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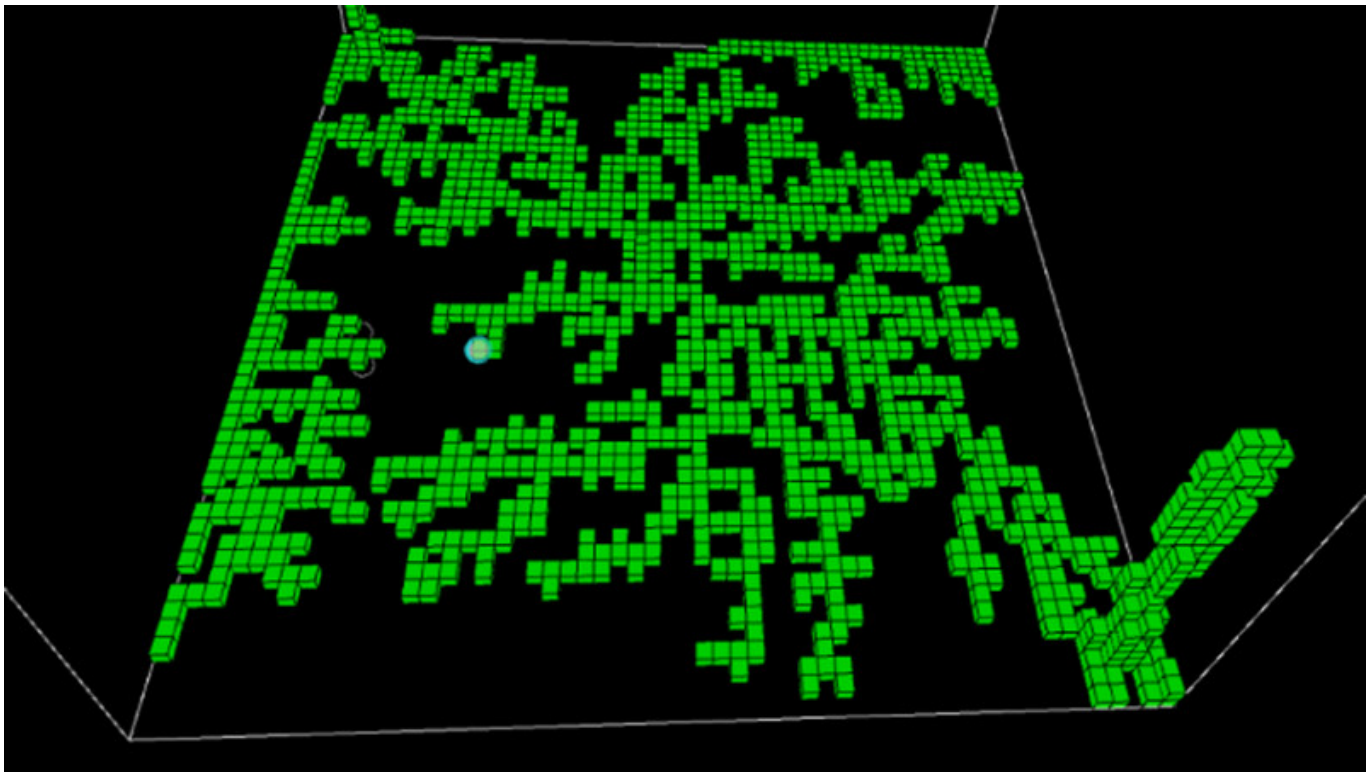

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## About This Game

VR Sand is a 3D falling sand toy (similar to the popular two-dimensional Powder Toy) which allows you to watch and interact with various colored elements. Within the outlined play area you can place sand, concrete, water, wall, plant, fire, gunpowder, and C4 to experiment with many elemental reactions; with controls made for VR.

## Feature List

- Supports sitting, standing, and 360 degree room-scale configurations
- Interact with the elements in a box in front of you, or make the box much larger and explore the interactions as a world around you
- Left and right-handed support
- Variable brush sizes
- Source blocks that generate other blocks
- Use up to 512,000 (80x80x80) particles of elements - this will be expanded in the future as more optimizations are made

Title: VR Sand
Genre: Casual, Indie, Simulation
Developer:
Phylliida
Publisher:
Phylliida
Release Date: 7 Feb, 2019

