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COMMUNITY
FOR THE
COMMUNITY

cd COLLABDAYS
OSLO 

Welcome to CollabDays
Oslo!



BY THE
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Clement Serafin
MVP

**TEAMS IMMVERSIVE & MESH:
WELCOME TO MY VIRTUAL WORLD!**



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Clément SERAFIN

Architect M365

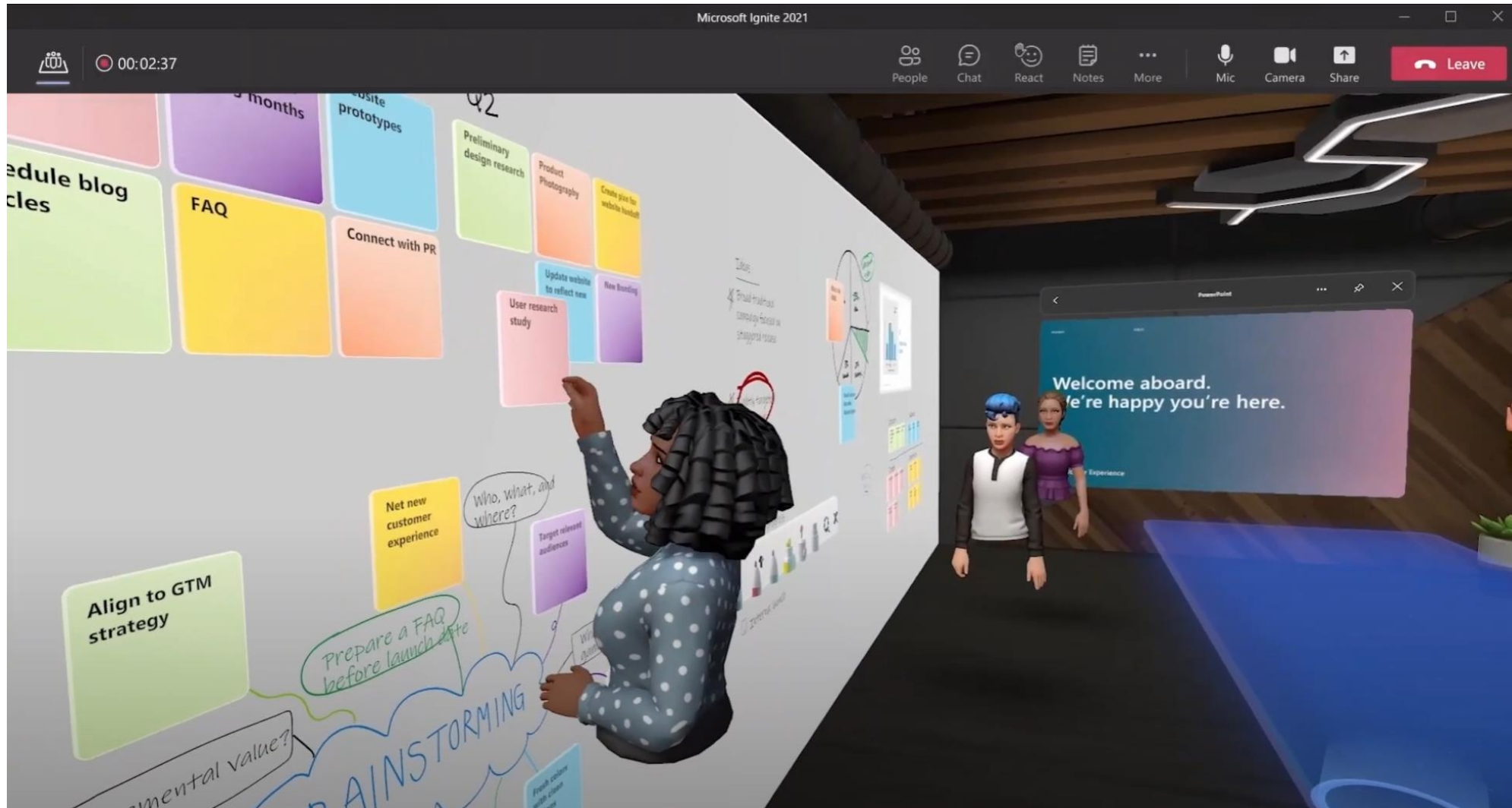


Mesh What is it ?

Mesh, a little bit of history (Microsoft Mesh)

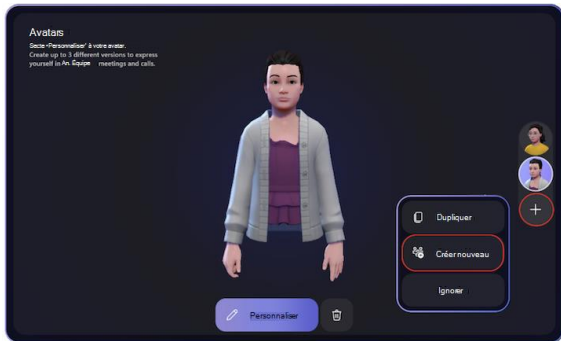


The Nth Floor (Mesh for Teams)

