application that displayed a map of San Francisco with live positions of Muni buses and trains, which allowed you to zoom in and out of an area of interest. (oh yeah, they also won a Samsung Galaxy S6 phone and a Gear VR Innovator Edition HMD).

For details about future VR Hackathons, <http://vrhackathon.com/>

The Gear VR Framework (GearVRF) Project is an open source collaboration based on the GearVRF open-source rendering library for application development on VR-supported Android devices.

GearVRF makes it easy to develop compelling VR applications:

- Easy-to-use Java application development environment
- Easy access to powerful VR technology
- Does not require extensive knowledge of OpenGL and the Oculus renderer
- Simple and effective rendering manager
- Compatible with mainstream VR development tools.

## GearVRF

**Add Pre-Defined Assets**  
Without OpenGL calls



**Assimp Library**  
Easy 3D model import



**Auto Head Tracking**

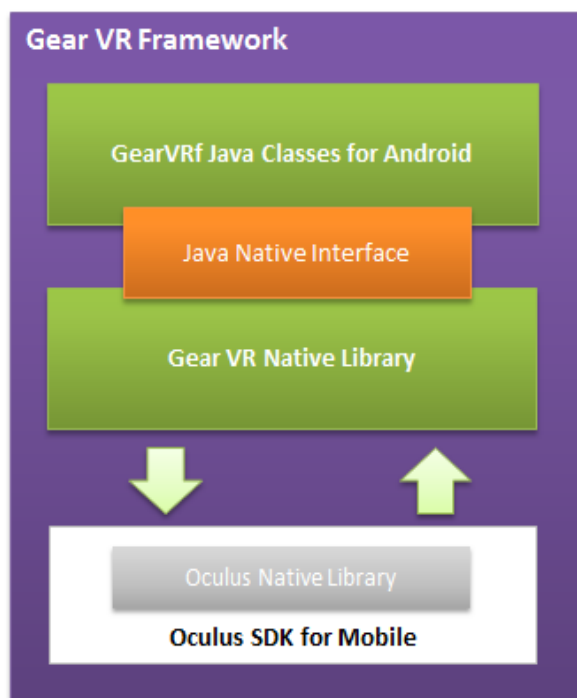
**Custom Shaders**  
Drawing flexibility



**Math Classes**  
Fast, precise rendering



The GearVRF API provides VR application developers with simplified access to Oculus SDK functionality, via the Java Native Interface and the GearVRF native library.



## Make your own VR worlds at the GearVRF Project

From the GearVRF Project menu, you can access Gear VR Framework Project resources, development information, and community contacts so that you can create your own VR applications and contribute to the GearVRF community.

[Get Started with GearVRF !](#)

We gratefully acknowledge the developers of the following images:

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