Ray Input: Defaults for WebVR input

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1998
The web:
Pages
Scrollbars
Blue links
etc
Imagine the alternative...
2016
The VR web: What input patterns?
LASER POINTER?

NOT MY STYLE
Input is hard, need sane defaults

Especially something that works well across platforms:

- Desktop
- Touch
- 0DOF (eg. Cardboard, Gear VR)
- 3DOF (eg. Daydream)
- 6DOF (eg. Oculus, Vive)
var input = new RayInput();

input.add(object);

// Register a callback whenever an object is acted on.
input.on('action', (opt_mesh) => {
  // Called when an object was activated.
});
Orientation only controllers

Where do you position the Daydream Controller?

You need an arm model.
Quick demo
Goal: sane defaults, non-prescriptive


Github: https://github.com/borismus/ray-input

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