

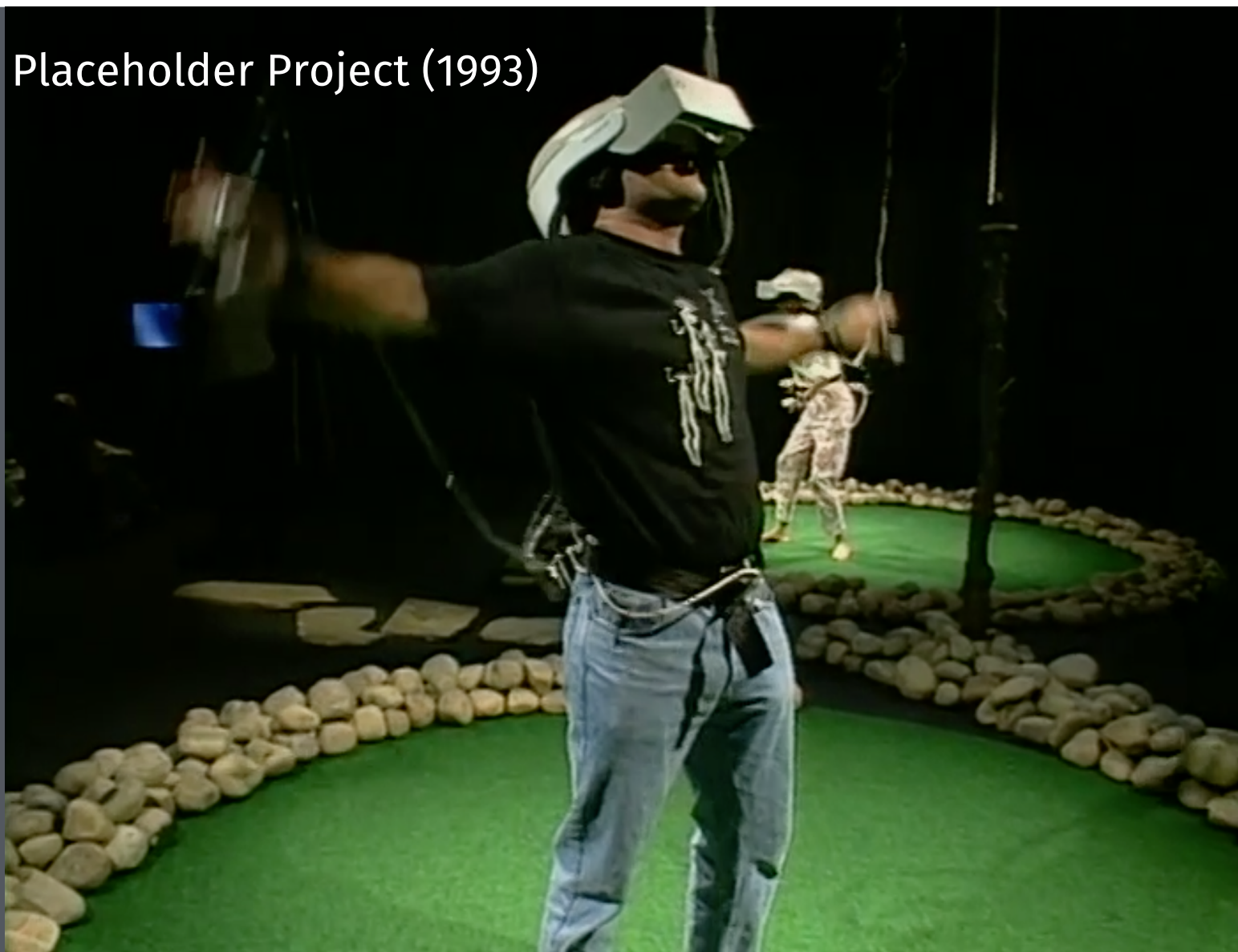


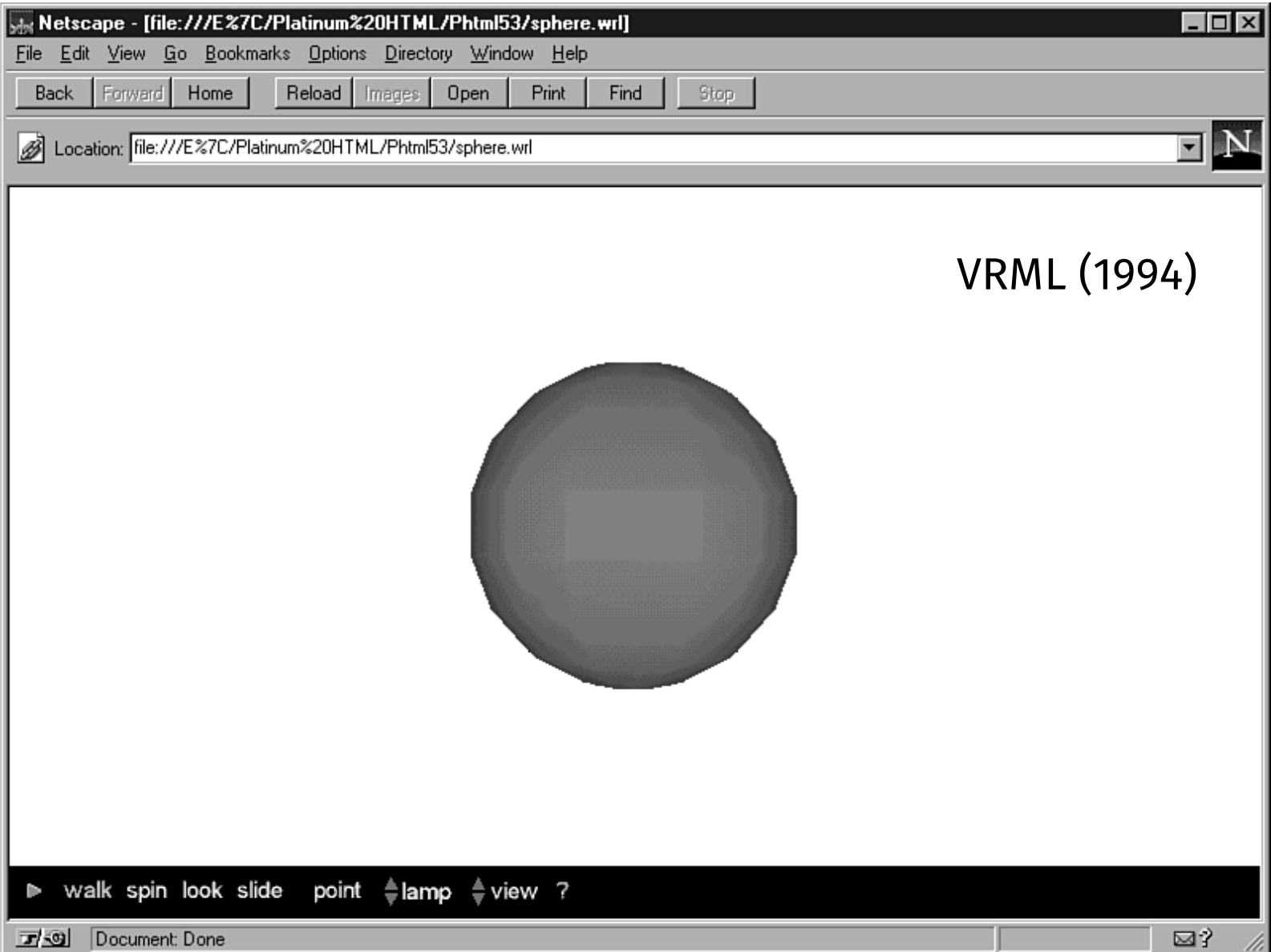
The Long Now of VR

W3C Workshop on Web & Virtual Reality
October 19, 2016

Sean White, Ph.D.
SVP, Emerging Technologies @ Mozilla
Visiting Lecturer @ Stanford

Placeholder Project (1993)





mozilla

A-FRAME

Examples

Hello World

Anime UI

Composite

360° Video

Curved Mockups

Spheres & Fog

Shopping

Warp

Logo

Unfold

Panorama



REPLAY

VIEW SOURCE

A-Frame (2016)



