VIRTUAL/AUGMENTED REALITY FOR WEB

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HELLO WORLD!

My name is Christina (:

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I'm all about:

- Icecream
- Community Events
- Bleeding Edge Technology

vistaprint®

1 USER INTERFACE

2 EXPERIENCE DESIGN

3 VIRTUAL/AUGMENTED REALITY

4 BUILD FOR MOBILE

5 MANAGE STATE

6 AUTH & DATABASE

VIRTUAL/AUGMENTED REALITY FOR WEB

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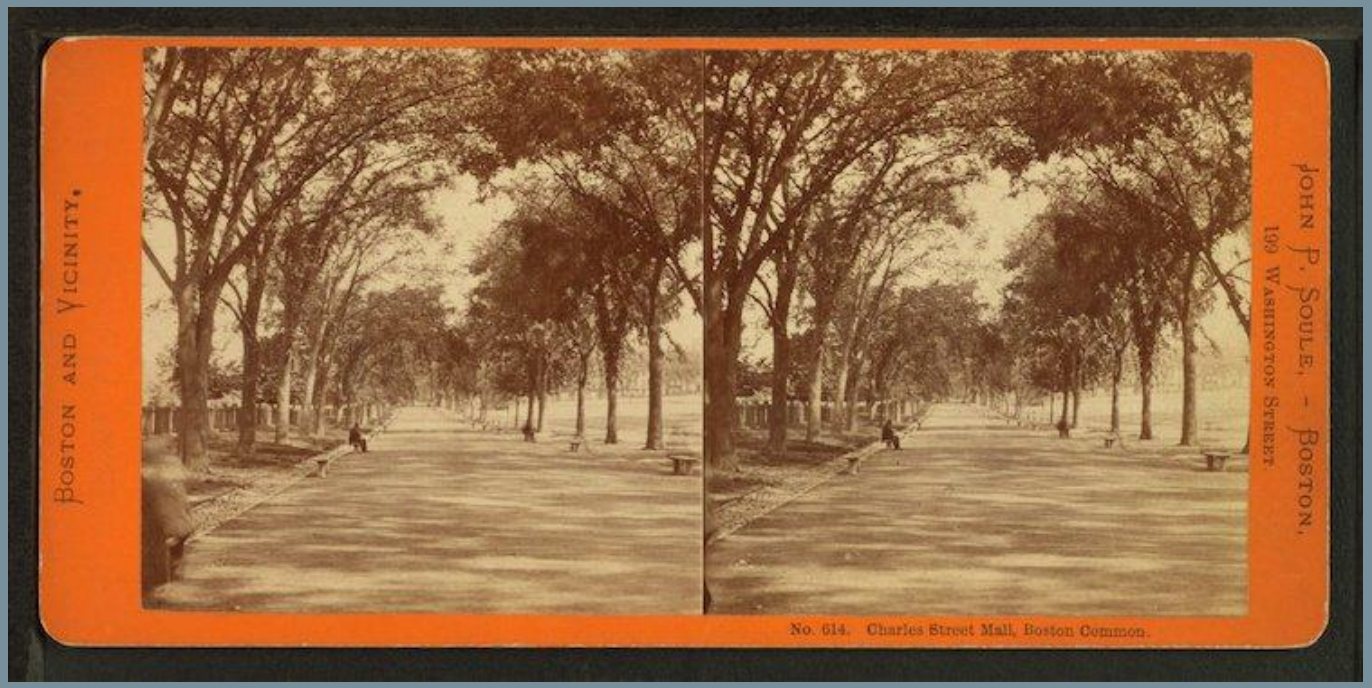
VR/AR

WHAT is it ?

HOW can I use it ?

WHY should I care ?

Why should I care about VIRTUAL/AUGMENTED REALITY?



When was the Stereoscopic Photo first made?

A) 1920 B) 1940 C) 1960

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This device was made in 1950. What was it called?

