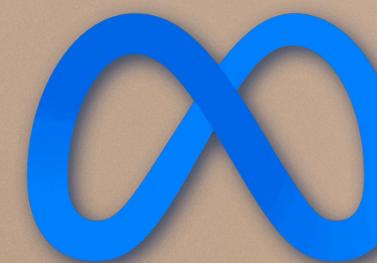


Workshop of VR/AR

 Meta



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Meta's releases:

- Oculus Rift
- Oculus Quest
- Oculus Go
- Oculus Quest 2
- Project Aria
- Facebook Horizon



Meta's AR/VR APIs



1. Spark AR Studio

- Tool to create augmented reality experiences
- Building AR effects

2. Oculus SDK (Software Development Kit)

- Building virtual reality experiences
- Enables developers to create contents

3. Facebook Social VR Platform API

- Build social experiences for VR using Fb account
- It enabled interactions, communication, and collaboration between users in virtual reality environments.

4. Facebook 360 SDK

- Allowed developers to build interactive 360-degree photo and video experiences

5. Quill (stop providing service)

- A tool for creators to make animations;

6. React 360

- Use web tech to create content for audiences across mobile, web and VR.

AR/VR creation software developed by Meta

Meta Spark

A platform that enables creators and developers to imagine, create, and share AR experiences that reach billions of people.

Metaverse Studio

A tool that allows you to create AR experiences without any coding.

Meta AR Engine

A cross-platform AR development platform that allows developers to create AR experiences for mobile devices, headsets, and the web.

Godot

An open-source game engine that can be used to create AR experiences. Meta has invested in Godot to help make it a more powerful and accessible tool for AR development.

Oculus Medium

A 3D sculpting tool designed for artists to create virtual sculptures and models in VR.

Oculus Quill

An artistic tool that allows users to create illustrations and animations in VR.

Initiatives undertaken by Meta to support AR/VR Technology



Oculus Start

It provides support and resources to independent VR developers. It offered access to development hardware, software, financial assistance, and mentorship to help developers kickstart their VR projects.

Oculus for Developers

A dedicated platform for developers interested in building experiences for Oculus VR headsets. It provided comprehensive documentation, tutorials, and access to developer tools and SDKs to facilitate the creation of VR applications and games.

Facebook Reality Labs Research

Facebook Reality Labs was focused on advancing the state-of-the-art in AR/VR technologies. They conducted research and development in areas like computer vision, haptic feedback, input methods, and advanced display technologies to improve the overall AR/VR experience.

Initiatives undertaken by Meta to support AR/VR Technology



Oculus Education

The Oculus Education initiative aimed to promote the adoption of VR in educational settings. It provided educational institutions with resources, VR hardware grants, and content partnerships to explore the potential of VR for learning and training purposes.

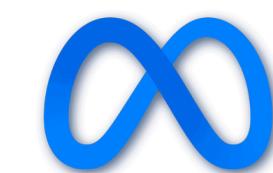
Oculus Venues: A social VR platform that allowed users to attend live events, concerts, and sports games in virtual reality. It provided an immersive way for people to engage with entertainment and socialize with others from around the world.

Facebook Horizon: Facebook Horizon was a social VR platform that allowed users to create their virtual worlds and interact with others in shared virtual spaces. It aimed to provide a more accessible and user-friendly environment for social interactions in VR.



Meta's plans for the Future:

- **Meta quest 3(Fall 2023):** Higher resolution and increased performance than quest 2.
- **Orion (2027):** A pair of true AR glasses that project high quality holograms in the real world.
- **Nautilus (2028):** A neural interface smartwatch that will be used to control AR/VR devices

 Meta



Thank You