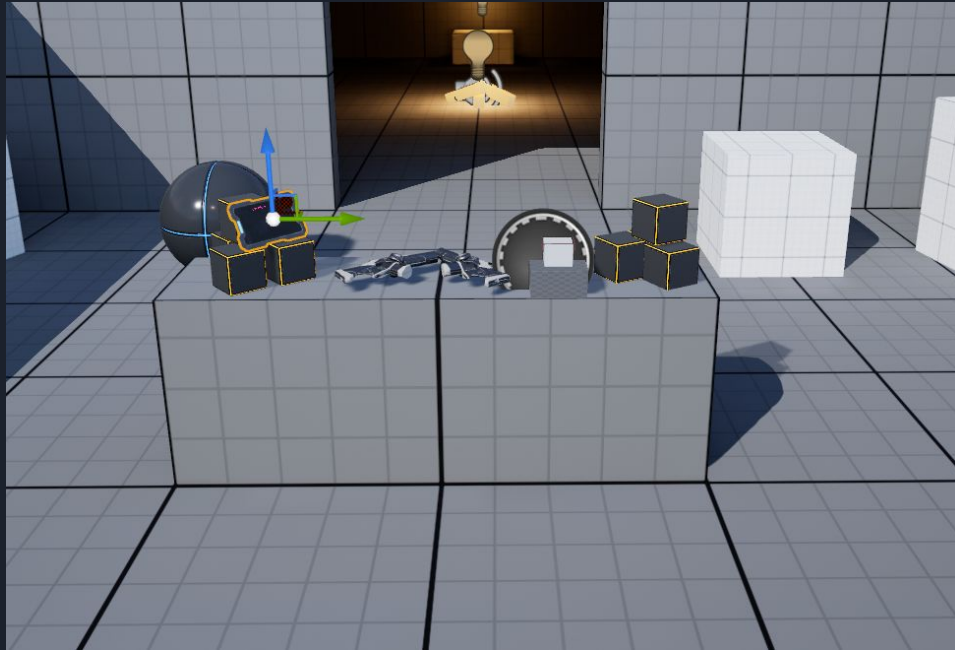
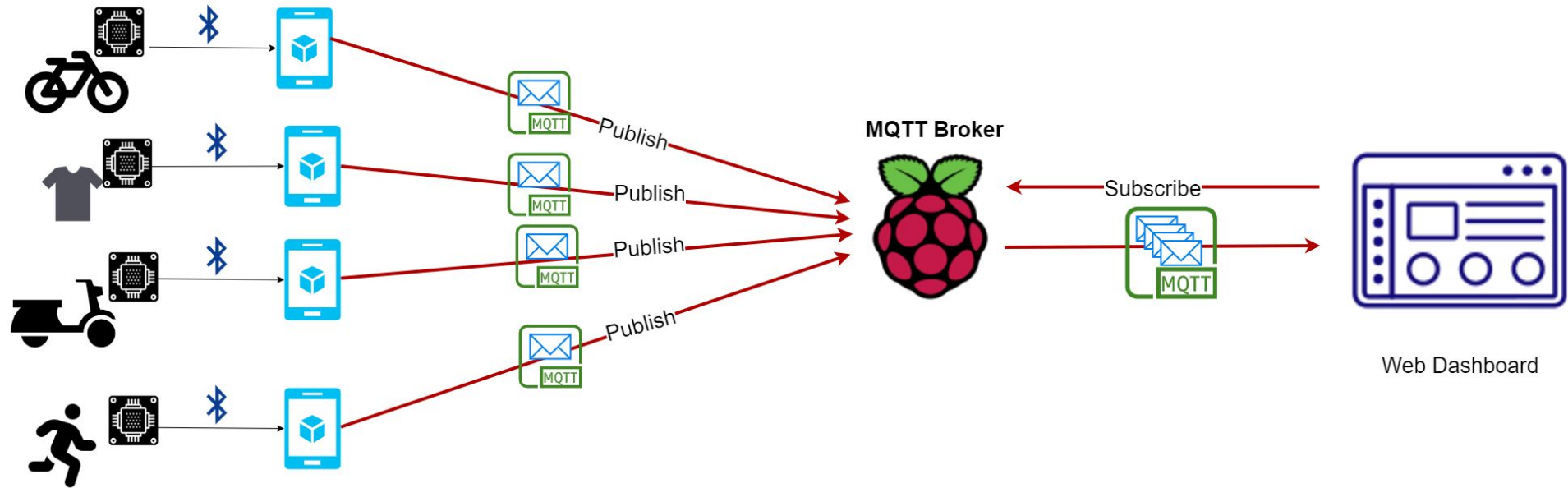




