Designing the Browser

@joshcarpenter, Google
Oct 19 2016, W3C WebVR Workshop
Designing for the UI web is nothing like designing for the desktop and mobile web. Every process and principle must be rethought, including how we prototype our ideas. With a simple mockup and some
SECHELT
HIRO-VR.COM/SECHELT
THREE.JS, TWEEN.JS
No UI dead zones: Maximize for creative freedom of 360 experiences. Do not take away real estate from developers by persisting browser UI on-screen when WebVR content is presenting. In the future we may be able to, once we see design patterns begin to stabilize, but not yet.
Teen’s Snapchat school bathroom prank is criminal behavior, court rules
Fellow student who was filmed while in school toilets staff committed suicide.
Updated: 12/1/2019, 11:02 AM

Nvidia GTX 1060 review: The new best budget graphics card
A $150 card that feels like a $300 one. We took it for a spin in games and in deep learning.
Published: 12/1/2019, 7:51 AM

SpaceX, preparing for Falcon Heavy, asks for
Dealmaster: Get a Dell XPS 8700 desktop with
This short film got its indie director a job
Facilitate speed: We want a world where users put on headsets and surf from world to world, rich immersive experiences loading as fast as Netflix cold starts over decent connections. This is the core of the web’s value proposition, versus installed apps. Browser vendors should facilitate performance—real and perceived—and make it easy for developers to do the right thing.
If visual performance was the only basis of competition that mattered in product design, we’d all be watching Blu-ray instead of Netflix.
Support the whole web: Users should be able to visit any link. From a site built in 1995, to a bleeding edge WebVR experience.
2D mode lets users surf the classic 2D web
Teen's Snapchat school bathroom prank is criminal behavior, court rules
Fellow student who was filmed while in school toilet stall committed suicide."

Nvidia GTX 1060 review: The new best budget graphics card
"Nvidia GTX 1060 is Mark's new favorite game card, and she's not the only one on the list."

SpaceX, preparing for Falcon Heavy, asks for
"SpaceX is looking for help to launch their Falcon Heavy rocket."

Dealmaster: Get a Dell XPS 8700 desktop with
"Get a Dell XPS 8700 desktop for a great price."

This short film got its indie director a job
"This short film has helped the indie director get a job."

arsTECHNICA
One possible window movement scheme: point reticle at the window edge to engage a mode. The window highlights. Press-and-hold trackpad button and drag the window with controller movement. The window moves in an arc around the user, preserving distance. Release to disengage mode.

Move window closer/further by scrolling while pressing trackpad? Or map to pitch, instead of up/down movement?

Click into empty space at any time to move the window to that position. Could be fixed to left/right only? Or to XY radial grid around the user?
Weird analogies...

**Oil tankers and speed boats.** Big browsers with legacy obligations (eg security, full backwards compatibility) are powerful but move slowly. We can learn from nimble projects with smaller scopes that are out ahead of us, trying new ideas rapidly. Eg: Janus, Alt Space, High Fidelity.