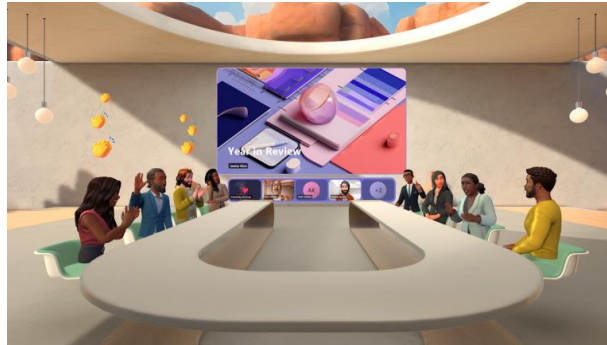


Teams MESH

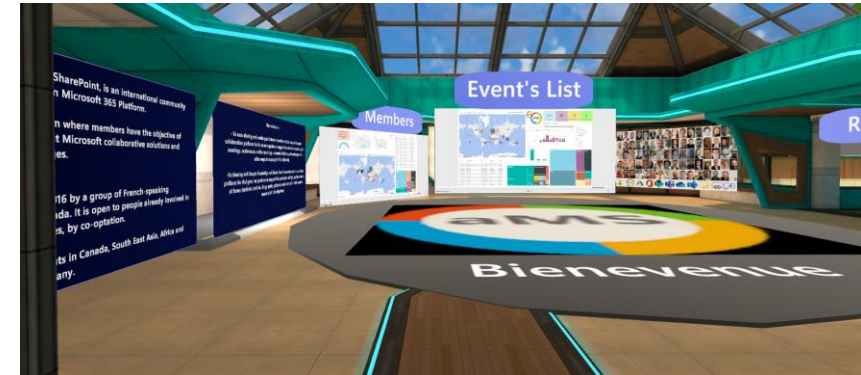
Avatars in Teams



Immersive spaces



Mesh



Include in Teams License

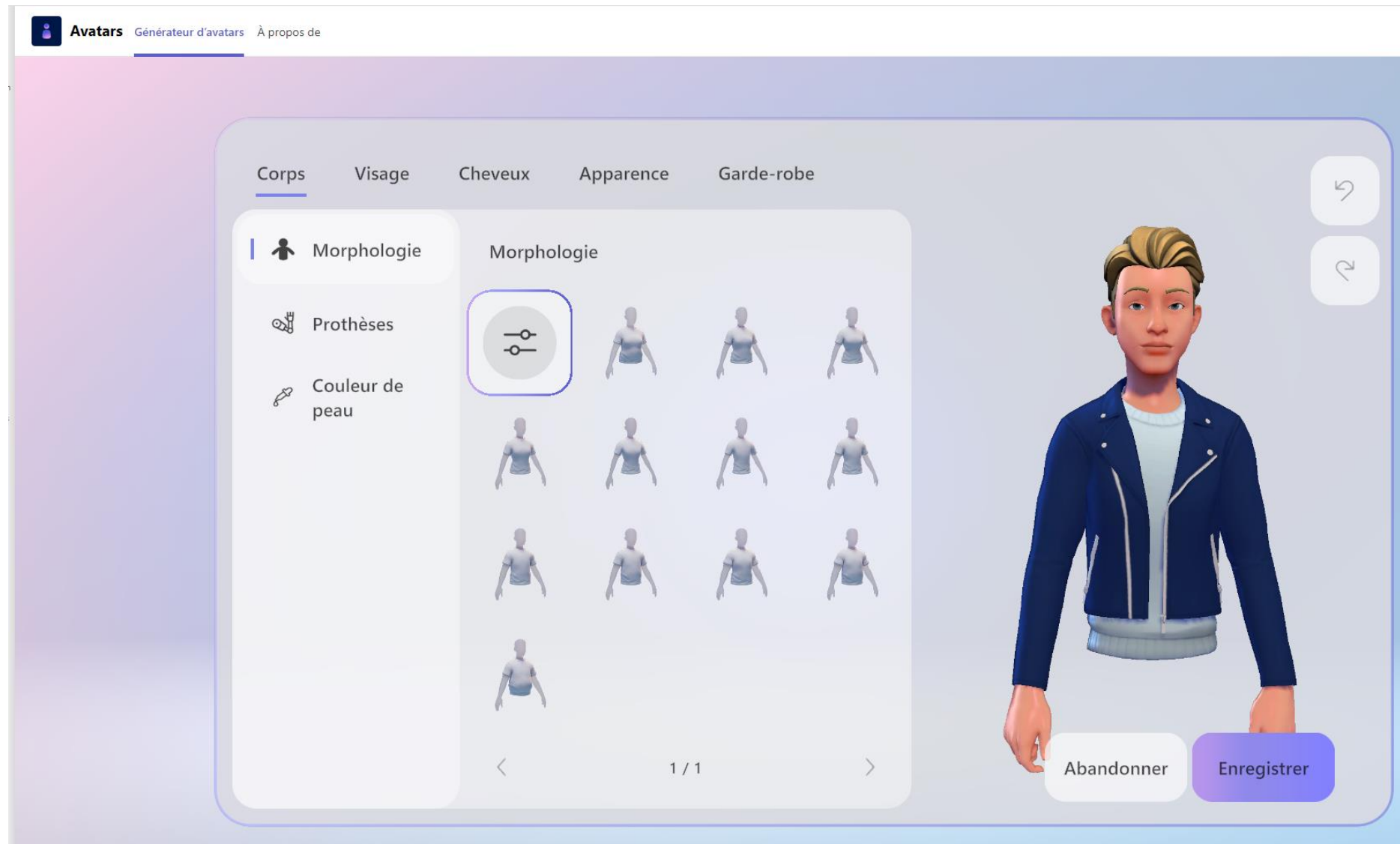
Microsoft Teams Premium