IoT Integration with VR

Kabakov Artem







MQTT Beta
MQTT broker and client

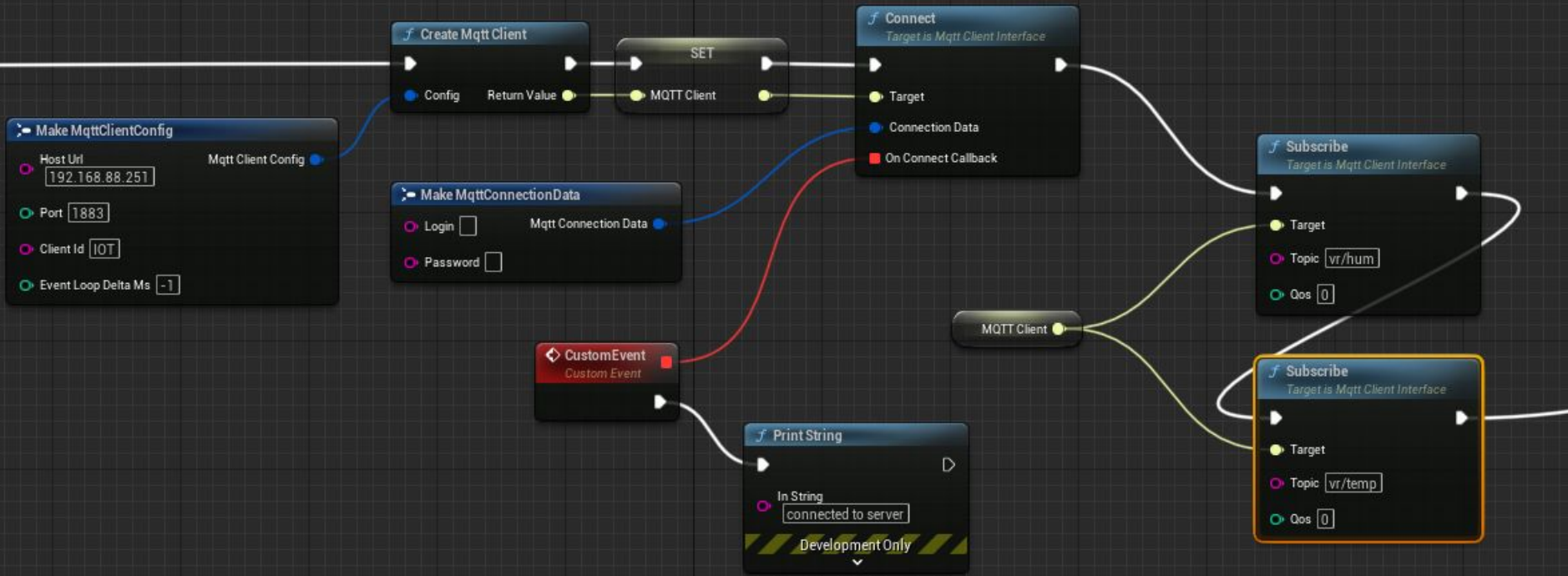
Version 1.0
Epic Games, Inc.

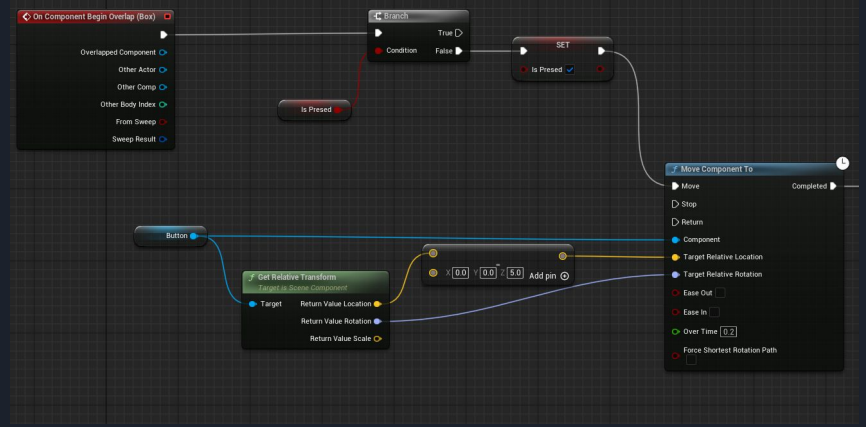
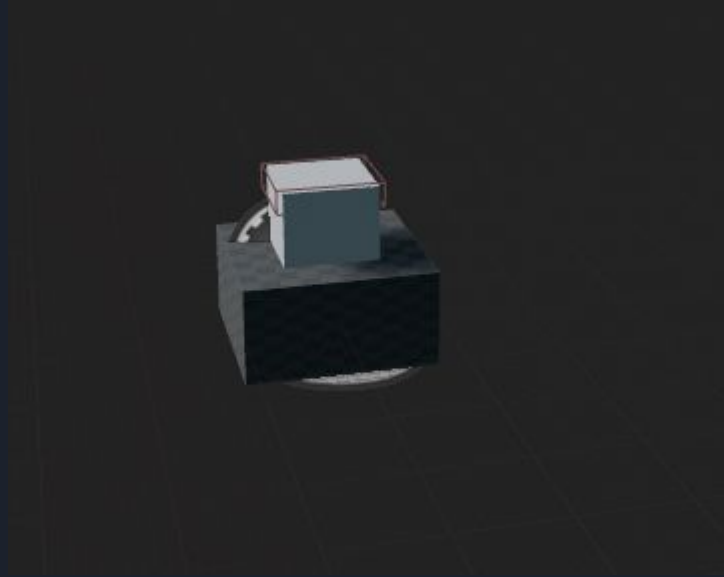


