WebXR for Web Developers

VR & AR: a long way from the WWW's HTML roots

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Web vs. Native

- Same tradeoffs as other apps:

- Native apps can fully utilize hardware, but are siloed in development and gatekeepers control distribution

- Web apps can reach anyone, but you must allow for differing capabilities and can't achieve the performance of native

  - may also run on mobile & personal computers (depending on interactions), for those without a headset

  - Example: could have presenter(s) in headset(s) and audience mostly on personal computers or mobile