Designing the Browser

@joshcarpenter, Google

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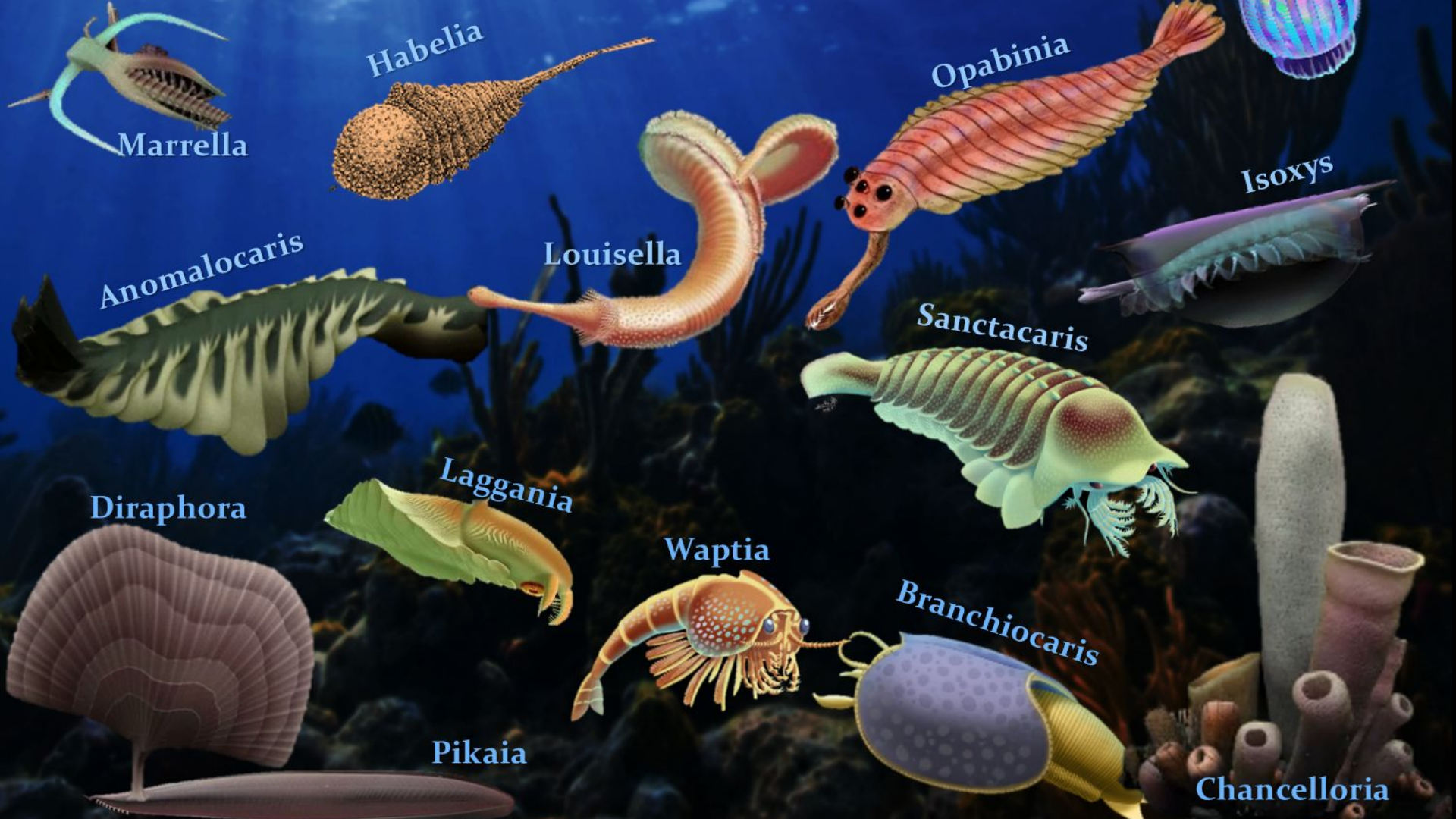
Google

