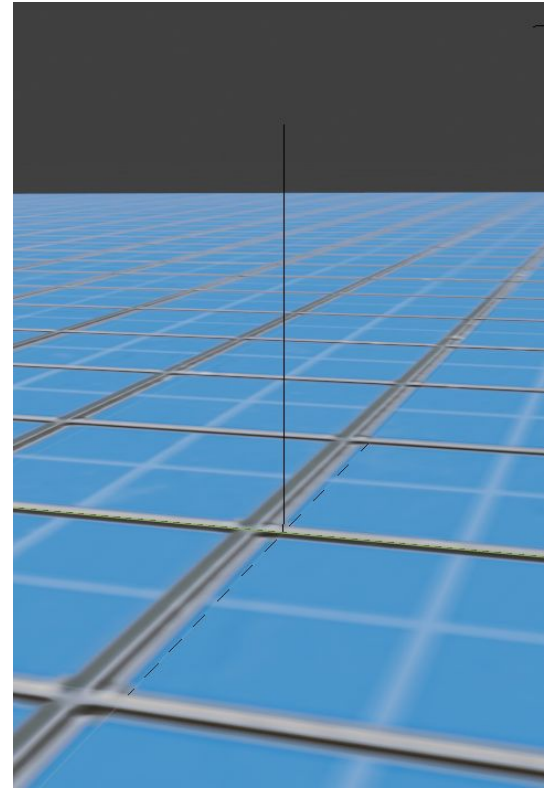
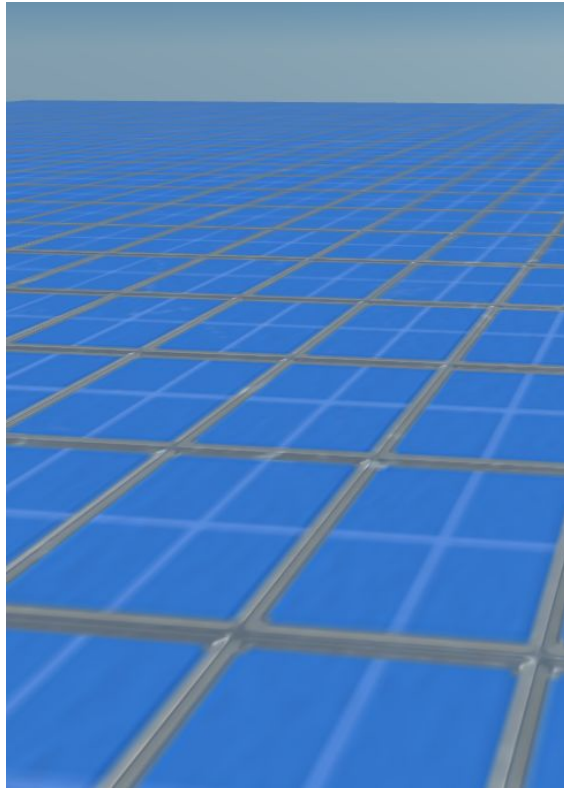
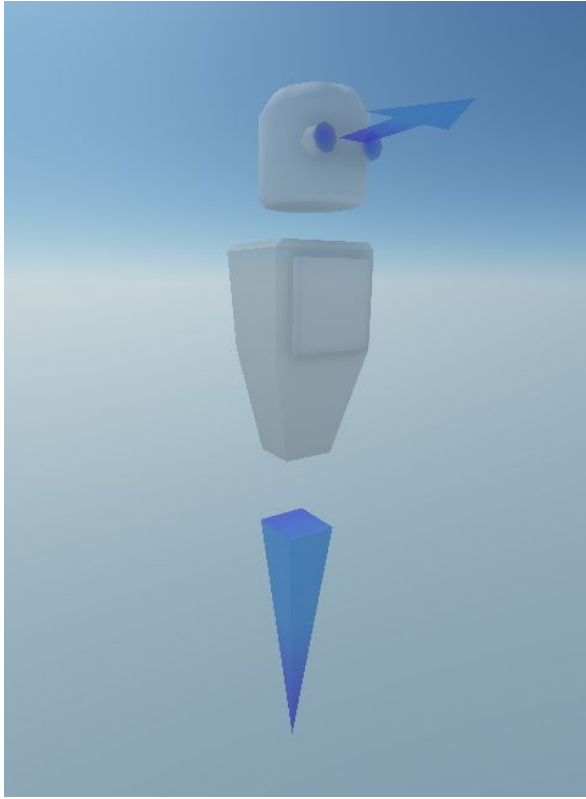


# Authoring immersive environments with glTF for multi-user mixed reality web applications

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Image: 3D models of three robots, representing users, gather around a 3D model of a house on a table in front of them.



Images: A gITF scene that includes a custom component, 'spawn-point', displayed in three clients. They each are visualized differently.

*Left to right: Spoke, Hubs, Blender*

**“I think it's a room with a large window.”**



Image: a 3D environment of an empty conference room. The automatic captioning does not provide much information about what is contained in the image, only describing that it is a room with a large window.





Image: a visually busy 3D environment that includes floating text, image text, chat text, a loading cube, a PDF file, a video, five images of cats, a media browser, 2 users represented as robots, and two 3D models of vehicles

