

Gravity Sketch VR: “A Powerful Addition to Your Virtual Reality Toolchest.”

August 2nd, 2017 by **GS bot**

Virtual Reality is becoming a very exciting space for designers and creative types. With new authoring tools seeming to launch almost every month now, from the likes of google, facebook, and independent developers, we are seeing an explosion of great artwork made in VR. With all of this attention, 3D creation can be the best user case of this technology we have seen to date.

Today we see the launch of [Gravity Sketch VR](#), developed by an ambitious team of designers and engineers based in London. This tool could be a game changer for professional creatives. The team has created a unique, powerful set of tools and features that allow the user to model complex geometry in a matter of minutes completely disrupting the conventional methods.

In addition, everything that is created in Gravity Sketch is a 3D model that can be taken into a professional CAD package such as Solidworks for further modification, or even sent to 3D print. The team is focused on becoming a link in the creative process, fitting into designer’s current workflows. After talking with the founders, it was quite clear that their focus is on giving people the potential to do something unique with the content once it is created.

“Creative professionals and designers, being able to 3D sketch a concept allows them to speed up the process, whereas in the past they would have to rely on a set of 2D sketches. Now they can work directly in 3D, completely revolutionizing their creative process.” says Co-founder, Daniela Paredes Fuentes

We have already seen some [great content](#) from their early beta testing group, and even some [3D prints](#). These creations look amazing, but what we really want to know is how this software stacks up against the other 3D creation tools on the market.

“The way we like to see ourselves in this space is as the first professional grade VR design tool. What Gravity Sketch is great at is creating clean, crisp, rigid geometry which can be taken out of our software and into other tools for further use. We have seen people take their creations seamlessly from Gravity Sketch to an Autodesk product, and we think that’s awesome!” says Co-founder, Oluwaseyi Sosanya.

After checking out the software it’s pretty clear where they have put their focus. The team has created six key tools, each of which can be customized by the user to have exactly the look and feel they would like. On top of that they have created features which allow users to do some incredible things, like project strokes onto surfaces, import existing models to manipulate them using their tools, and a brilliant history feature that allows for a quick adjustments.

Gravity Sketch is currently live on Steam and Oculus for a discount at \$24.99. They have mentioned here that there are a load of great features to come like new tools, expanded material library, and more user customization. So far this looks really promising, and we are looking forward to seeing how the creative community takes to this new release. Grab yourself a seat [HERE](#) as the discount is still on.

Gravity Sketch VR is available for HTC Vive and Oculus Rift with Touch Controllers on Steam Early Access.