



Argil. Manual

2021/04/21

<https://www.argil.uk/>

Introduction

Welcome to Argil - a VR sculpting app designed by Valkyrie Industries.

1. Getting Started:

1.1. Using controllers

The controller has a protruding *pointer* that interacts with the clay object, and with the menu.

Interact with all the **menus** by pressing the trigger and touching the desired button with the *pointer*.

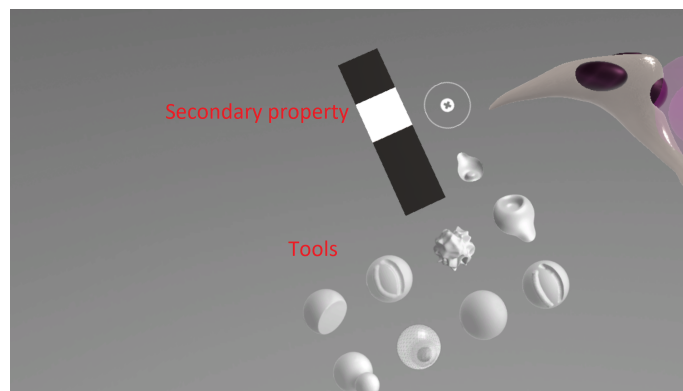
Trigger (index finger) is used to **interact** with the surface of the **clay**.

Grip (middle finger) is used to **move** the clay (right hand moves selected *object*, left hand moves *the whole scene*)

Both hand grips **scale** the object (to scale *selected object*, first press right-hand grip, then left-hand grip; to scale *the whole scene* first left-hand grip, then right-hand grip - scales the scene)

1.2. Tools

1.2.1. Tools can be found on the inside of the wrist (look at your pulse!) of both hands:



The **tool size** (brush size) can be changed by using a thumbstick or dpad - *left / right*. To change the **secondary option** of the brush, use thumbstick or dpad - *up / down*.

1.2.2. Available Tools (secondary property SP in brackets):

Push-pull (SP: fuzziness)

Carve (SP: concave/convex)

Smooth (SP: intensity)

Noise (SP: frequency of noise)

Inflate / Deflate (SP: in vs out)

Resolution brush (add resolution, erase resolution) Each object resolution is limited to 65536 vertices (but you can have multiple objects)

Smooth carve (SP: concave/convex)

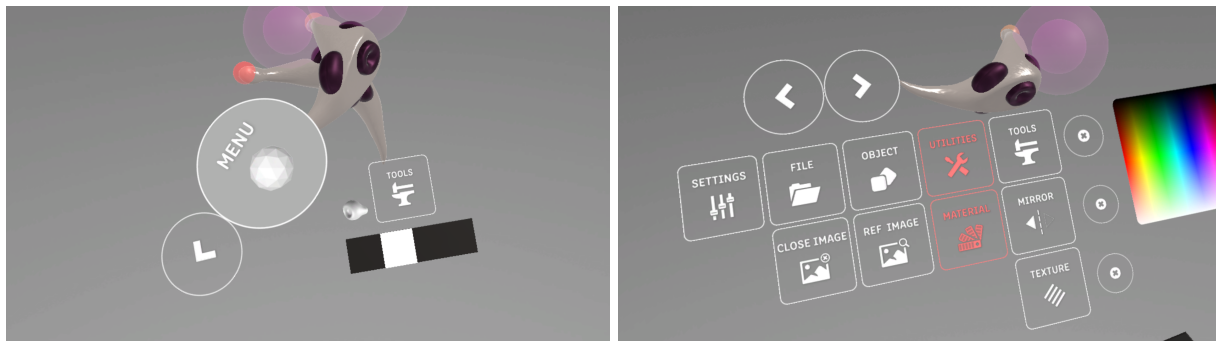
2. Menu and utilities

2.1. The **menu** on the outside of the left wrist (the “wrist-watch” spot) has all the other menu options:

The menus disappear if the user doesn't look at them

Menu has **Undo** button and Redo button after pressing the Menu

Undo can be accessed by pressing the button on the controller (Oculus Touch - either “x” or “a” button; Vive - menu button; Valve Index controller - “a” button)



2.2. Utilities:

Mirror - add mirror-possibility and shows it in the plane (the position of mirror is fixed and cannot be changed)

Material - changing colours and textures. You can add any image as a texture of your object.

Reference Image - adding reference images to the space.

2.3. Objects:

Add: You can add various objects with various resolution (sphere, box, torus etc)

Cycle (Select): cycle through objects (**alternatively:** you can reach and grab an object using your right hand too)

Delete: deletes an object

2.4. File:

Saving: saves only the last object.

Loading. Loads the last saved object.

Export OBJ: exports OBJ into C://Users/[currentuser]/Documents/Argil/ExportedOBJ

Load OBJ: opens the File Browser for loading any OBJ on your computer.

Limited to 65536 welded vertices (or faces)

2.5. Settings:

Change **background:** cycles through 5 different backgrounds

Save **properties:** saves the tools in both hands, background and the initial material of the clay object.

Floating menu: detaches the Menu from the hand, and stays active.

Help: restarts the onboarding procedure