MQTT Utilities
MQTT client for Unreal Engine

Version 1.0.0
Nineva Studios

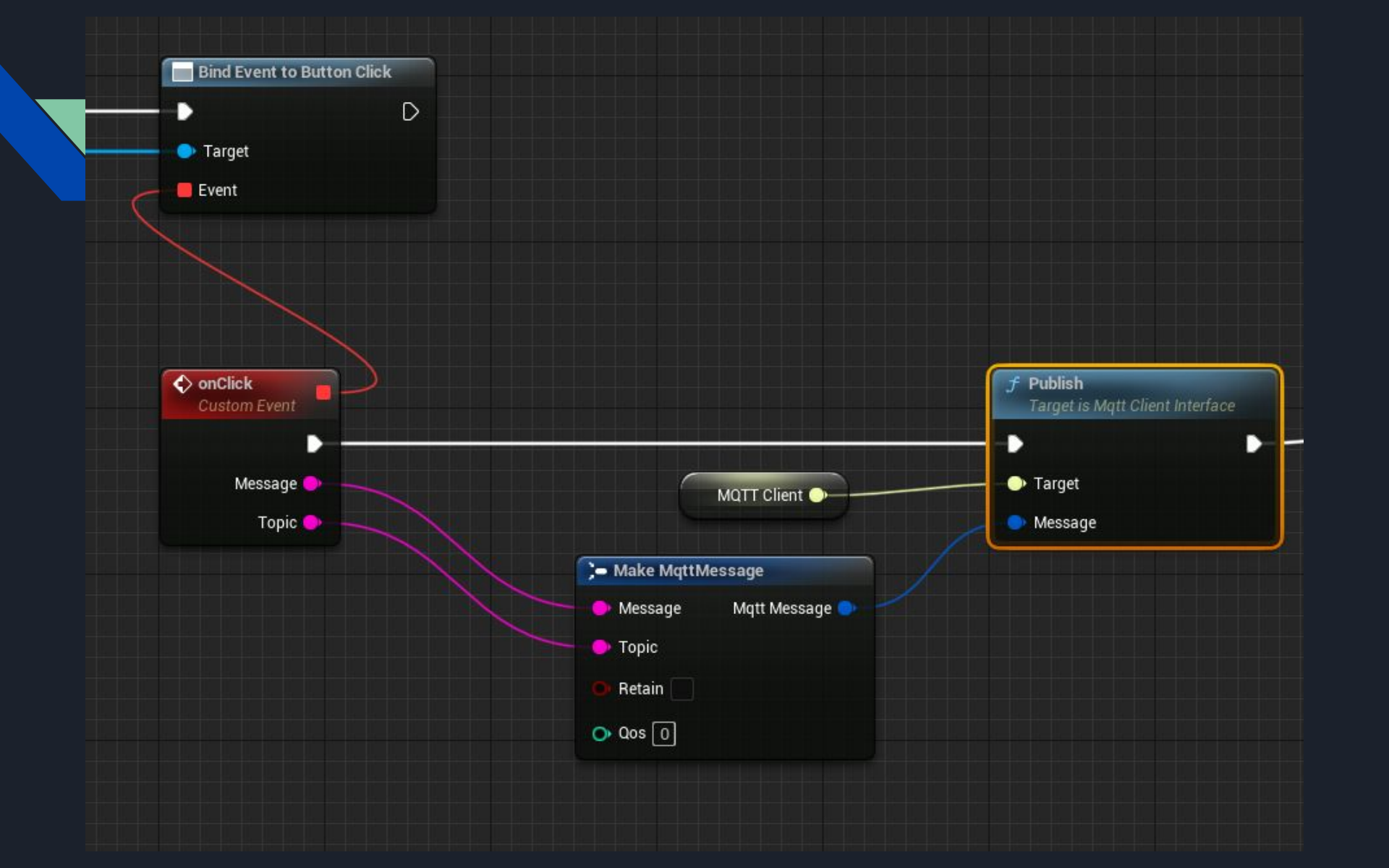
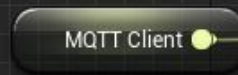
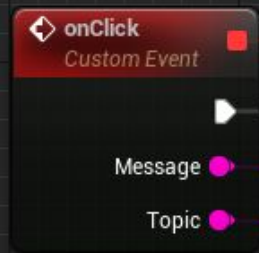
Edit Package Documentation

