
HtmlMesh

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Overview

- Motivation/Use Cases
 - Technical Foundation
 - CSS Transforms
 - Depth Masking
 - Challenges/Solutions
 - Sizing/scaling
 - Pointer interaction
 - Limitations
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**HtmlMesh allows HTML
content to be rendered as
an object in scene**

Motivation

Use Cases

- Add instructional content/video to a 3D scene.
- Allow users in a 3D scene to fill out a form or respond to a poll.
- Display an in-app browser so a user can take some action, e.g. sign up for an account, purchase something, join an email list without leaving the experience.
- Create a rich UI that can leverage all of the capabilities of CSS and can be driven through a CMS

Technical Foundation

- CSS Transformations
- Depth Masking