Avatars

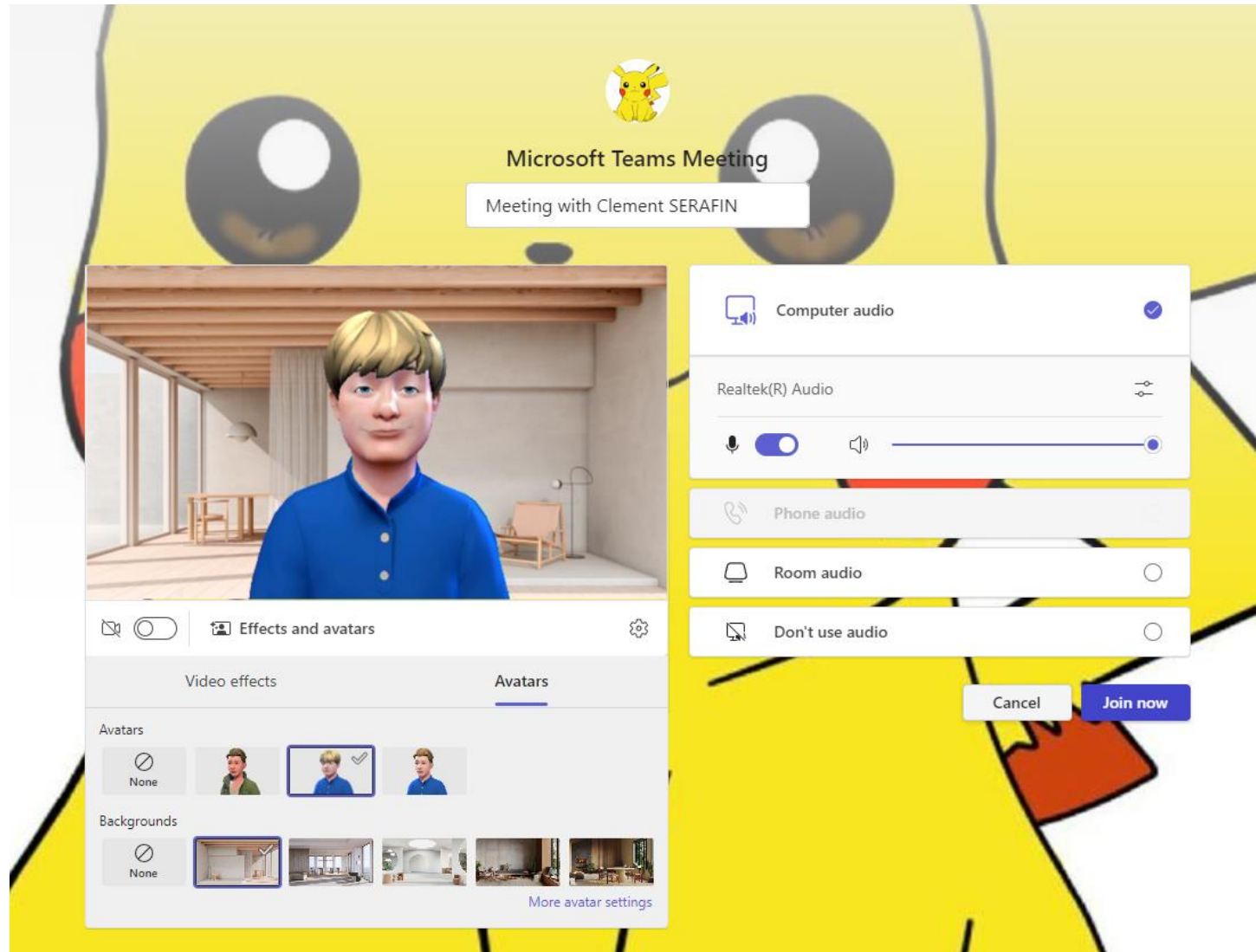
Avatars Teams



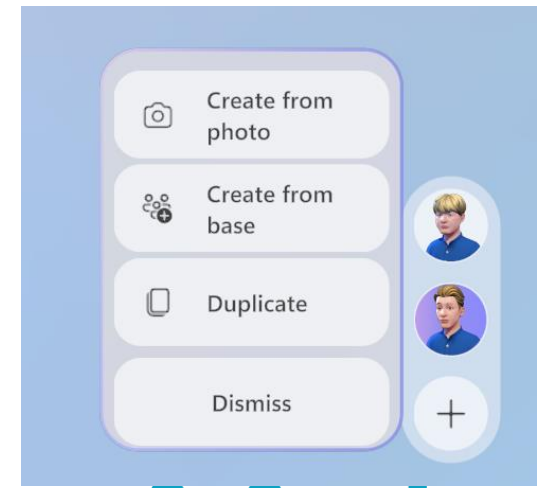
Customize my avatar



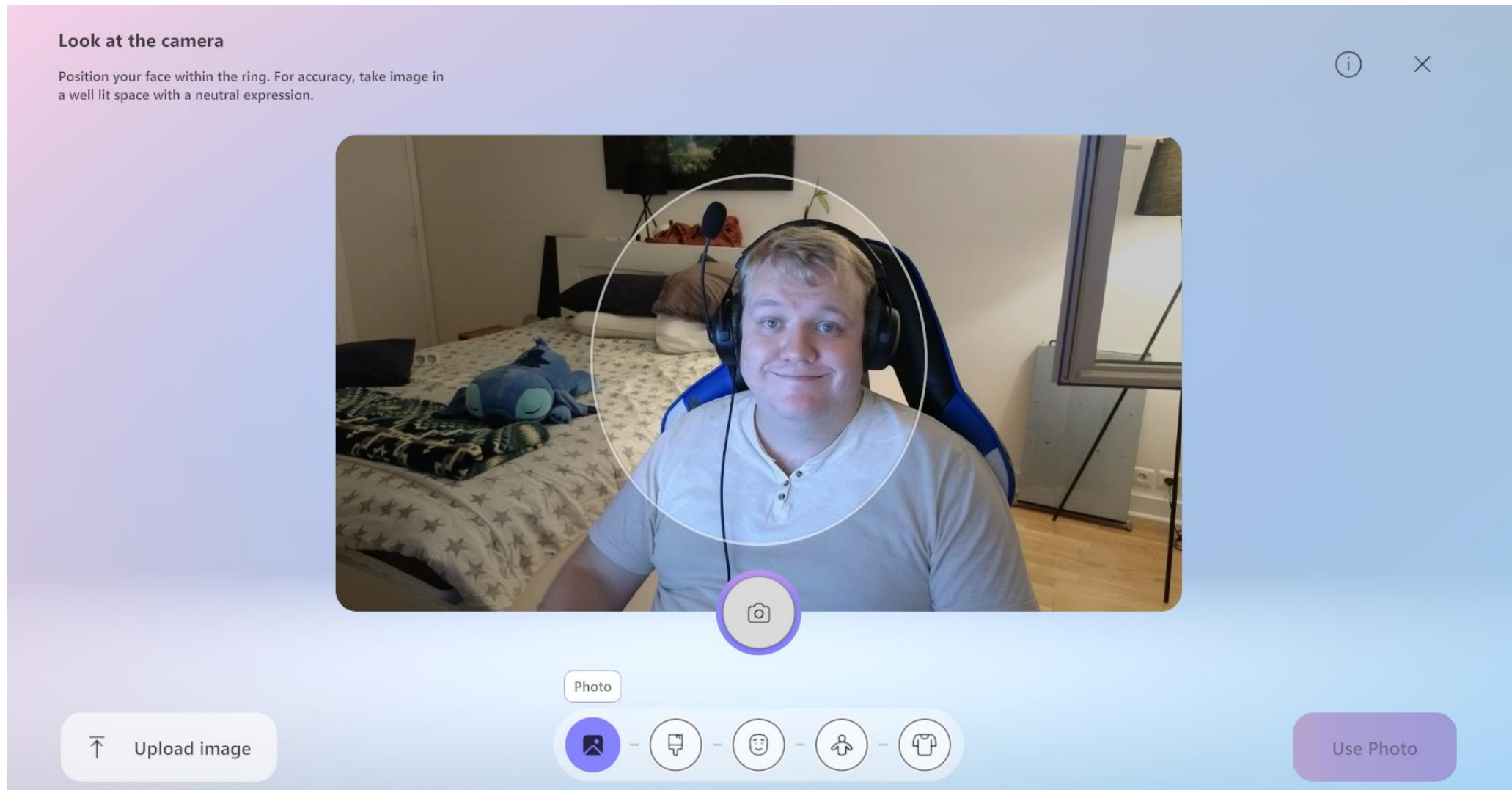
Avatars Teams




What's the difference ?