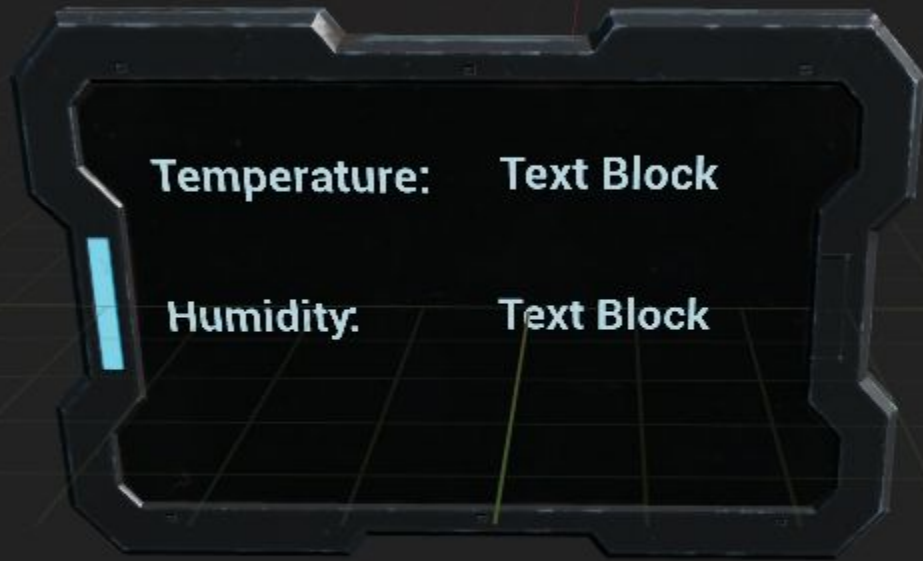


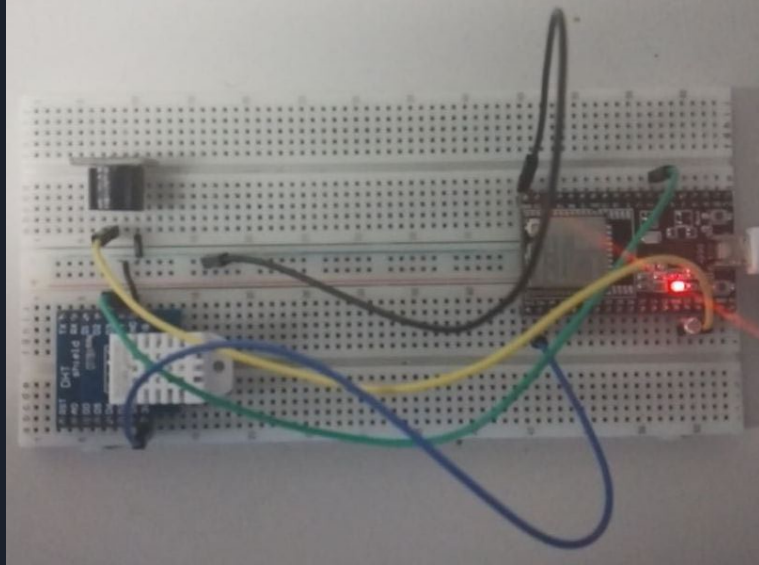




- VRPawn (Self)
 - DefaultSceneRoot
 - MotionControllerLeft
 - Box1
 - HandLeft
 - Camera
 - HMD
 - MotionControllerRightAim
 - WidgetInteractionRight
 - MotionControllerLeftAim
 - WidgetInteractionLeft
 - TeleportTraceNiagaraSystem
 - MotionControllerRight
 - HandRight
 - Box









Use cases

- remote work on factory
- Quest rooms
- remote education in labs

Demo time

