







VRChat

VR  VR  VR 
 VR 


 **Code-Floof**

[Accessibility in VRCha... | VRCLibrary](#)

- [Accessibility](#)
- [Accessibility](#)
- [Accessibility](#)
- [Canny](#)
- [Canny](#)








VR

 VR  VR  Index  LCD  Vive 



 Twitter  Unusual Facts

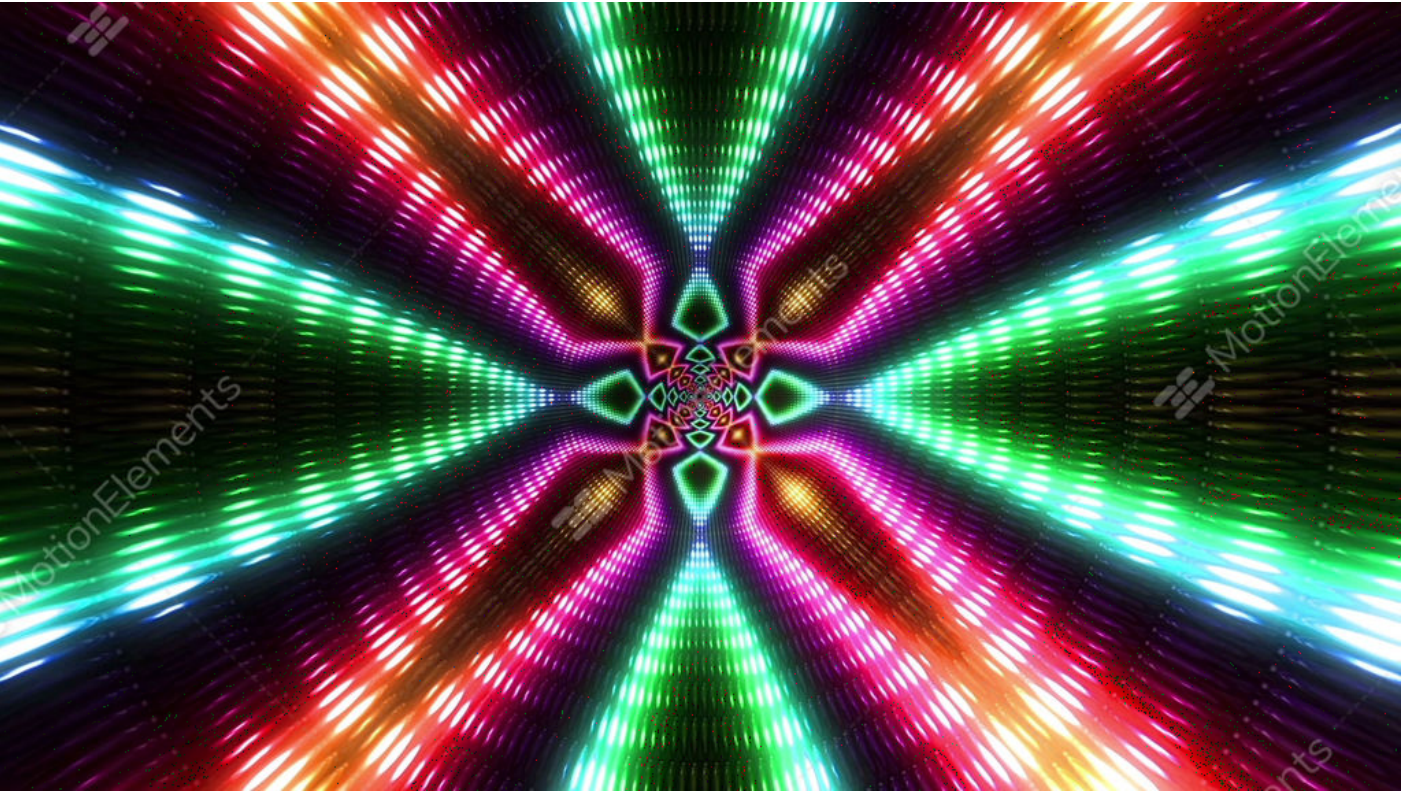
 Bloom  Lens flare 

- 
- 
- 
- 
- 

gamma