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows

**Processor:** AMD 290, Intel i5-4590

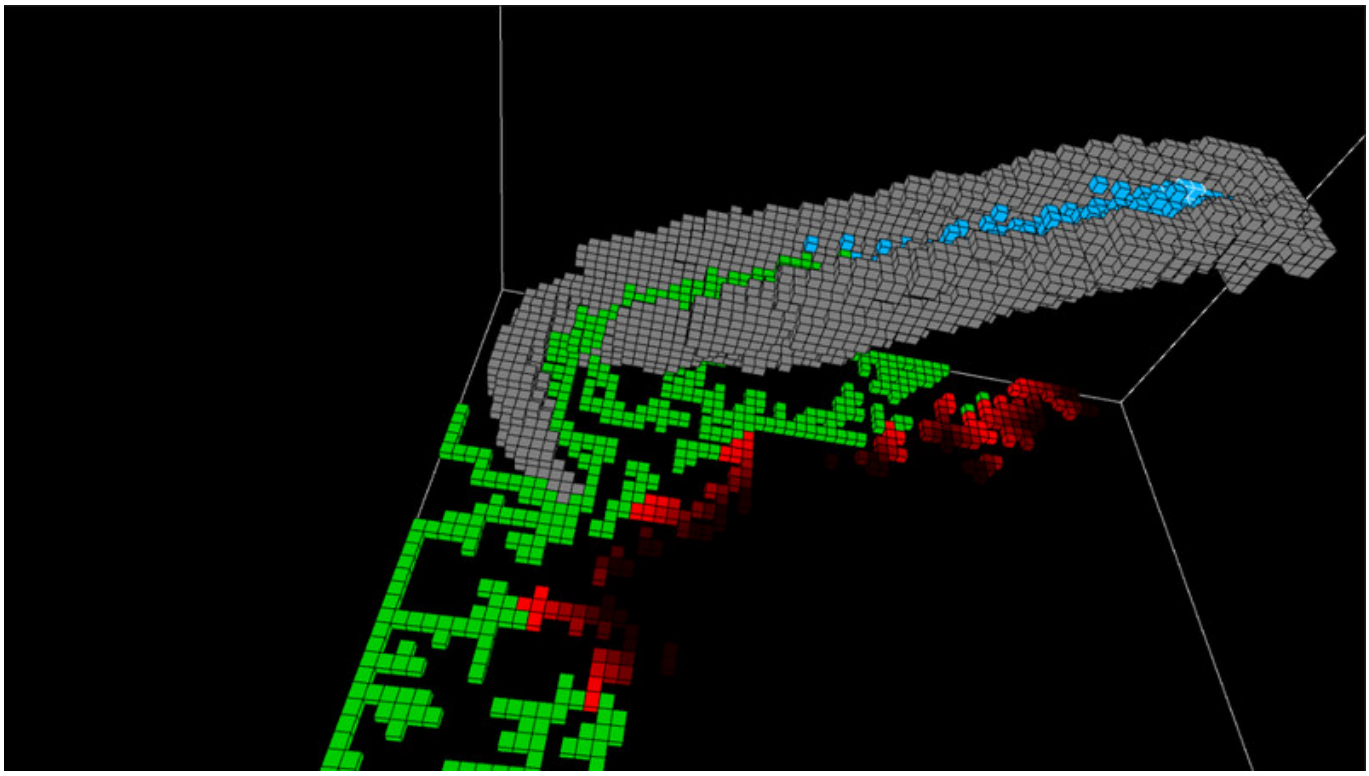
**Memory:** 4 MB RAM

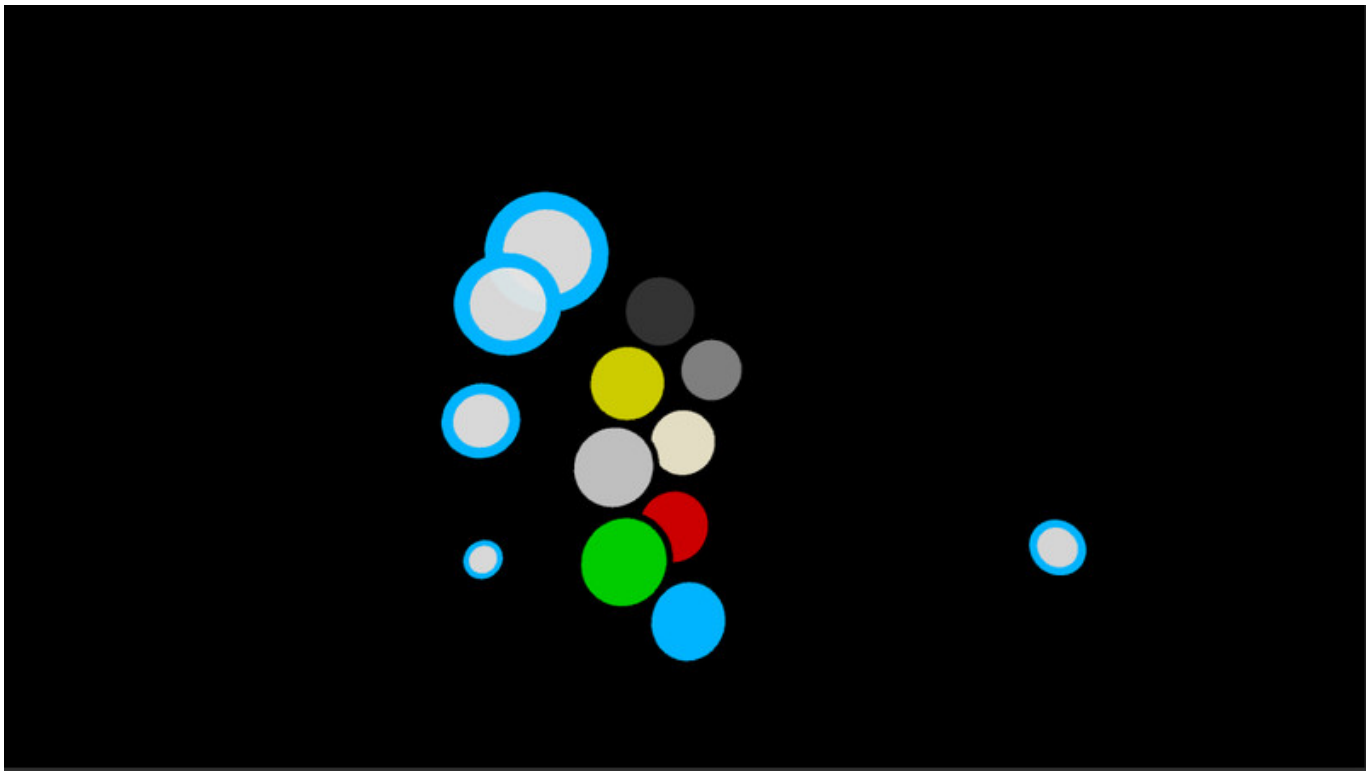
**Graphics:** GTX 970

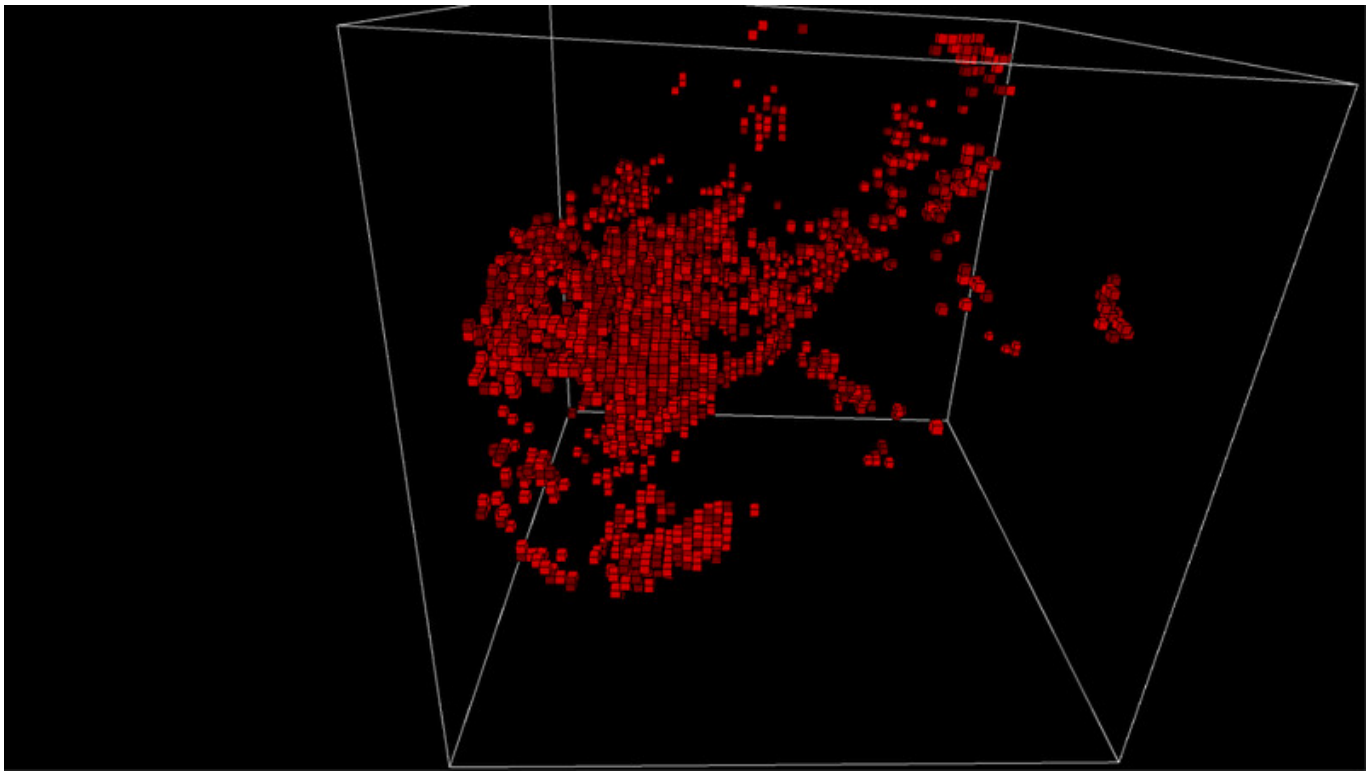
**DirectX:** Version 11

**Storage:** 60 MB available space

English







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I knew it would be small but I wasn't prepared for just how small.

Once you get over the size of the play area, the game is pretty fun and mesmerizing. Interesting to see in 3D.

Needs more options though even basic stuff like clear the entire screen is missing.

**Update 1: Added zoom and fixed controls some more**:
This update does the following:

1. Fixes Vive controls so they are less buggy (including left handed mode)
2. Lets you zoom by grabbing with both hands
3. Water source blocks look different (this was a bug) and can no longer be destroyed by plants
4. Plant source blocks can no longer be destroyed by fire (otherwise a plant source block makes no sense)

Thanks for all of your feedback so far! As always, let me know if you run into any bugs and I'll fix them ASAP. **Update 2: Added Ants and Lava**:
You guys requested more interactions so I've been working on adding some. This most recent update adds ants and lava. I also tweaked fire a bit so it looks nicer. **Official Steam Release!**:
Today VR Sand is officially released on Steam :) It has been on Oculus Home for a while, but supporting Vive took me a little while because I don't have a Vive so I had to borrow one from a friend. Everything should be working good now :)

To celebrate, I pushed an update on Steam and Oculus Home that includes the following features:

1. Text (so you can see what the elements are called, there was some confusion for what things actually were so hopefully this helps)
2. Dirt
3. Seeds: Plant them in Dirt and see what happens
4. Destroyer block: destroys anything that touches it
5. Optimizations that allow slightly more blocks

I also cleaned up some of the interface that people found confusing.

You may notice in the game that the background is gray, unlike the trailer. I made this modification to address Godrays.

If you want to see someone playing VR Sand, I really enjoyed The VR Shop's Video. He missed some of the major interactions (plants spread in water and can burn), but the review is otherwise pretty good.

If you have any ideas for new elements, feel free to comment them below!
. **Update 3: Added oil and natural gas**:
This update adds oil and natural gas. I think you guys will really enjoy them :) I also fixed ants so they will burrow in dirt, but mostly only multiply in Plant. Finally, I fixed the zooming issue.

The tricky part I have with adding new blocks is that since everything is done in a compute shader, the more blocks I add, the more logic needs to be done per step, and this can result in lower performance. This update's performance should still be comparable to before, but it's been tricky navigating this tradeoff, that's what's taken me some time.

The main goal I had with a 3D falling sand game is I wanted to be able to make "pipes" and "rivers" and such where you can have water that will actually flow down them. I also wanted the amount of water to be preserved. I decided to not implement any kind of pressure mechanic, which allowed me to have simple local rules, using a sort of "turbulence" system (I could expand more on how this works if people are interested).

Some people have asked me why I don't just run VR Sand on the CPU instead of on the GPU. The reason is because that would lead to things getting slower when people completely fill up the box, and I find that players really enjoy doing that. I don't want players to have to worry about lag, because in VR that lag can make them sick.

Anyway, I have some ideas for a big overhaul of the physics system that I've been tinkering with for some time now. It won't actually change anything from your perspective, but it should make things run much quicker. It's in the works, stay tuned!

Edit: I just pushed another update that should address performance issues in this update if you are having any

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