

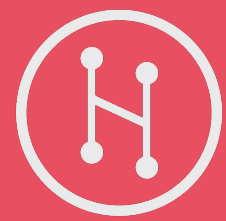


**HIGH FIDELITY**

# Internet-scale shared VR

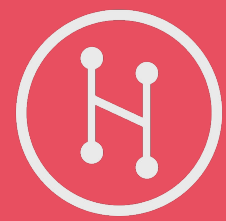
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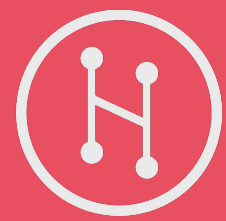
# Assertions

- VR is a disruptor like the Internet or Smartphone, will grow to billions users over next 10 years
- Disruptive for 2 reasons: degrees of input freedom, natural communication
- General use for communication and commerce will outstrip entertainment
- More likely to look like client/server than vertical apps/stores
- Likely to be millions of VR servers



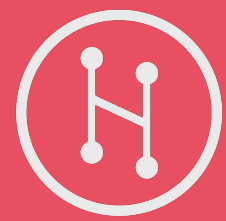
# New Technology

- Low-latency, real-time data transmission (100 millisecond end-to-end delay)
- Server Mixing of 3D audio and avatar motion data
- Compressed Scene description, including LOD
- real-time scene/object updates
- Distributed servers



# Areas for Standards & Cooperation

- Identity (naming & appearance, documentation)
- Content portability (both appearance and scripting)
- Certificates of authenticity for digital assets
- server discovery (lots of devices behind dynamic IP addresses)



# Contact

<https://github.com/highfidelity/hifi>

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