Copresence in WebVR

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VR co-presence is mandatory
I built a VR demo using web tech

- WebGL
- WebVR
- WebAudio
- WebRTC
$O(n^2)$ will not scale!
Some fun features

Mouth moves in response to speech ([VoiceActivityDetector](#)).

Spatialized sound depending on position and orientation of actors.

Shrink and grow modulates your voice ([PitchShift](#)).
Good News, Everyone!
Bad news: this is just a demo

Native will have much deeper integration.

- Identity?
- Avatars?
- Deeper copresence integration?
What is the path to identity, avatars, payments in the browser?
Thanks


Github: https://github.com/borismus/copresence-vr

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