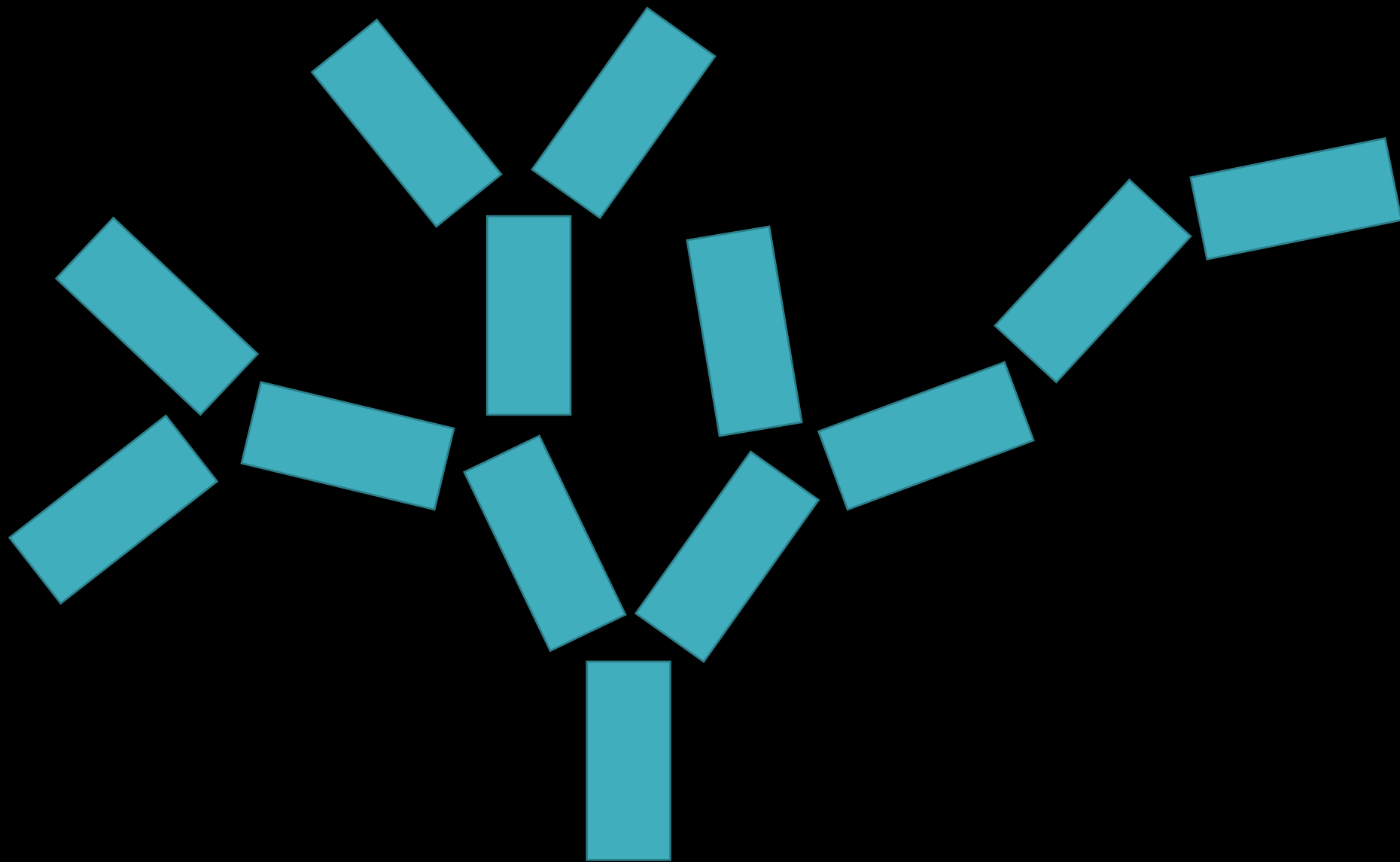
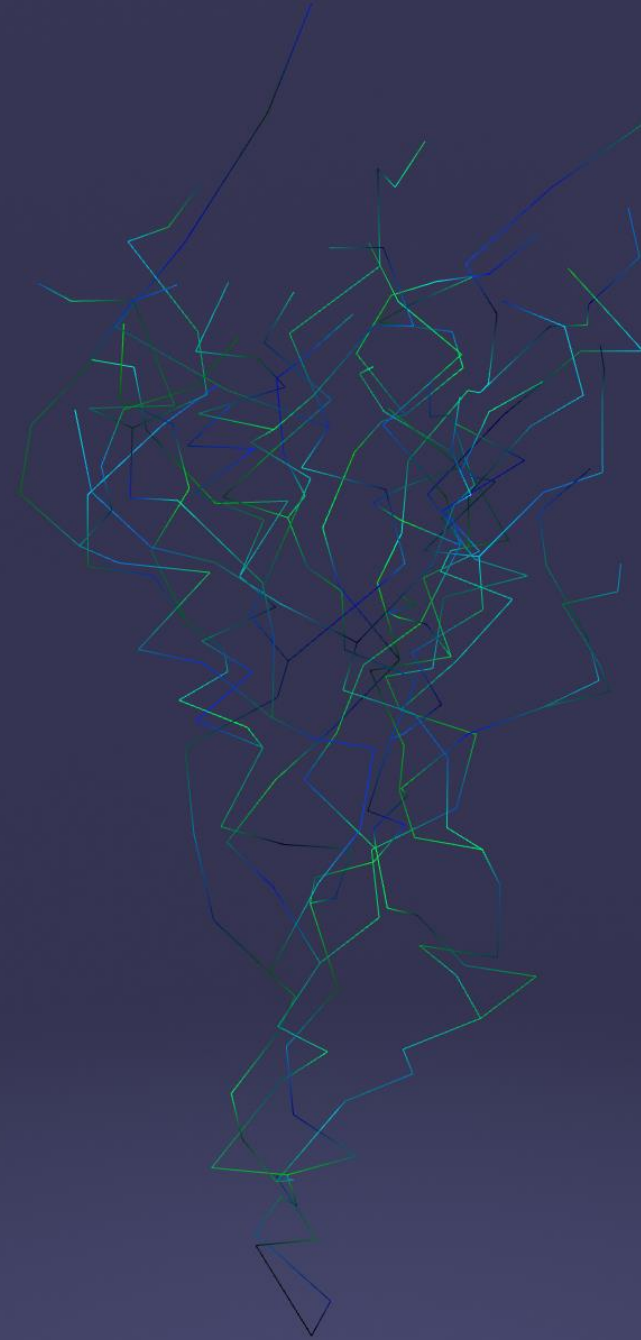