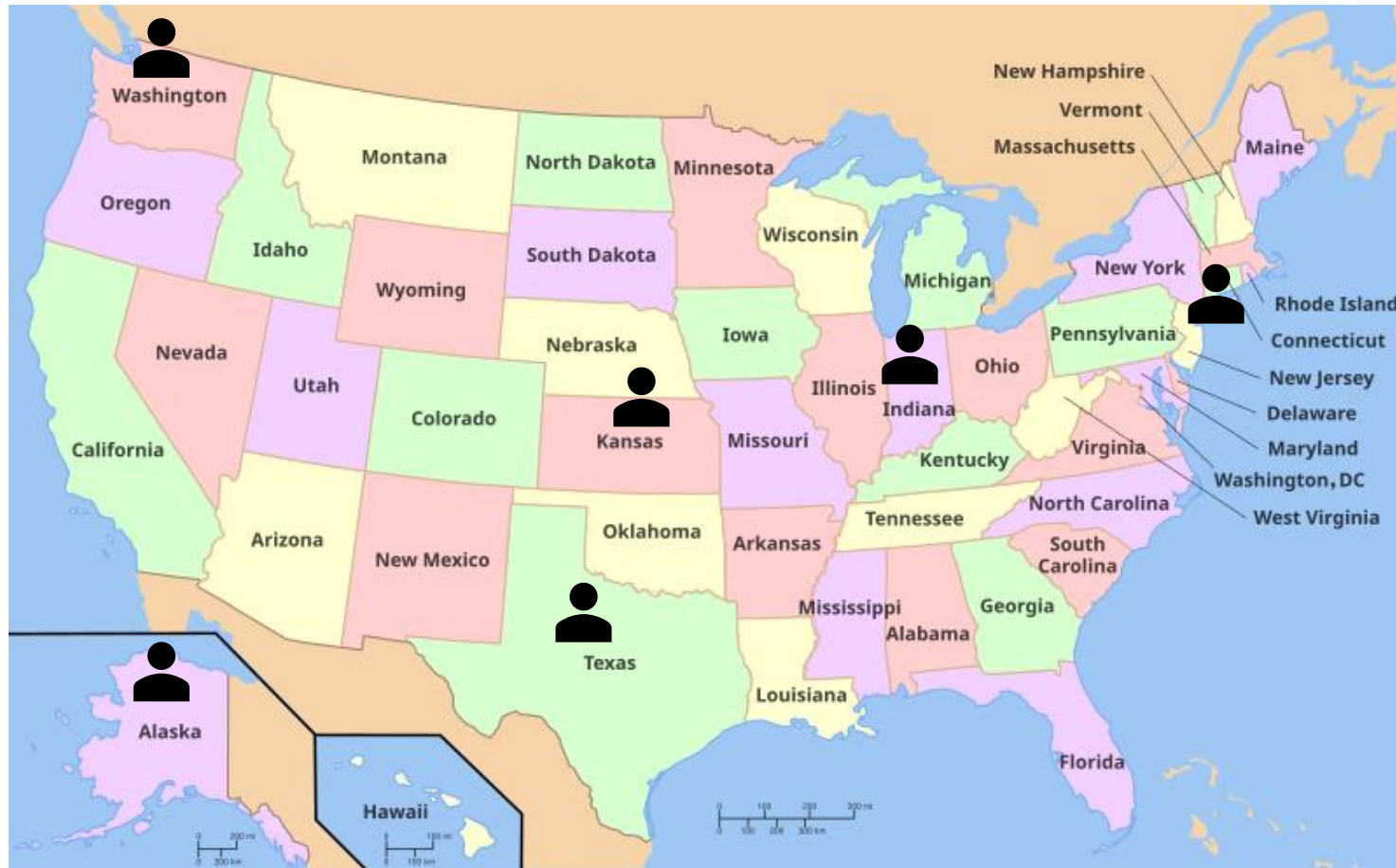
Avatar from camera





Immersive experience with Teams

Contoso Onboarding



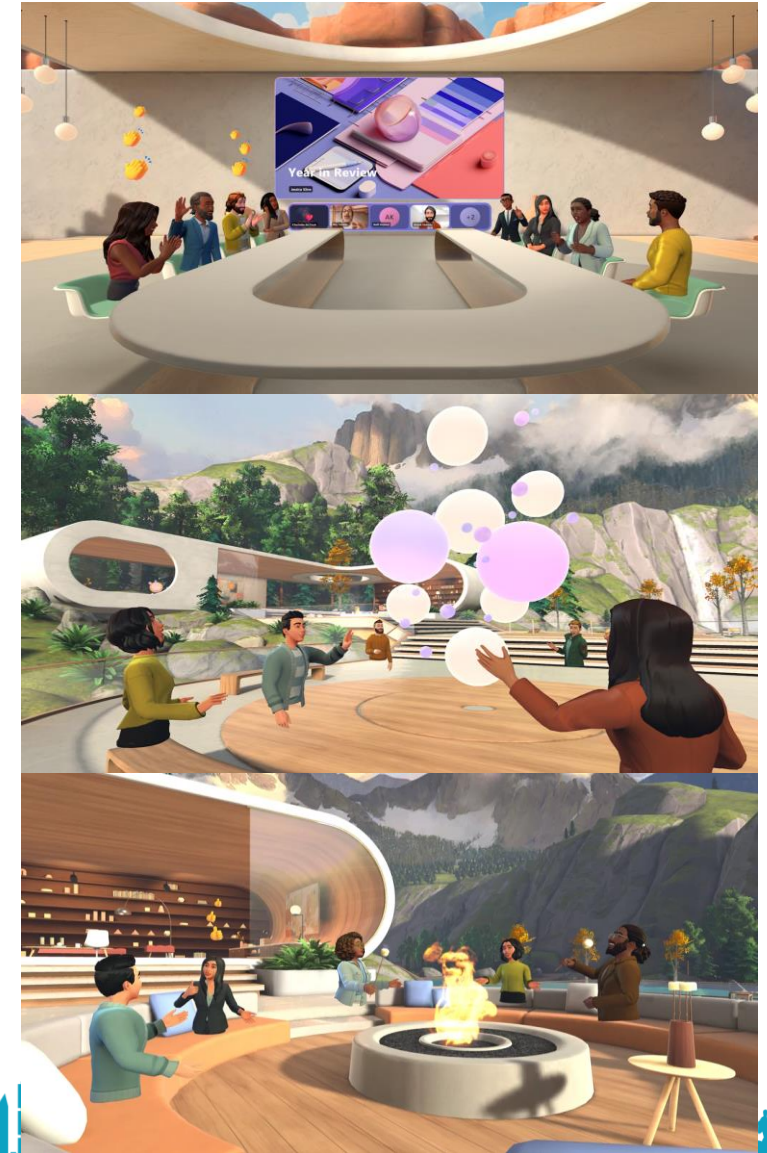
Contoso has 25 offices in the USA. They recruited 16 persons in the company. To facilitate the on boarding process, they decided to make the 26 July 2024.

Contoso reunite all new joiners in one site.

How can they make a dynamic on boarding ?



Immersive Experience



Immersive Experience

Demo Time !





Microsoft Mesh

Custom environment



All hands meetings



New employee onboarding



Training



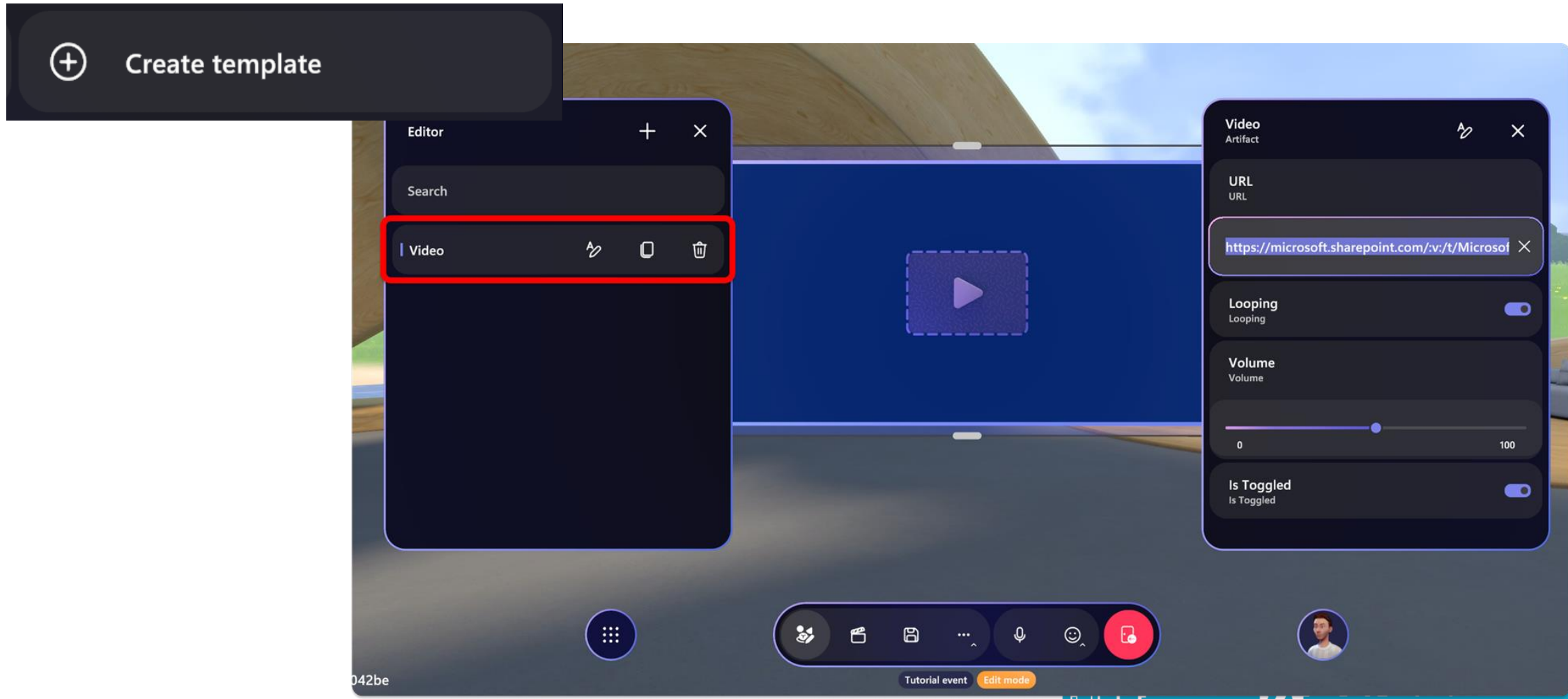
Guided tours and demos



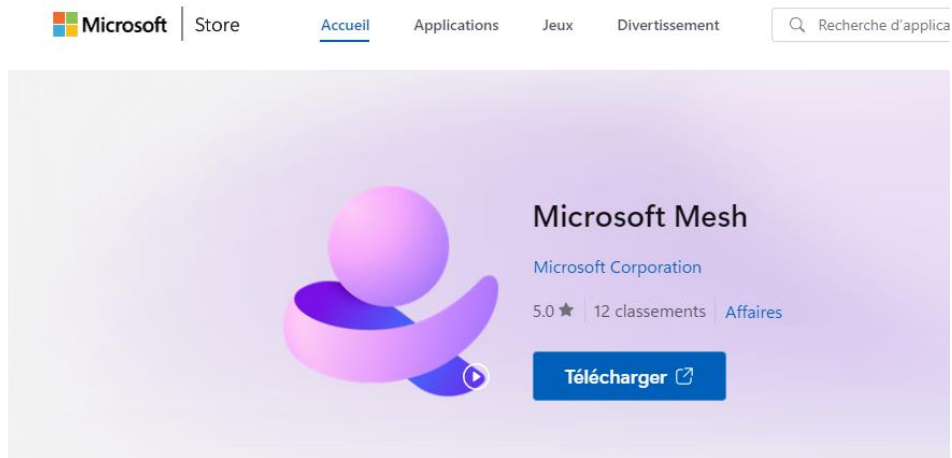
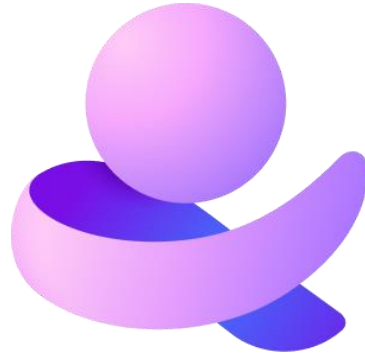
Social gatherings



