

The game is built on Epic's Unreal Engine 4 and using Nvidia's PhysX SDK (software development kit), integrates

"physical simulation into every aspect of the game." Combined with graphics and haptic feedback, it is meant to "make you feel like you are at a carnival."

????Epic ?????4???????????????? PhysX SDK? PhysX SDK
??

Nvidia also said it will release "VR Funhouse" as open source later in the summer to allow developers to experiment with the SDK that will enable enthusiasts and artists to build their own mini-games.

????????????????VR????????????????????PhysX SDK????????????????????????????????

For now, "VR Funhouse" can be downloaded for free from Steam. It requires Windows 7 or above as operating system, a fast processor, at least 8GB of RAM and a high-end graphics card. And of course, a compatible VR headset, like the HTC Vive.

????VR???????? ????Steam????????????????PC????Windows7????????????????CPU,??8G????????????????????????????
????VR?????HTC?vive?