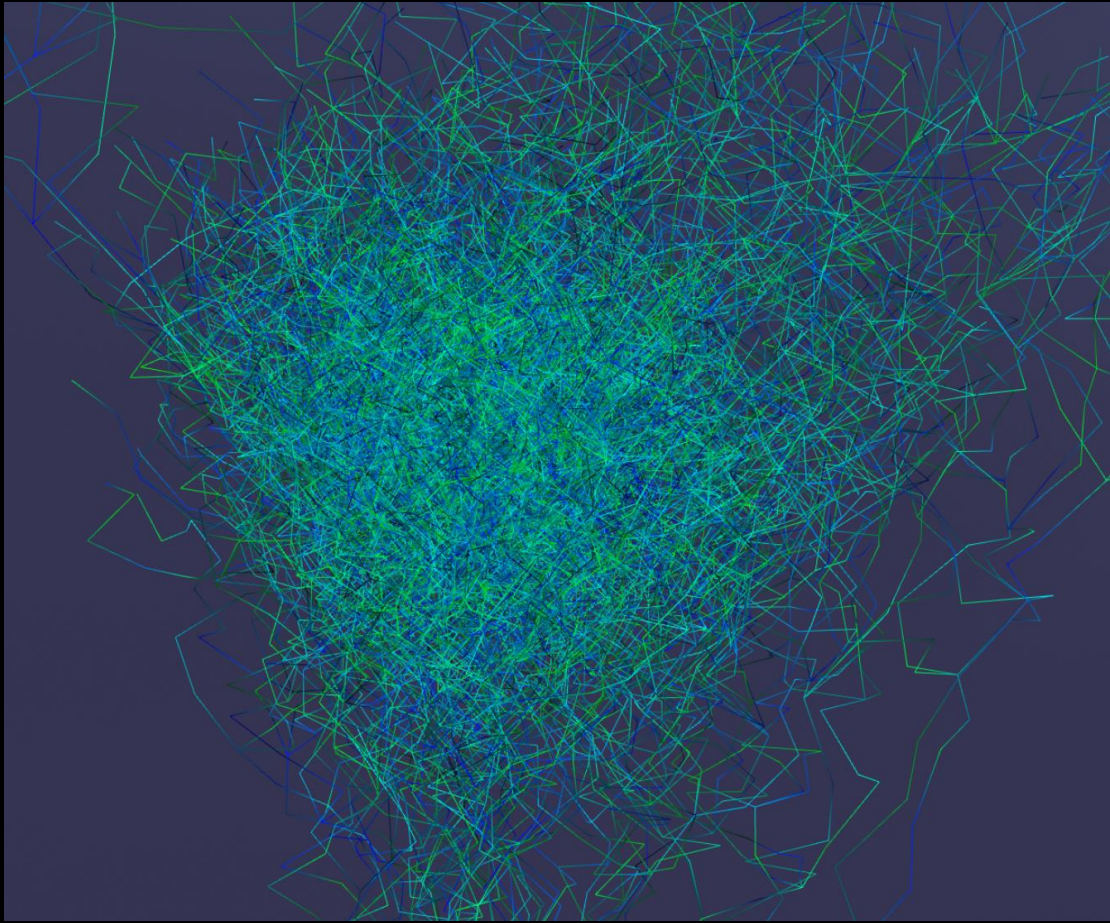
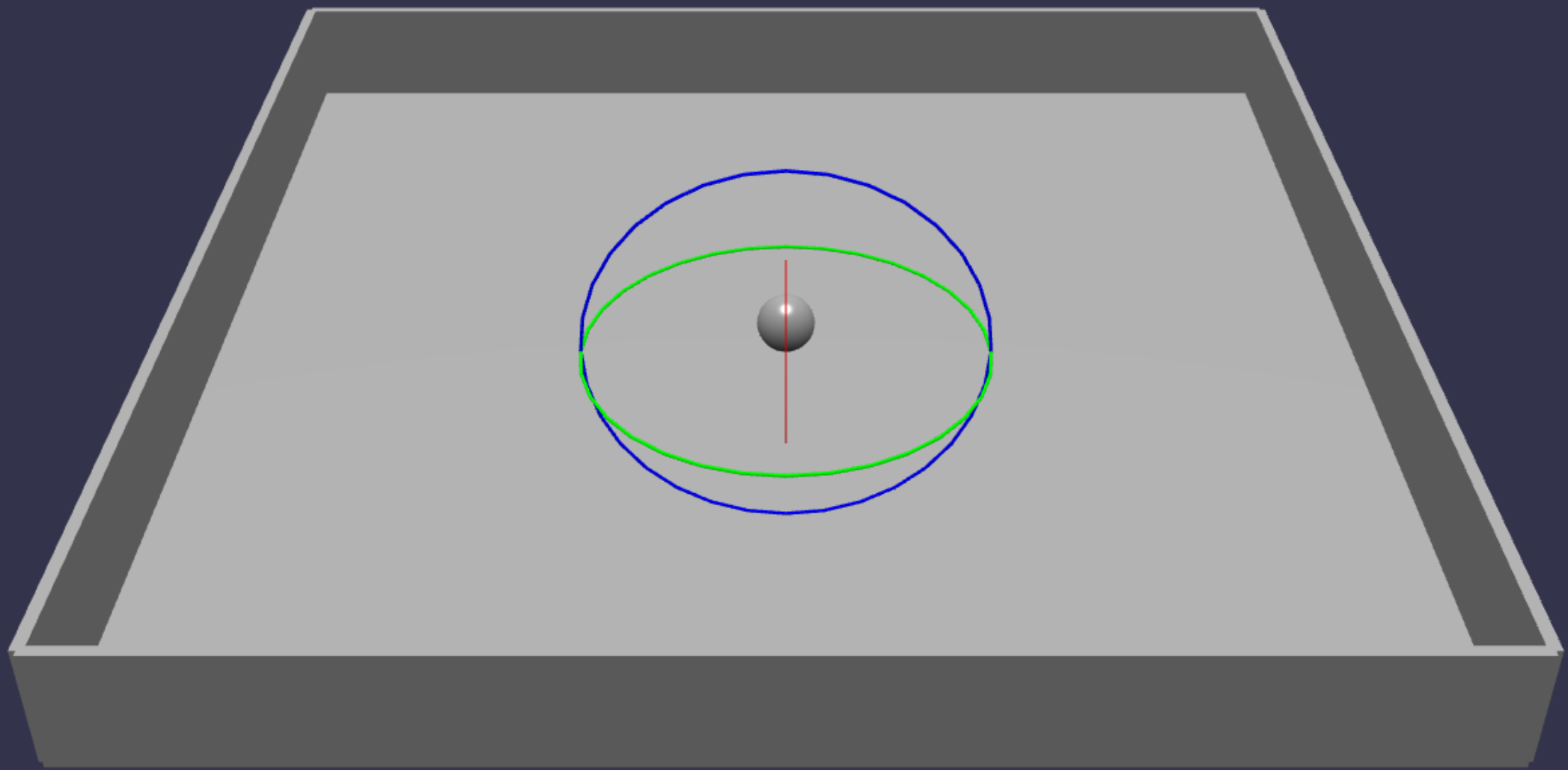


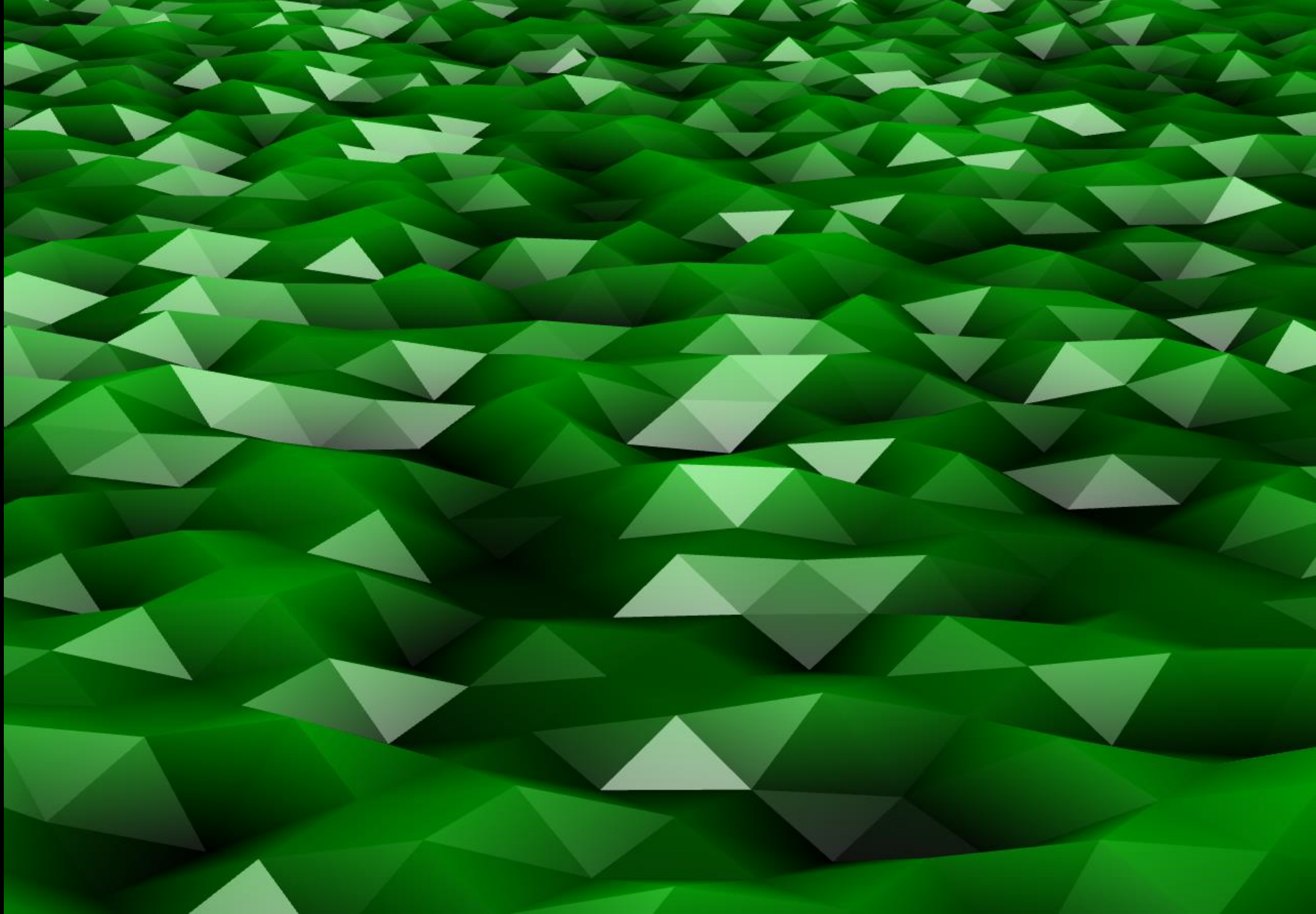