Template No code

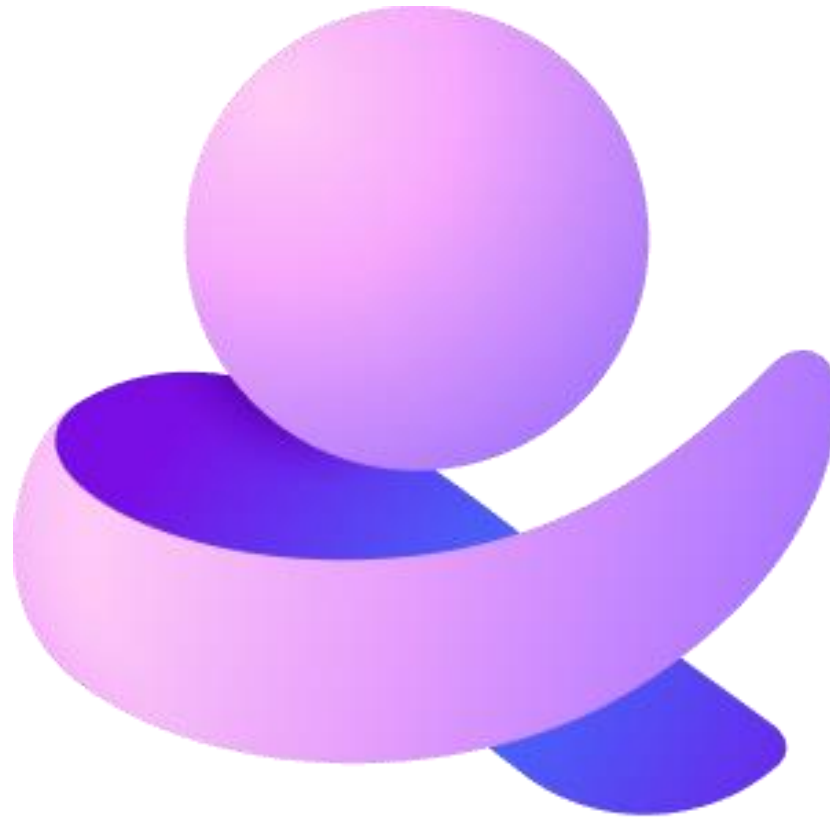


Mesh app

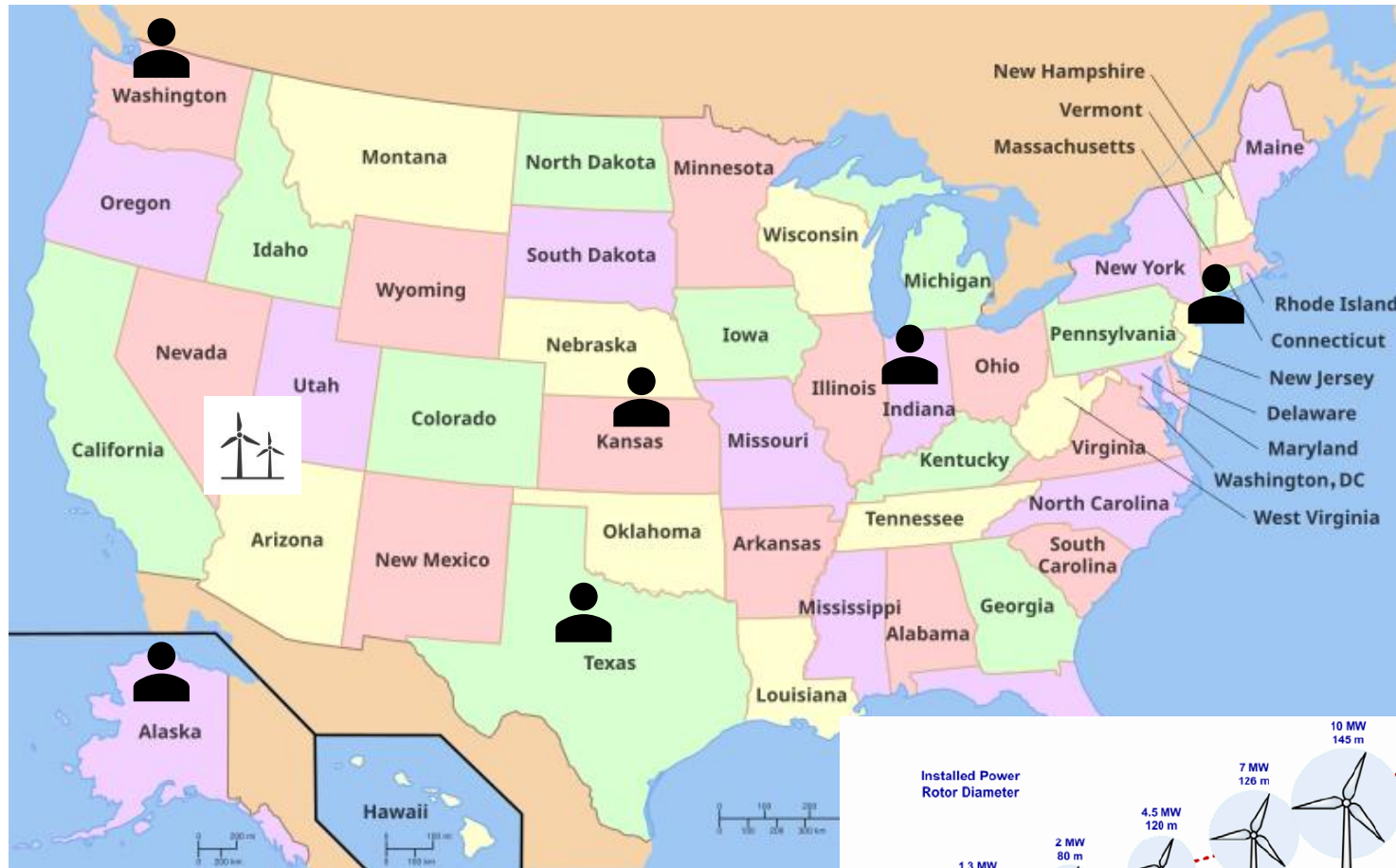


Microsoft Mesh

Template no code



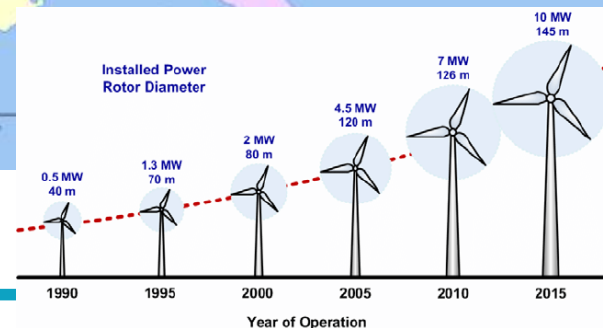
Contoso Electricity



The new recruits joined the wind turbine maintenance team.

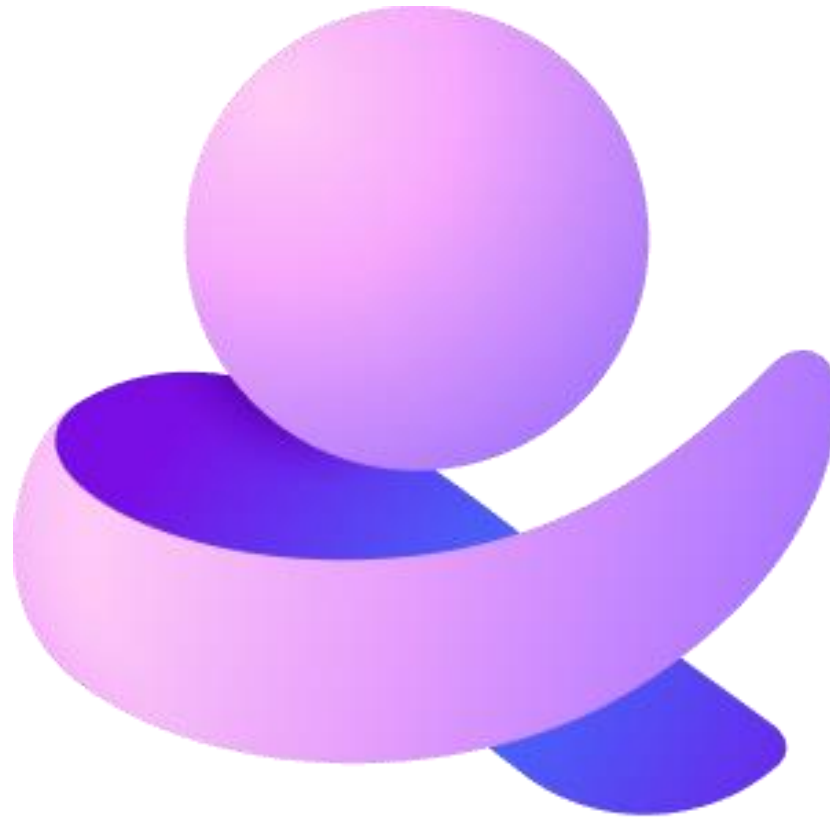
They must be trained before being deployed.