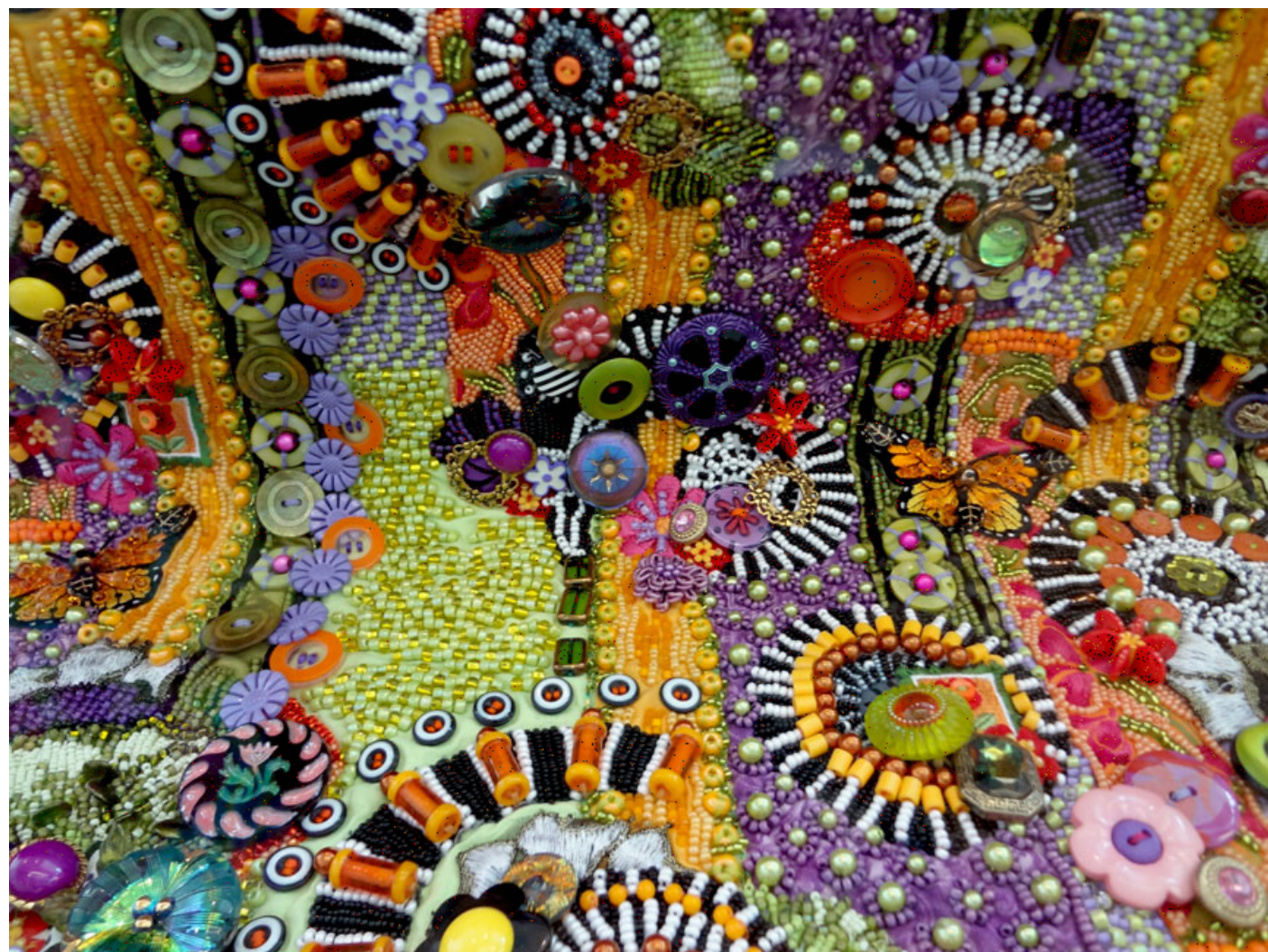
-
-
-
-
-



-
-
-
-
-
-

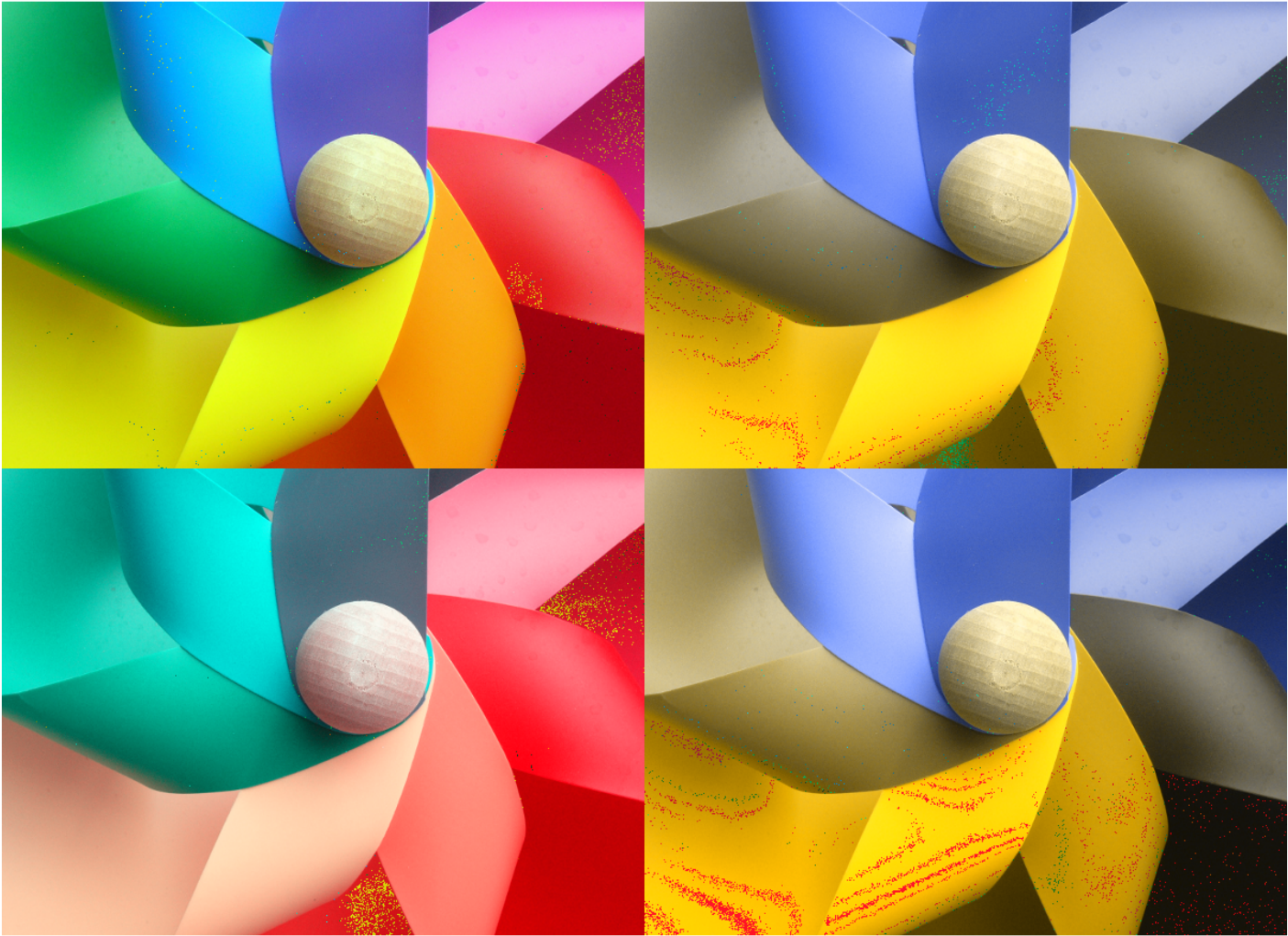


- 
 - 
 - LTCGI
 - 
 - 
 - 
- 
- 
- 
- 

[illegible]

