

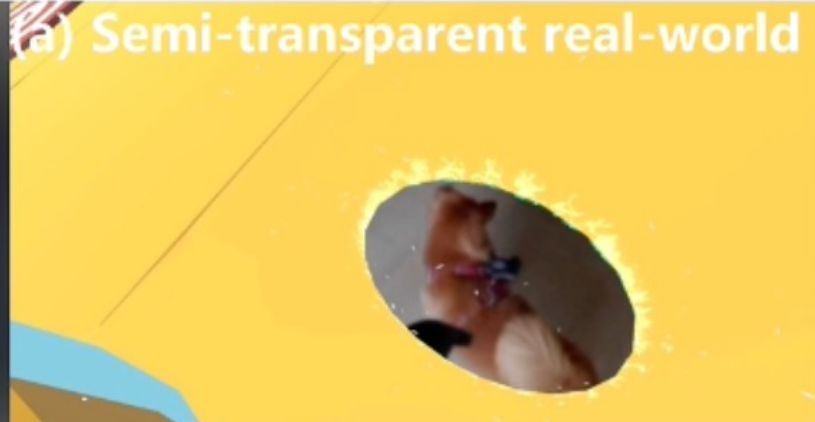
VR user engrossed
in gameplay at home



Pet movement

Integrating real-world pet interactions into the
VR experience

(a) Semi-transparent real-world portal



Visualizing pet movements through a semi-transparent window

(b) Non-interactive object



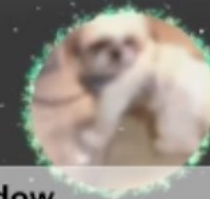
1. Moving box obstacle in shooting game

(c) Interactive object



1. Mobile health pack in shooting game

Pet
Presence



2. Meteor with a trail in meditation game



2. Bubble with feedback in meditation game