It's risky to train people directly on a wind turbine and we don't have the budget to provide a turbine to each new joiners.

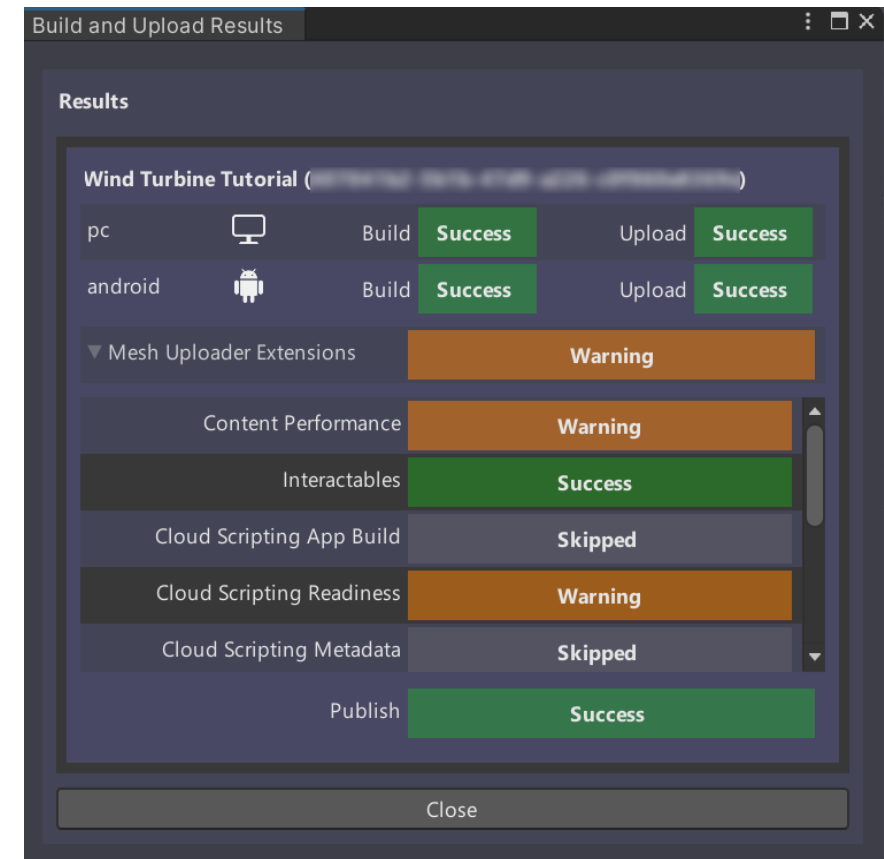
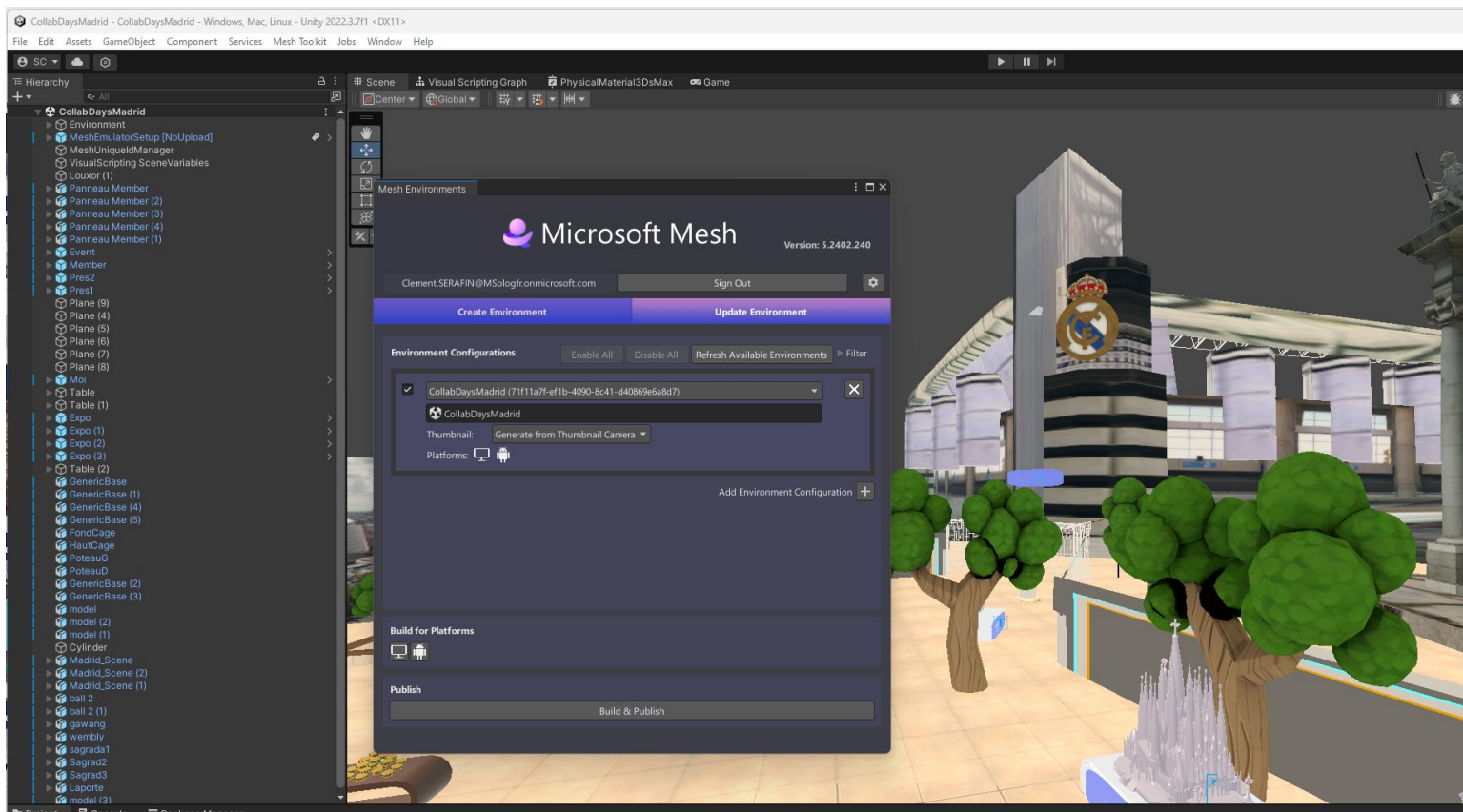


