

Programming and the Patch Editor in Spark AR

Programming and Patches in Spark AR

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.

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>

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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