The Long Now



1993

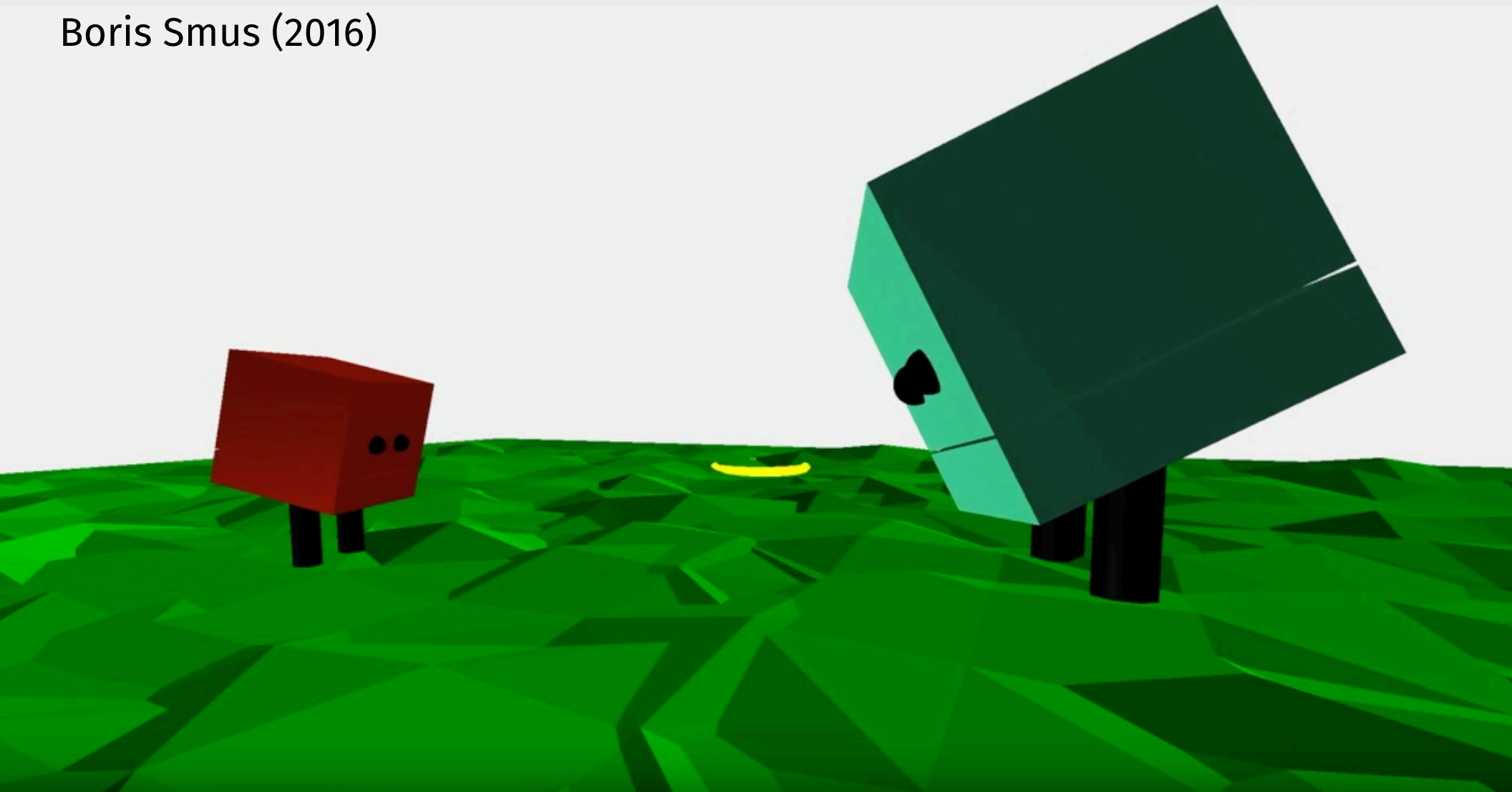
2016

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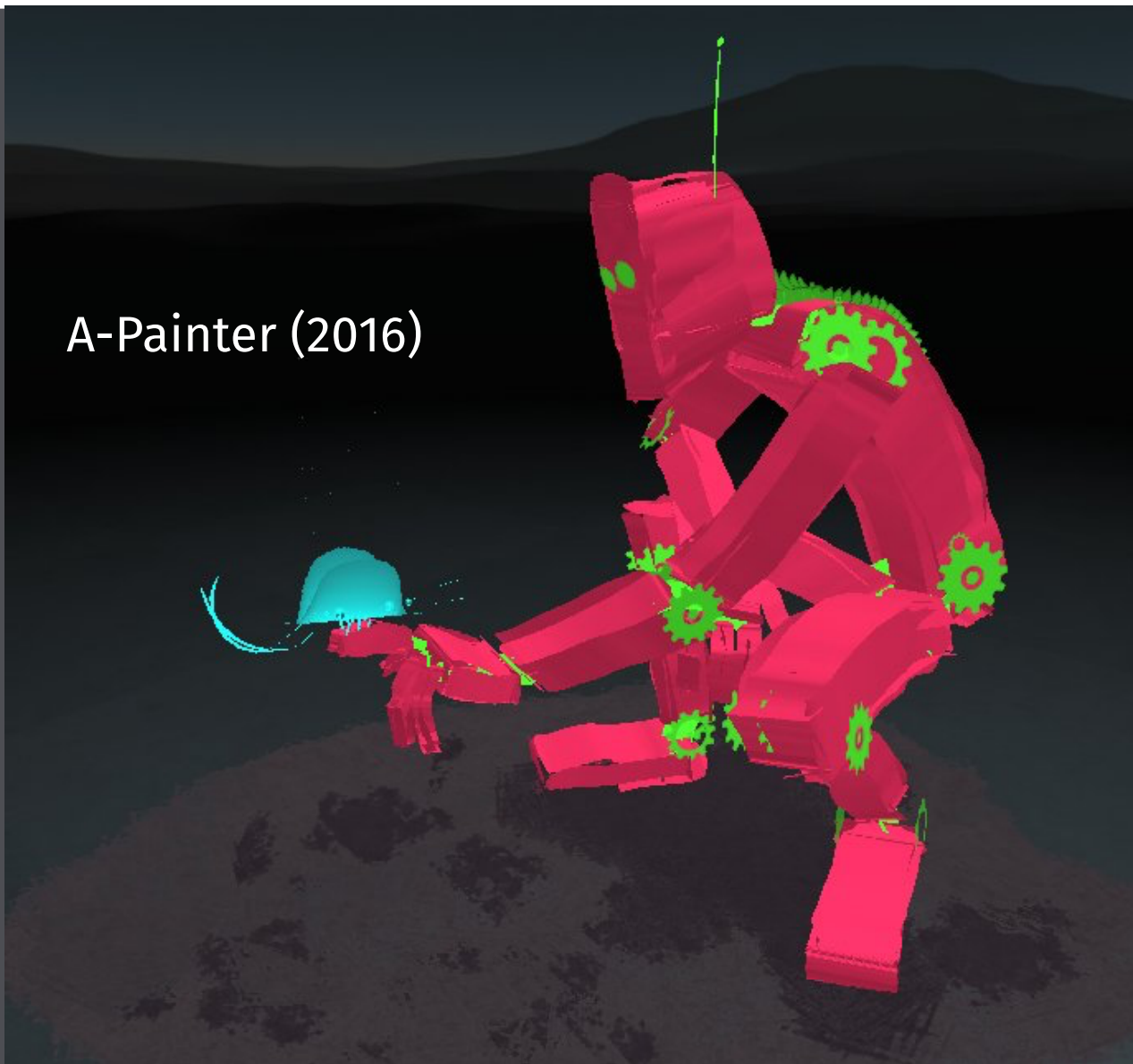
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How do you enable VR experiences unique to the web?

Boris Smus (2016)



A-Painter (2016)



How do you enable VR experiences unique to the web?

How do we take into account the range of future mixed reality experiences?



Stanford CS377m: HCI Issues in Mixed & Augmented Reality

How do you enable VR experiences unique to the web?

How do we take into account the range of future mixed reality experiences?

How do we use VR to make life better in the real world?



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MOVE FAST



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