Microsoft Mesh

Mesh 101



Custom environments



Performance dilemma



Ugly and fast



Beautiful and slow



Custom environment

Instructional

Mesh 101

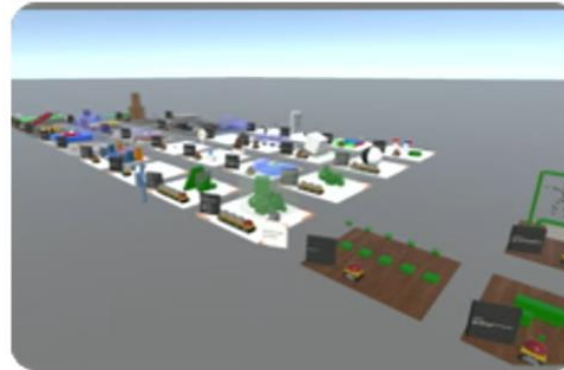


Mesh 201 - NEW

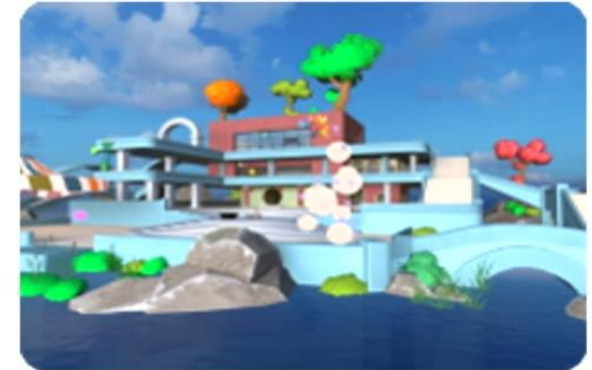


Platform Showcases

Physics Effects Gallery



Toybox – NEW objects & games



Interactive Environments

Science Building

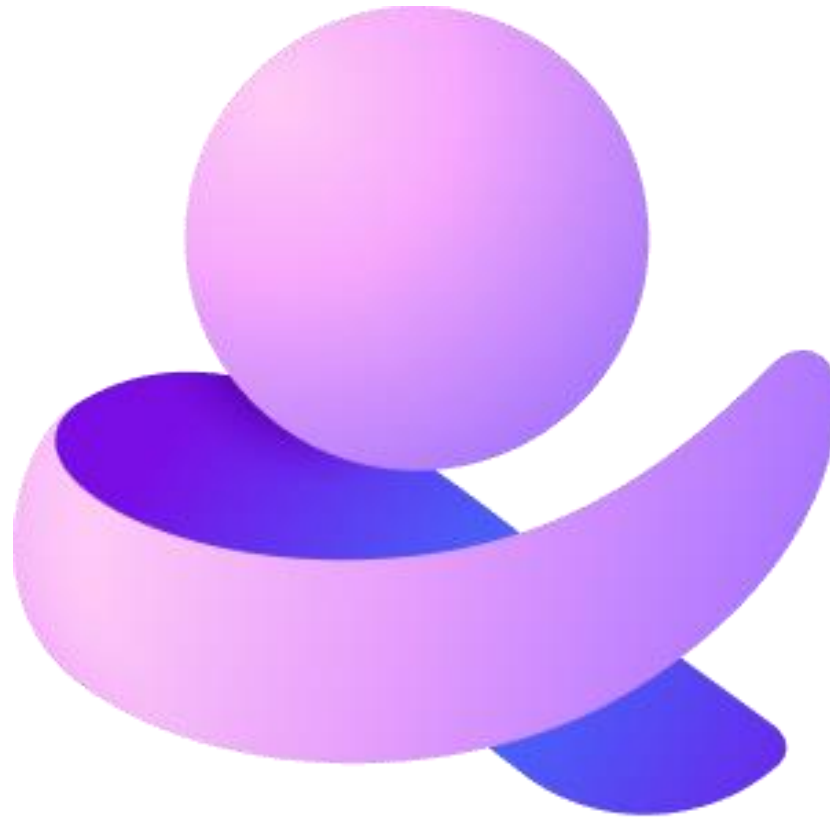


Dart Room



Microsoft Mesh

Visit a city



Template Pro code

C # programming



Unity editor



Basic physics and mathematics



Gameplay mechanics



User Interface (UI) design



Mobile optimisation



Networking



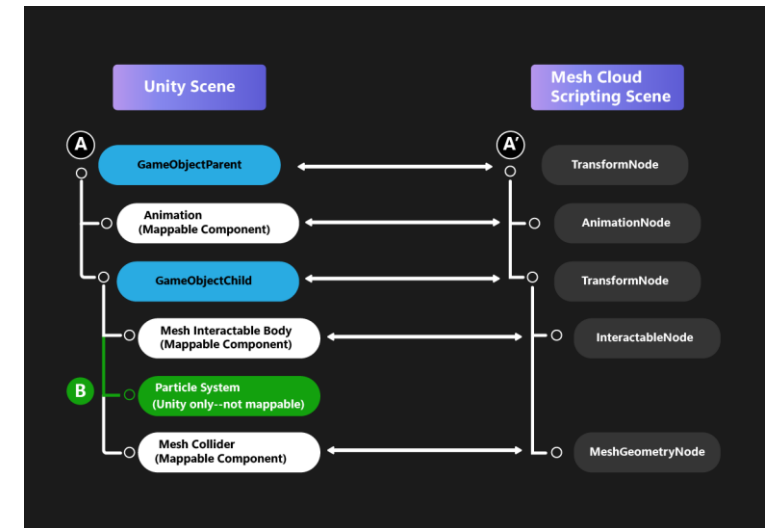
Virtual reality



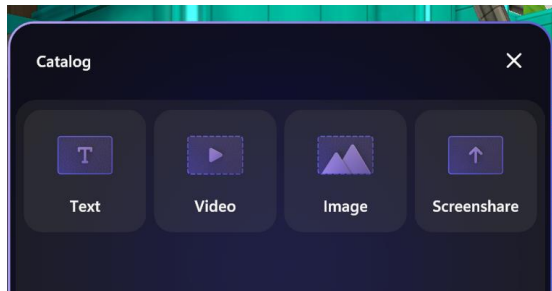
Problem solving



Animation



What's possible with your skills ?



