Samsung Internet for GearVR

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Samsung GearVR
Controls

- Strap holder
- Home key
- Back key
- Volume keys
- Touchpad
- External USB port
  - USB OTG cable
  - (Data transfer/External power supply)
• Large field of view

• Improved tracking due to additional IMU (inertial measurement unit)
  - When docked, system does not use the mobile’s sensor for tracking

• Additional input capabilities
  - Touchpad on the side

• USB to go
  - Data transfer/external power supply
VR Browser for GearVR – VR-first browser
First Public Beta - Dec 2015

• Published in the Oculus store as an independent application

...might ultimately end up being one of the platform’s most useful tricks (TheNextWeb)

...one big reason for the Gear VR to have a web browser, and it's all about access to YouTube (Android Central)

...really important step for the consumerization of virtual reality (Techcrunch)
First Public Release - March 2016

- Chromium M44 for web rendering
- Introduce WebVR support (need to turn it on)
  - internet://webvr-enable
- Improved input with bluetooth devices (Gamepad, Keyboard, Mouse)
- Continuous experience between mobile and VR
- Sync video history, bookmarks
- Quick access sites
- 3D/360° Image support
- Improved video support
- Reorientation support (use it lying down)
Second Public Release - April 2016

- Launched at Samsung Developer Conference
- Updated to v1.0 API WebVR API
- WebVR demo page at http://webvr.io/
Last Public Release – Aug 2016

• Skybox API
• WebVR 1.0
• USB on-the-go support (offline media content browser)
• More languages
• Enhanced privacy options
• Over a million downloads
• Still WebVR 1.0
Integration with mobile browser

Continuous experience when switching to and from Samsung Internet for Android, and synchronized Video History.
VR experiences

**Easy Content Access**
- Quick Access*
- Bookmarks (synced)
- Tab Manager

**Video History**
- Synced
- Viewing mode is saved
- Watch video directly without going to webpage

**Text Input**
- Voice input
- On-screen keyboard
Quick access service (curated)
Video experience

Press the ‘Mode’ button to select the type of video.

For developers - add ‘dimension’ in the video tag for auto mode change.

※ HTML5 Video Dimension Type Support (auto mode change)

dimension=3d-lr: Side-by-Side 3D Video
• dimension=3d-tb: Top-to-bottom 3D Video
• dimension=360: 360° Video
• dimension=360-lr: Side-by-side 360° Video
• dimension=360-tb: Top-to-bottom 360° Video
(ex) <video controls src="360video.mp4"
type="video/mp4; dimension=360-lr;">
Skybox (JavaScript API)

- Progressive enhancement
- Set the mood/theme for your page using JavaScript API that changes the theme you assign.

Demo - CAD from Autodesk

Virtual walk through in a office

From Michael Beale, Autodesk  
(using A-Frame)
Demo - Shopify

E-commerce VR
Discover VR enabled sites from mobile and switch to a VR experience for online product discovery and shopping

https://shopifyvr.myshopify.com/
from Daniel Beauchamp
Demo - Quake

Load Quake and enter VR mode
demonstrates locomotion with
physical keyboard input

http://media.tojicode.com/q3bsp/
from Brandon Jones, Google
What’s next

Ship WebVR enabled by default (at least make it easier to enable it)

• auto suggesting to turn it on
• Improve performance

More APIs to control the VR environment

• "Theming" of what is outside of the webview

Bring the ”full” web to VR

• Full parity with mobile browser feature set (progressive web apps for VR)
Who we’re/send us feedback

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http://developer.samsung.com/internet#gearvr-overview
https://medium.com/samsung-internet-dev/