UICK VR MOCKUPS WITH
LLUSTRATOR

QUICK VR MOCKUPS WITH
ILLUSTRATOR

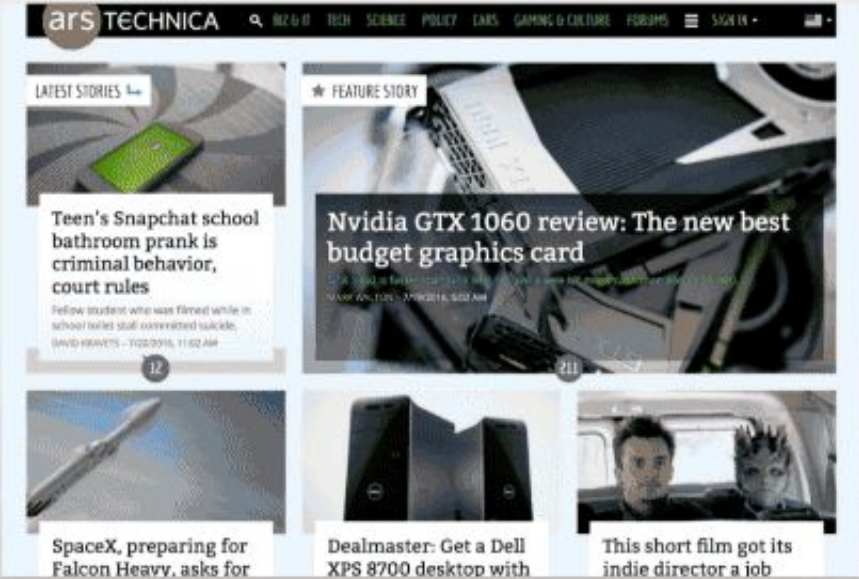
RICARDO CABELLO
DIEGO MARCOS
MATTHEW CLAYPOTCH
SECHELT
HIRO-VR.COM/SECHELT
THREE.JS, TWEEN.JS

ER YOU
YOU ARE
The Polar Sea
Information Dining
ER YOU
YOU ARE
The Polar Sea
Information Dining


Marrella
Habelia
Opabinia
Isoxys
Anomalocaris
Louisella
Sanctacaris
Laggania
Diraphora
Waptia
Branchiocaris
Pikaia
Chancelloria

All browsers should...

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.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This short film got its indie director a job

All browsers should...

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.

All browsers should...

Support the whole web: Users should be able to visit any link. From a site built in 1995, to a bleeding edge WebVR experience.

