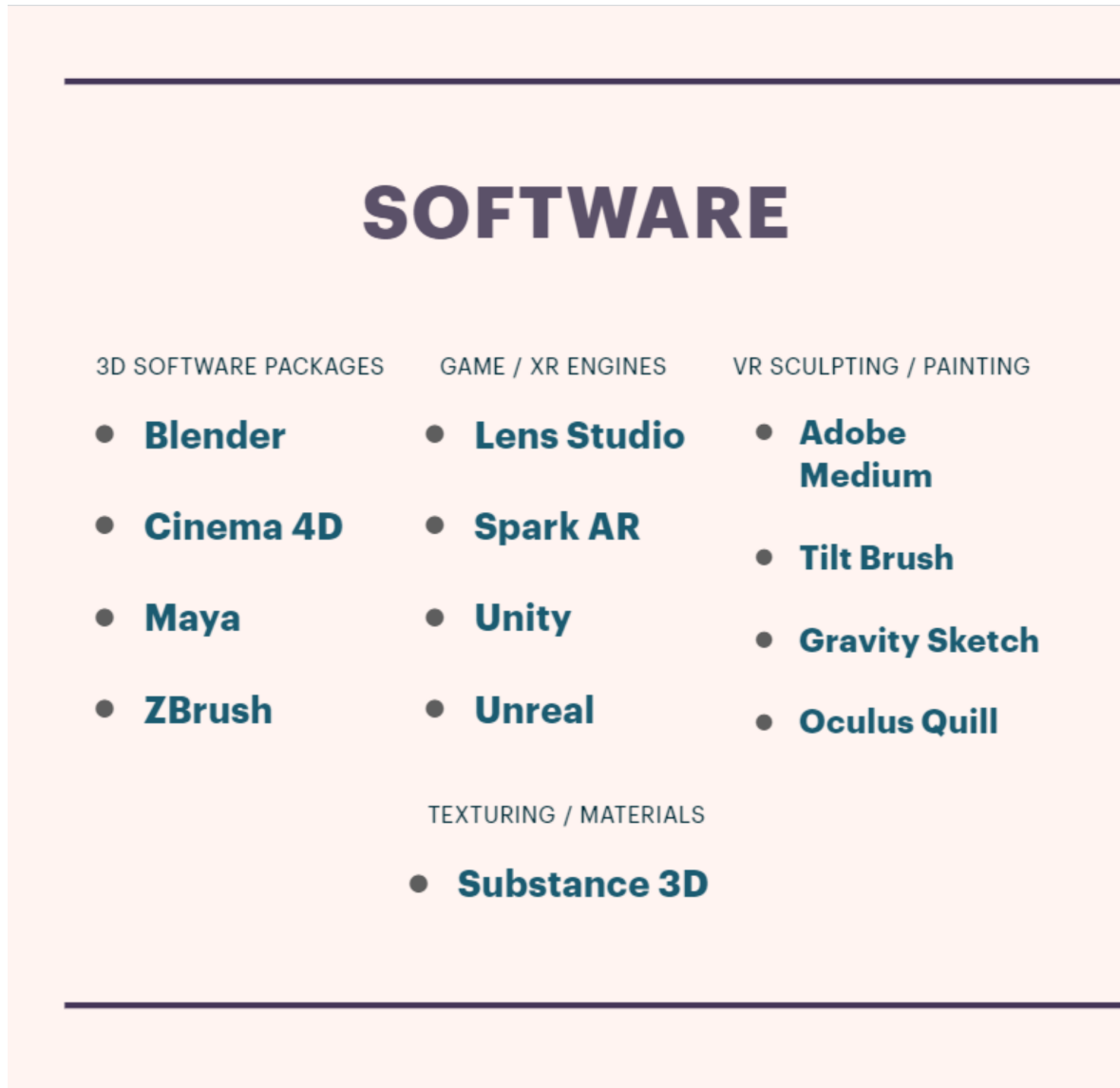


# XR Resources List

By Kathryn Hicks



## Definitions

**XR:** (Extended Reality) XR is an emerging umbrella term for all the immersive technologies. The ones we already have today—augmented reality (AR), virtual reality (VR), and mixed reality (MR) plus those that are still to be created. - [Forbes](#)

I personally like to use immersive tech or AR / VR but I can understand why people use XR, immersive is probably too broad of a term.

**3D Generalist:** A 3D Generalist is an individual who can work in any number of capacities on projects in the film, games and animation industries. - [Production Base](#)

**More definitions** - on [Easy Render](#)

## Game Engine Tutorials

### Unity

<https://www.youtube.com/c/unity/playlists>

### Brackeys (game dev tutorials)

- he doesn't make new content anymore but his tutorials are fantastic

<https://www.youtube.com/c/Brackeys>

### Unreal

[https://www.youtube.com/c/UnrealEngine/playlists?view=50&sort=dd&shelf\\_id=3](https://www.youtube.com/c/UnrealEngine/playlists?view=50&sort=dd&shelf_id=3)

