



# VR VIEW FOR WEB

Ladislav Sulak



# Introduction

- You can embed 360° photos and videos into a website using VR View. This can be done via a JavaScript API that creates and controls the contents of an iframe or by explicitly declaring the iframe itself.
- Iframe is an inline frame is used to embed another document within the current HTML document. It is supported by all web browsers.
- It is similar to [desktop Quicktime VR panorama](#) (released in 1994, developed by Apple, for images) experiences that some may have seen a few years back. However, the VR Views from Google today are done using JavaScript rather than a third-party plugin, and can be enhanced through a true VR view using Google Cardboard.

# Getting started

- VR View class from Google needs to be imported:

```
<script src="//storage.googleapis.com/vrview/2.0/build/vrview.min.js"></script>
```

- Next, placeholder (div) for iframe element containing settings and source of multimedia content (picture or video)

```
<iframe src="//storage.googleapis.com/vrview/2.0/embed?video=link/to/video.mp4&is_stereo=true"></iframe>
```

- You can use iframe or following approach for registering an event which loads the media:

```
window.addEventListener("load", onVrViewLoad)
function onVrViewLoad() {
  var vrView = new VRView.Player('#vrview', {
    video: 'link/to/video.mp4',
    is_stereo: true
  });
}
```

# Problems

- From previous slide, using the VR View JavaScript API offers additional features not available when explicitly declaring an iframe. Additionally, there are some security concerns about iframe usage.
- This technology has a certain requirements for image as well as for video:
  - *Supported image formats are png, gif and jpeg (recommended for improved compression) and for video it should be mp4s encoded with h264*
  - *Dimensions of image should be power of two (1024, 2048, ...) and video should have aspect ratio 2:1 (mono) or 1:1 (stereo)*

# Compatibility

- Chrome on Android, iOS, Windows, Mac OS X and Linux.
- Safari on iOS and Mac OS X.
- Firefox on Windows, Mac OS X and Linux.
- IE 11 and Edge on Windows.

# Code example

[https://codelabs.developers.google.com/codelabs/vr\\_view\\_101/index.html?index=..%2F..%2Findex#0](https://codelabs.developers.google.com/codelabs/vr_view_101/index.html?index=..%2F..%2Findex#0)

# Questions?

- <https://developers.google.com/vr/concepts/vrview-web>
- <https://www.sitepoint.com/embedding-virtual-reality-across-the-web-with-vr-views/>
- <https://vr.google.com/cardboard/> - Google Cardboard for VR