"normal" color vision

green-blindness



blue-blindness

red-blindness



-
-
-






VR HUD 30

[Project Aincrad](#) HUD





- 
- 
- 



--	--	--	--	--	--	--

□□□□ (VR) □□□□□□□□□□□□□□□□□□□□ VR □□□□□□□□□□□□□□□□□□□□

[illegible][illegible]

□ □ Canny □

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ Canny ☐ ☐ ☐



- [\[1236\] Gamma Slider](#)
- [\[1236\] option to increase brightness past 100%](#)
- [Ability to toggle post-processing locally.](#)
- [Brightness adjust](#)
- [Disable post processing stack?](#)
- [Toggle World Post Processing Locally.](#)
- [Toggle to disable bloom and other post-process effects](#)
- [Option to disable Postprocessing clientside](#)
- [\[1240\] Accessibility features such as color correction's "Apply to workd" button, brightness slider, don't work on Quest](#)
- [\[1238\] \[QUEST\] Screen brightness is not affected](#)
- [disable audiolink toggle](#)
- [Video player toggle](#)
- [The "simulate colorblindness" feature is inaccurate](#)
- [photosensitivity protection](#)
- [Option to Disable Video Streams](#)
- [Allow players to disable particles and Mirrors in worlds from the menu](#)

U I

- [High Contrast theme](#)
- [\[1222\] \[Accessibility\] Reinstate High Contrast Alerts](#)

- [\[1220\] Avatar-hidden 'diamonds' are too transparent](#)
- [\[1237\] Allow hud elements to be freely moved and scaled](#)
- [\[1222\] Text chat doesn't follow accessibility guidelines...](#)
- [More accessibility for those that are hard of sight.](#)
- [Menu accessibility](#)
- [Ability to hide tags/worlds/authors from worlds tab](#)

UI,

- [\[1019\] Add an option to show nameplates only, no icons](#)
- [\[1021\] Add an option to show nameplates only, no icons](#)
- [Allow Nameplates without Icons](#)
- [Remove grow/shrink microphone HUD animation](#)
- [Option to reduce motion](#)
- [Option to disable background parallax](#)
- [Option to disable emote particles](#)
- [Toggleable emojis](#)



- [\[Accessibility\] Add a SFX when you receive any kind of notification](#)
- [Add "portal entered" sound when using portal via interaction](#)

UX

- [Motion smoothing option for hands. \(Accessibility\)](#)
- [Ability to Change Keybinds](#)
- [Accessibility feature request.](#)
- [\[Feature\]\[Accessibility\] Add support for one-handed calibration](#)
- [\(Accessibility\) Cannot calibrate full body with one controller.](#)
- [\[Accessibility\] Offer Optional Joystick Navigation of Menus](#)

- [\[Feature Request\] Add an option to make the camera bigger](#)
- [action menu accessibility for no vr controllers](#)



VRC

- [NearSighted Classroom by VoxelKei](#)

VRC

- [Disable Post Processing and AudioLink](#)
- [VRChat Flux Bloom Removal Shader](#)



- [Detection of Flashing Lights in Video Content](#)
- [AI assisted video adjustment for Photosensitive Viewers](#)

VRC

- [Long-term outcome in children with infantile spasms treated with vigabatrin: A cohort of 180 patients](#)
- [Concern of Photosensitive Seizures Evoked by 3D Video Displays or Virtual Reality Headsets in Children: Current Perspective](#)
- [Gamma oscillations and photosensitive epilepsy](#)
- [Shedding Light on Photosensitivity, One of Epilepsy's Most Complex Conditions](#)