### Lens Studio (Snapchat's AR filter software)

[https://youtube.com/playlist?list=PL0rDQ-c-\\_kxcwwBccaz1N9Rmz\\_xgyijRg](https://youtube.com/playlist?list=PL0rDQ-c-_kxcwwBccaz1N9Rmz_xgyijRg)

### Spark AR (Meta's AR filter software)

[https://youtube.com/playlist?list=PLk-TnRMdB7HBJG3qtcA1bayzoYW\\_eqLKx](https://youtube.com/playlist?list=PLk-TnRMdB7HBJG3qtcA1bayzoYW_eqLKx)

## 3D Software Tutorials

### Blender Tutorials

**Flipped Normals** - Blender for Beginners tutorials

*(FN has good all around 3D tutorials for different software)*

[https://youtube.com/playlist?list=PLBX-X8mPyxIqen7Au2\\_5h0DkHlnN\\_XoZ1](https://youtube.com/playlist?list=PLBX-X8mPyxIqen7Au2_5h0DkHlnN_XoZ1)

### Gleb Alexandrov

<https://youtube.com/c/GlebAlexandrov>

### Cinema 4D

#### Greyscalegorilla

[https://youtube.com/playlist?list=PL\\_KyR3yGDJFvABUPOgYIQXR078NHNXbu4](https://youtube.com/playlist?list=PL_KyR3yGDJFvABUPOgYIQXR078NHNXbu4)

### ZBrush

#### Flipped Normals

[https://youtube.com/playlist?list=PLBX-X8mPyxIoTz-NikITdbGY0lgfq\\_CUS](https://youtube.com/playlist?list=PLBX-X8mPyxIoTz-NikITdbGY0lgfq_CUS)

**Gnomon Workshop** has great 2D / 3D tutorials but it requires a paid subscription  
<https://www.thegnomonworkshop.com/>

### **Autodesk Maya**

#### **Flipped Normals**

[https://youtube.com/playlist?list=PLBX-X8mPyxlp\\_O94bKjQkExNPiDwddmTC](https://youtube.com/playlist?list=PLBX-X8mPyxlp_O94bKjQkExNPiDwddmTC)

### **Substance 3D** (*Substance Painter, Designer, and other Adobe owned 3D software etc*)

<https://www.youtube.com/c/Substance3D/playlists>

### **Adobe Medium** - VR sculpting

Discover Medium: Sculpt in VR with Gio Nakpil

<https://youtu.be/Bu2ctK8ypXE>

### **Gio Nakpil**

<https://www.youtube.com/channel/UC3uLU41Uf7j7x8pYV7S4UiA>

### **Southern GFX**

<https://www.youtube.com/c/SouthernGFX/playlists>

### **Oculus Quill**

#### **Goro Fujita**

<https://youtube.com/playlist?list=PLH6wMbkRIUBzbp5h2gdW0CRur6fm2iir>

### **Animbrush Academy**

<https://www.youtube.com/c/AnimbrushAcademy/featured>

### **Virtual Animation**

<https://www.youtube.com/c/VirtualAnimation/playlists>

## **Game Jams**

Game jams are a great way to get your feet wet in game development, network, and learn. Anyone can participate in a game; there are usually no requirements, for example, Global Game Jam. With Global Game Jam, you can create any game - PC, web, mobile, AR, VR, MR, board game, etc.

### **Global Game Jam**

<https://globalgamejam.org/>

### **Indie Game Jams Calendar**

<http://www.indiegamejams.com/>

## Examples of XR development teams - indie studios

### **Mend Team** ([Digital Precept](#))

#### **4 Artists:**

**Lee** - Art Director / 3D Modeler

**Elliot** - Concept Artist

**Kathryn** - 3D Modeler

**Dezmond** - 3D Modeler

#### **2 Developers**

**Justin** - Creative Director / Game Designer / Developer

**Jonathan S** - XR Engineer / Developer

#### **1 Musician**

**Jonathan M** - Musician / Composer

#### **1 XR Consultant / HR / Contract Manager**

**Craig** - HR & Contract Manager - he does all the paperwork and legal stuff he also knows XR development and knows a wide network of people in XR

### **Example B**

#### **3 Artists:**

**Person A** - [ 3D Generalist ] - 3D Modeling / UI / Graphic Design / Lighting & Rendering for both Game Engines and 3D illustrations

**Person B** - 3D Modeling & Animation

**Person C** - Art Director / Lighting & Rendering and Animation for both 3D illustrations and animations

#### **2 Developers**

**Person D** - Unity / Web / App Developer - XR Developer

**Person E** - Unity / Web / App Developer - XR Developer

#### **1 HR / Project Manager**

**Person F** - HR, manages projects, contacts clients and budget

## Closing Advice

If you are interested or want to dive into XR, start learning Unity, Lens Studio, or other XR software and create a project. It doesn't have to be large or elaborate; it could be as simple as learning to place a cube in 3D space. Understanding navigation first on whatever software you decide to start with is essential, but I would advise starting with one first. Then, once you feel comfortable with that software, consider exploring others. I'm also a big fan of group learning. If you know other people interested in learning XR, I would advise forming a group and learning from each other. Also, go to virtual meetups, or find online groups in XR to join - it's a great way to network and learn.