- Static environments
- Prefab
- Visual Scripts



- Dynamic environments
- AI
- Advanced interaction

No-Code

Low-Code

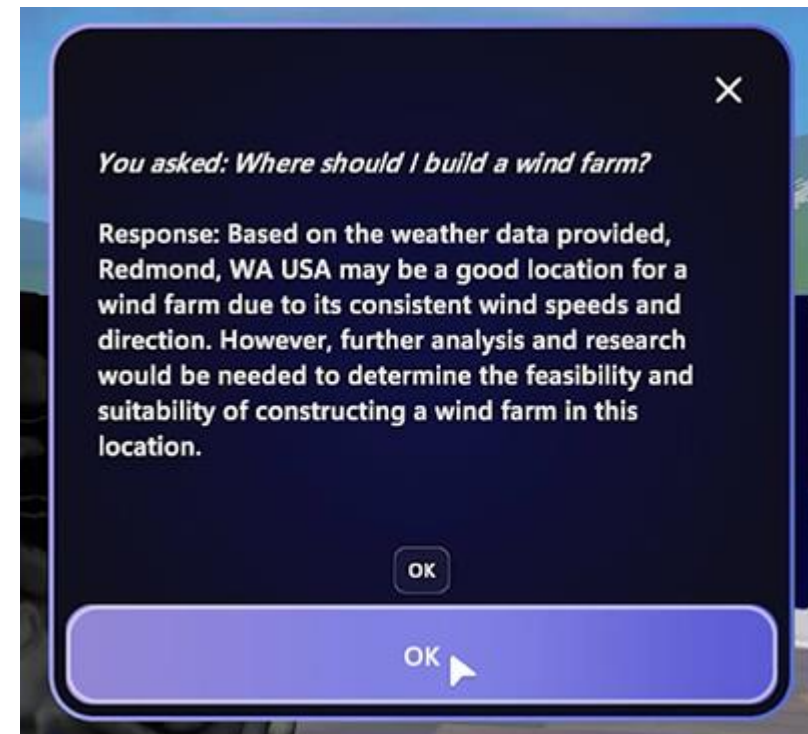
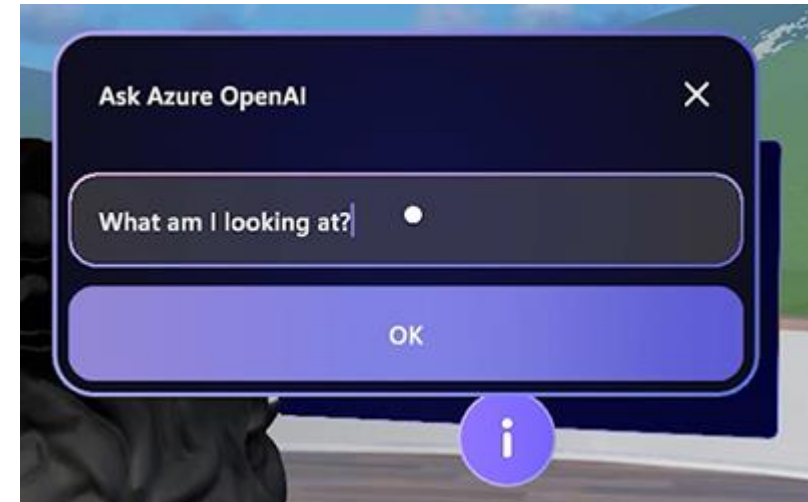
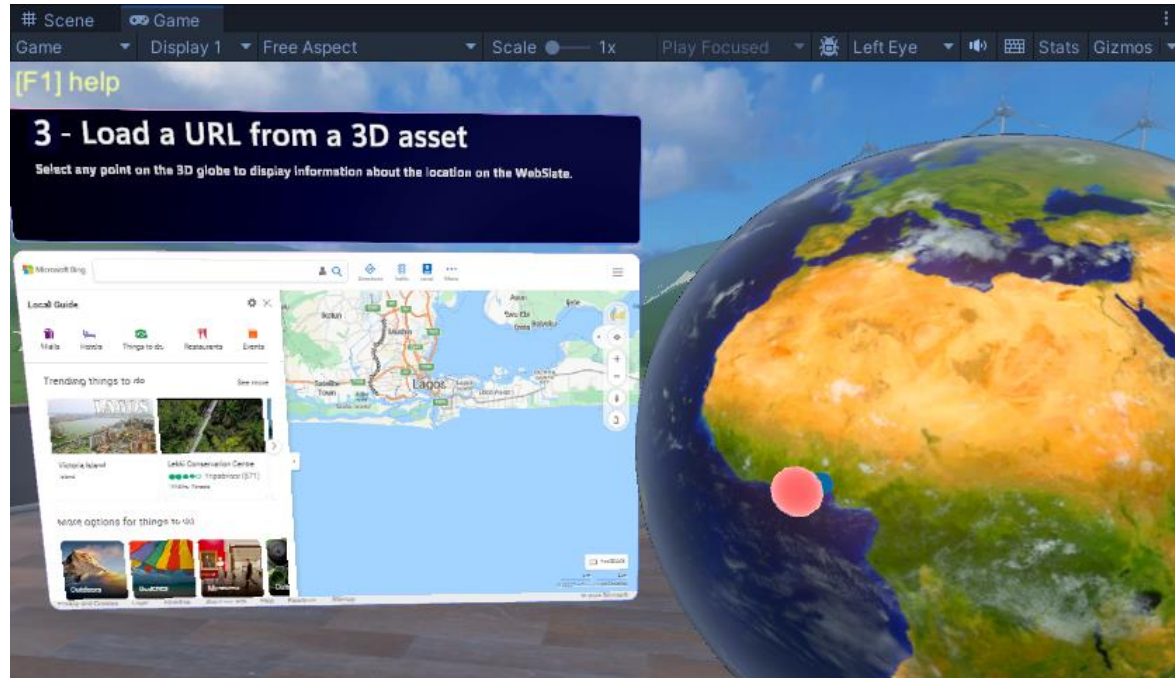
Pro-Code



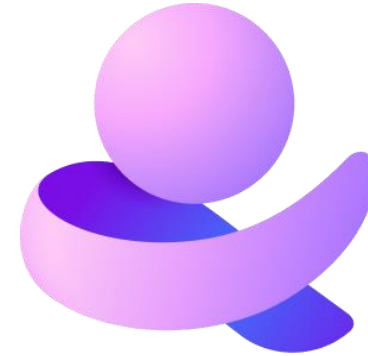


Conclusion

Last news



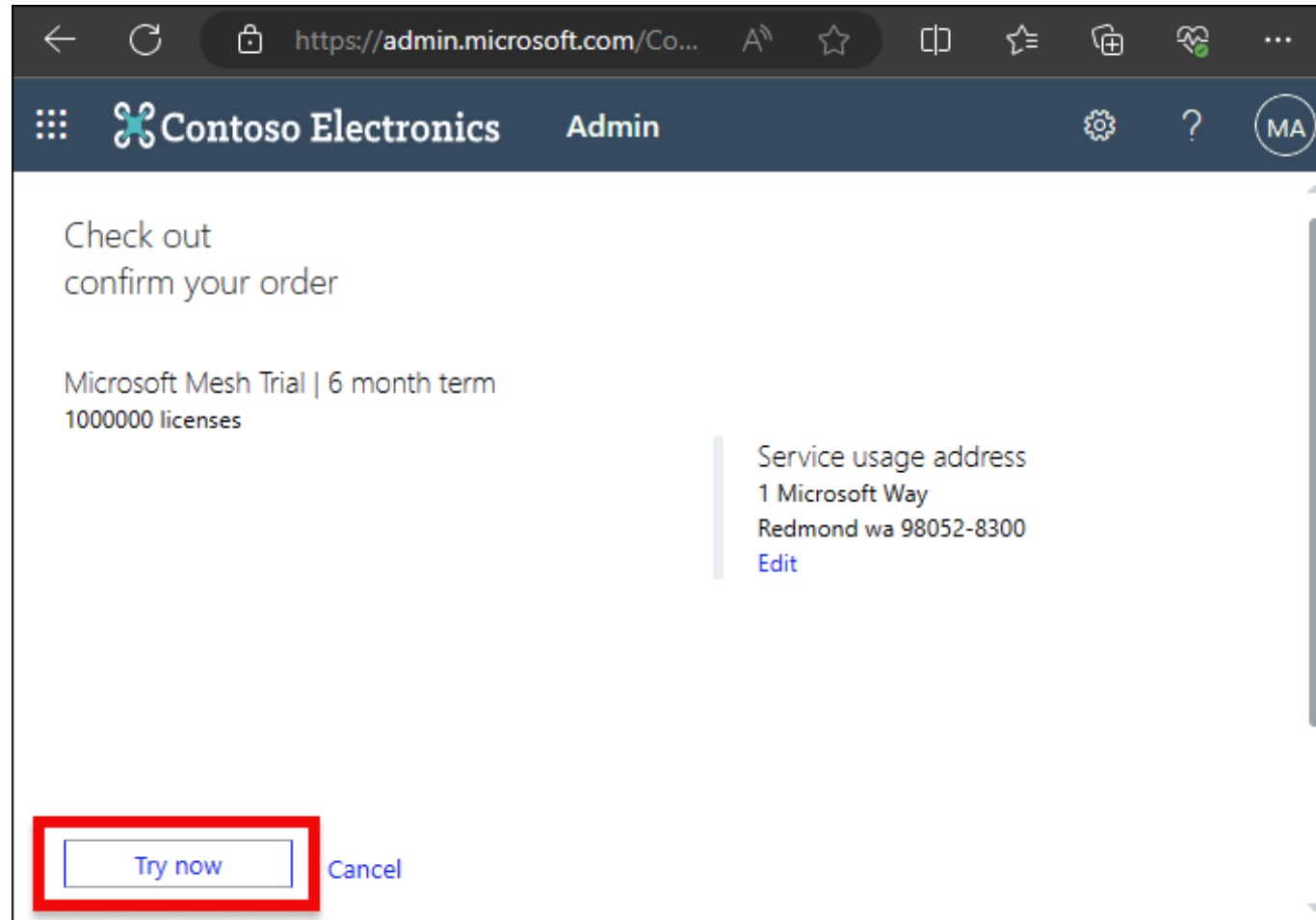
VR Headset



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MESH ? Give it a try ?



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Thank you