Rover Vos

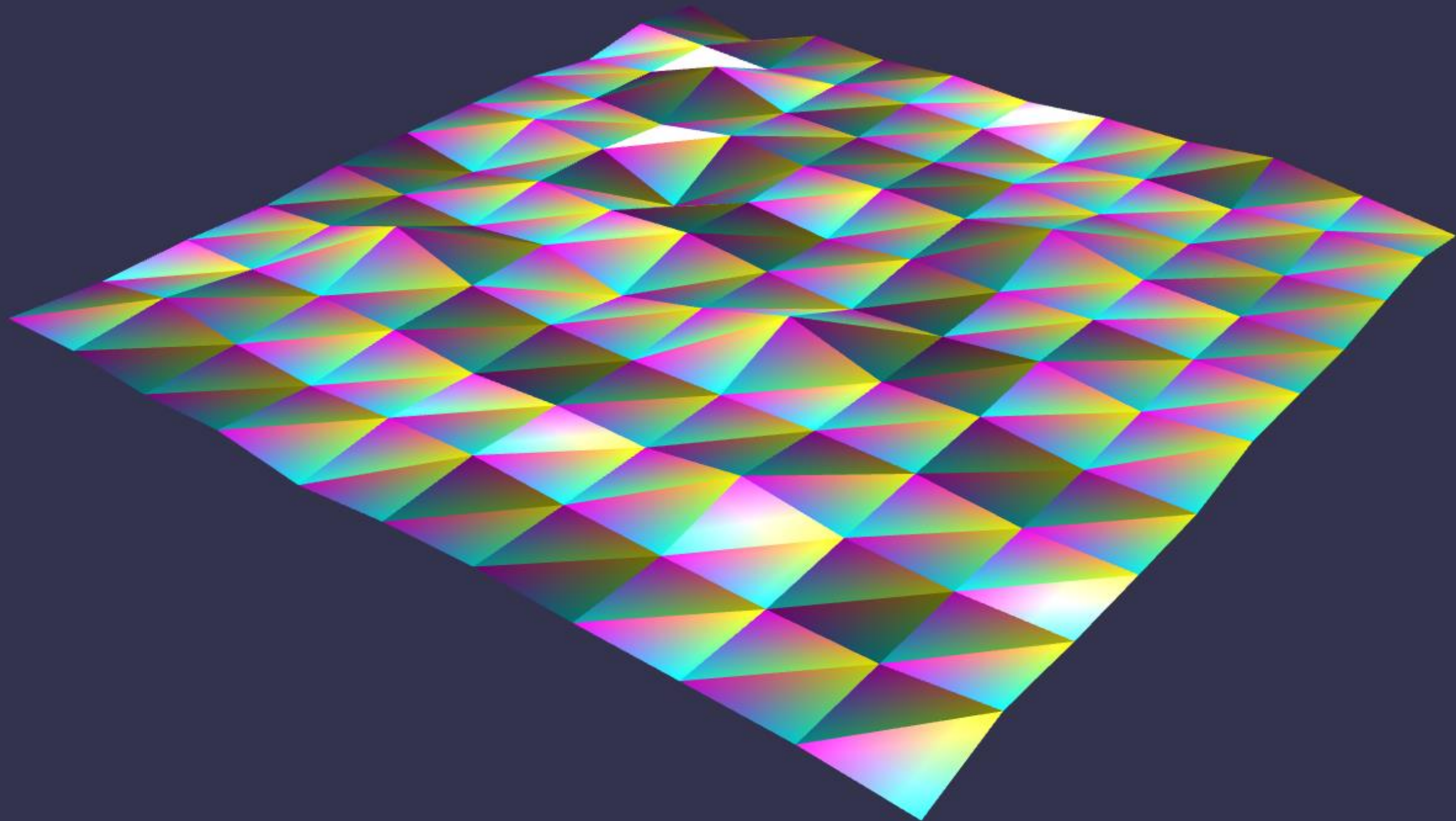
VR Failure











Things I learned along the way

- VR is very different
- VR without a headset is hard
- Even if your working in 3D try to work in 2D makes it easier
- Babylon.js is interesting, but not very broadly used