

## Criticizing Floom

Link: <https://floom.withgoogle.com/>

Floom is a WebXR experiment that allows anyone to explore the earth through a tunnel from any geographical location. Floom creates a portal from a location. It overlays the geographical map data of the other side of the globe which can be sourced from google earth, google maps, or another geographical database. After you open the AR application, it scans the environment around you and detects the plane where the will portal will open. After the room geometry has been created, it spawns an animating portal at your desired location in the room with finger gestures on your touchscreen. I guess it implements some kind of stencil shader system to overlay and draw the map of the current location. The map is overlaid in such a way that it dynamically changes according to the angle at that you hold your phone. This creates an illusion that the tunnel is in 3D.

It is a very interesting application that allows us to explore the exact opposite side of the world through a tunnel. I think it would be even better if we can turn this application into a real-time application. For example, two people can open up a tunnel from the opposite side of the world. The first person can drop some objects from the tunnel and the second person on the opposite side of the world can receive those objects. We can do the same thing and vice-versa as well. This application lacks a multi-user experience and does not have appealing interactive features. Another idea would be able to see who is on the other side of the world. We can enable the front-facing camera so the people from the other side of the world can see us through a tunnel. You can explore the opposite side of the world as well as see who is on the opposite side of the world through the tunnel. We can use 2D images taken from the camera, 2D video, or an avatar system for the visualization of the person using the application. Another interesting feature would be talking through a tunnel to the person on the opposite side of the world. It would be better to add echo sound effects to simulate talking through a pipe or tunnel in real life. The multi-user experience would definitely open a world of possibilities of what the users can do with other users from the opposite side of the world. We can turn this into an anonymous video calling app where you can only talk to people

from the opposite side of the location that you are living in. On the opposite side of Abu Dhabi is a small island called Adamstown in the Pacific Ocean. We can connect with people living there and exchange the experience mentioned above. If there are not enough users, we can connect with the people around that location.