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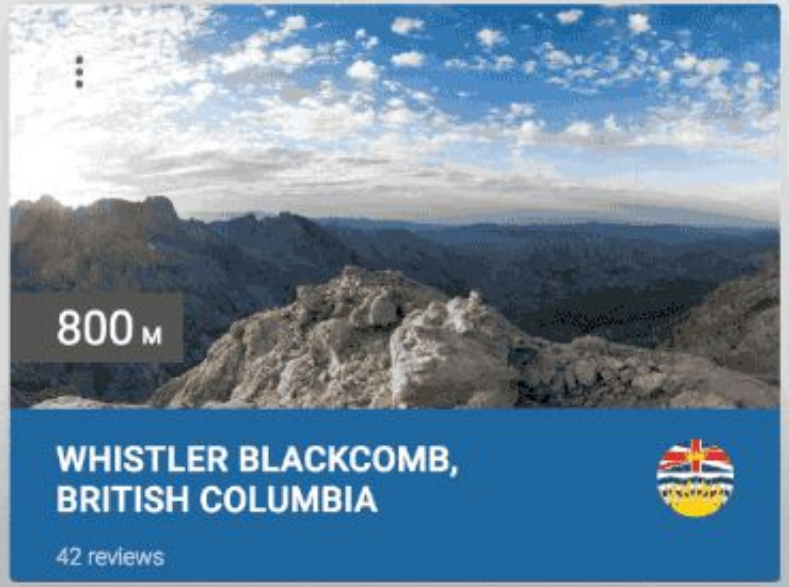
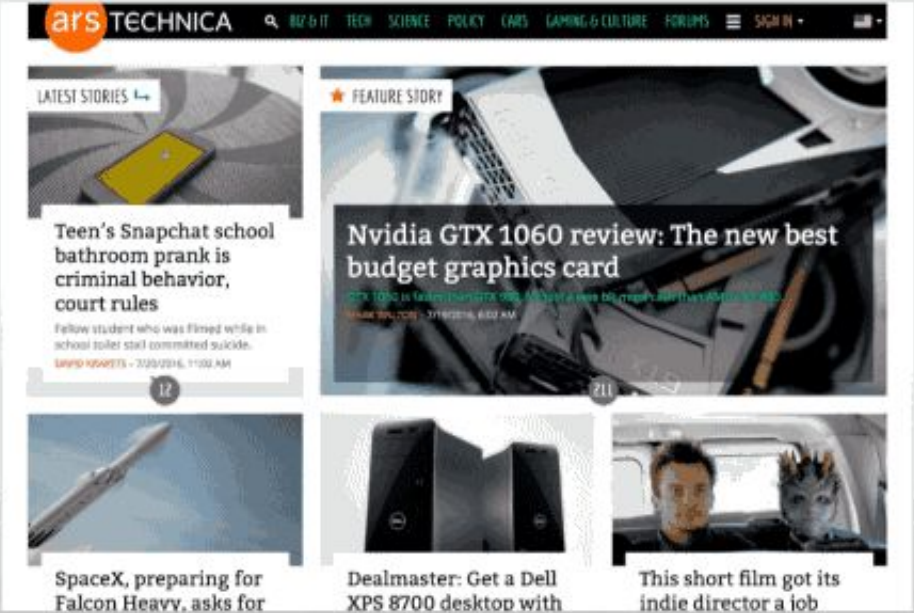
Phone
Mail
Safari
iPod



2D mode lets users surf the classic 2D web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Fellow student who was filmed while in school toilet stall committed suicide.
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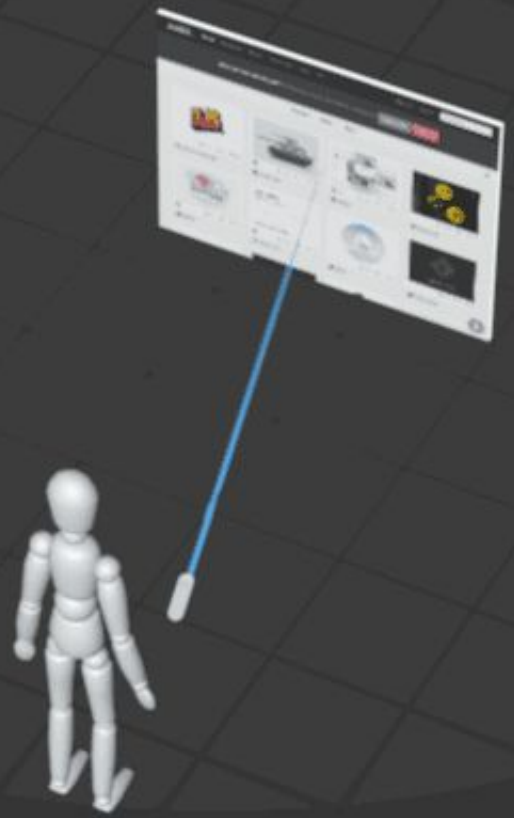
One possible window movement scheme: point reticle at the window edge to engage a mode. The window highlights. Press-and-hold trackpad button and drag the window with controller movement. The window moves in an arc around the user, preserving distance. Release to disengage mode.

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.