

Ray Input: Defaults for WebVR input

Boris Smus

1998

The web:

Pages

Scrollbars

Blue links

etc

Imagine the
alternative...



2016

The VR web:

What input patterns?

LASER POINTER?



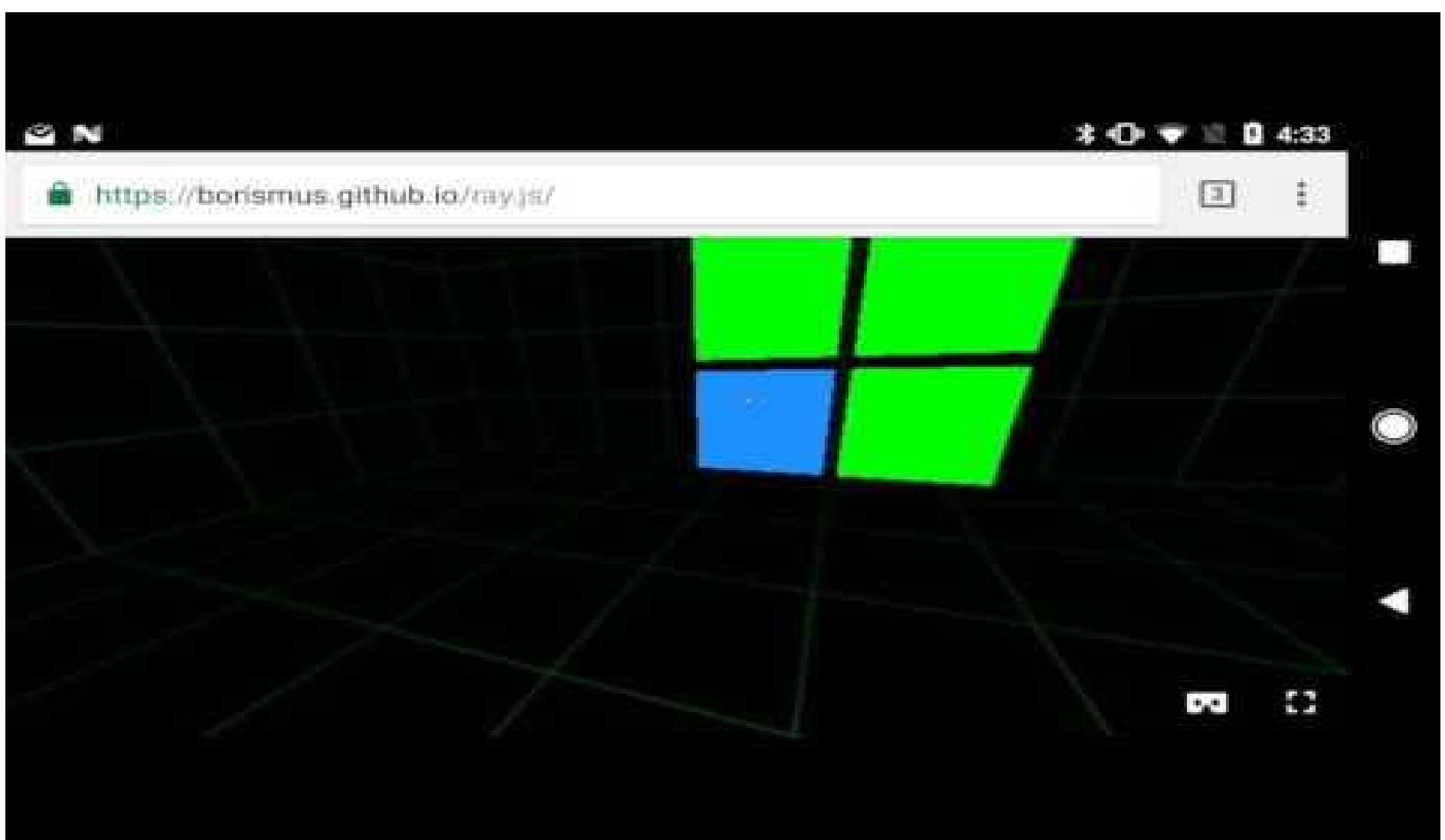
NOT MY STYLE



Input is hard, need sane defaults

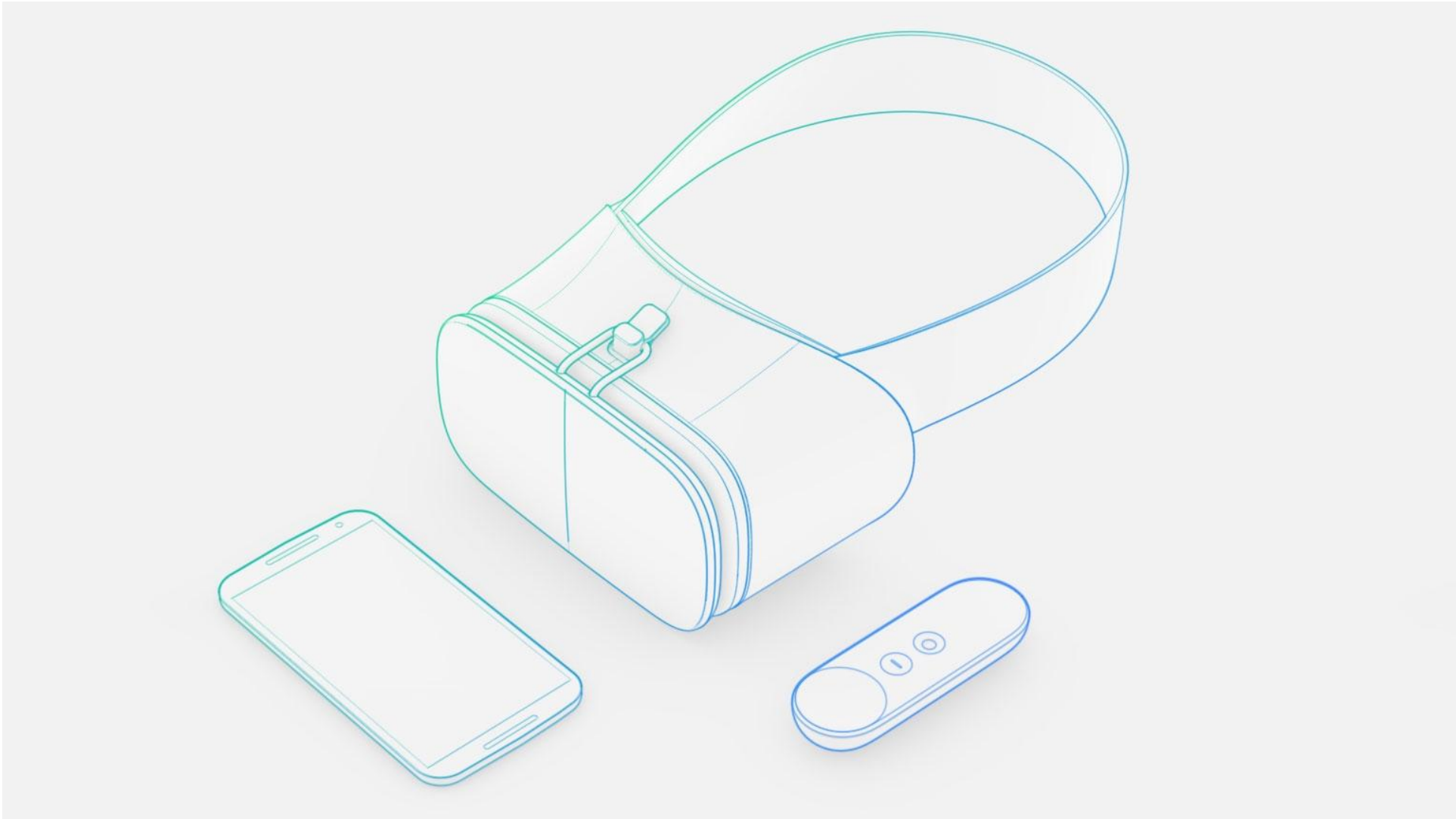
Especially something that works well across platforms:

- Desktop
- Touch
- 0DOF (eg. Cardboard, Gear VR)
- 3DOF (eg. Daydream)
- 6DOF (eg. Oculus, Vive)



API

```
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.





controllerPitch		-35
controllerYaw		69
headPitch		0
headYaw		23

Close Controls

[Quick demo](#)

Goal: sane defaults, non-prescriptive

Blog: <http://smus.com/ray-input-webvr-interaction-patterns/>

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

Contact: @borismus

