

# Programming and the Patch Editor in Spark AR

## Programming and Patches in Spark AR

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The Patch Editor allows you to use visual scripting to program interaction into your AR projects.

The Patches in Spark AR have a similar functionality to the nodes in Blender and Unreal Engine. They function like pre-written blocks of code that make it easier for the user to start programming without needing to know underlying programming syntax.

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The following videos contain information and tutorials about the patch editor in Spark AR.

**<https://www.youtube.com/embed/RMBcMlz0SVU?si=9rKzu92xnlqQMtDz>**

**<https://www.youtube.com/embed/ZJKNGLIR7g?si=2QgrkMjyZvsCZIAK>**

**<https://www.youtube.com/embed/S17KmuqySyU?si=tfUpzGYnUzlePe34>**

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If you are having trouble with programming with Patches or have a project that requires complicated interaction, please speak to the XR technician in the Creative Technology Lab for assistance.

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