A) Sensorama B) Sensebox C) Virtual sphere

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What was this device called?

A) Telesphere Mask B) Vision Box

When was the VPL Data Suit made?

A)2000 B) 1990 C) 1980

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What is the VR/AR Experience of the FUTURE ?

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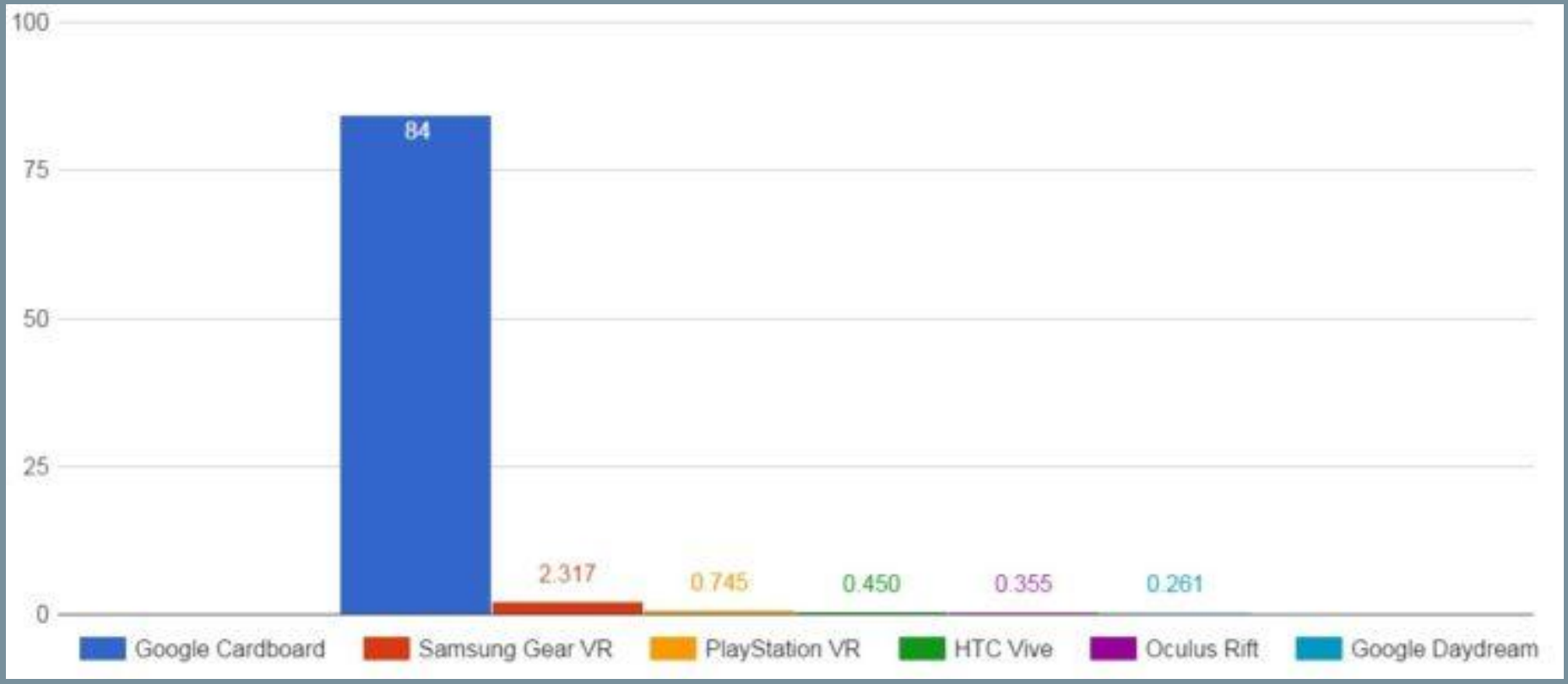

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As Web Engineers, we can reach the majority of VR/AR consumers who are adopting low-end mobile devices

What is WEB VR/AR anyway?

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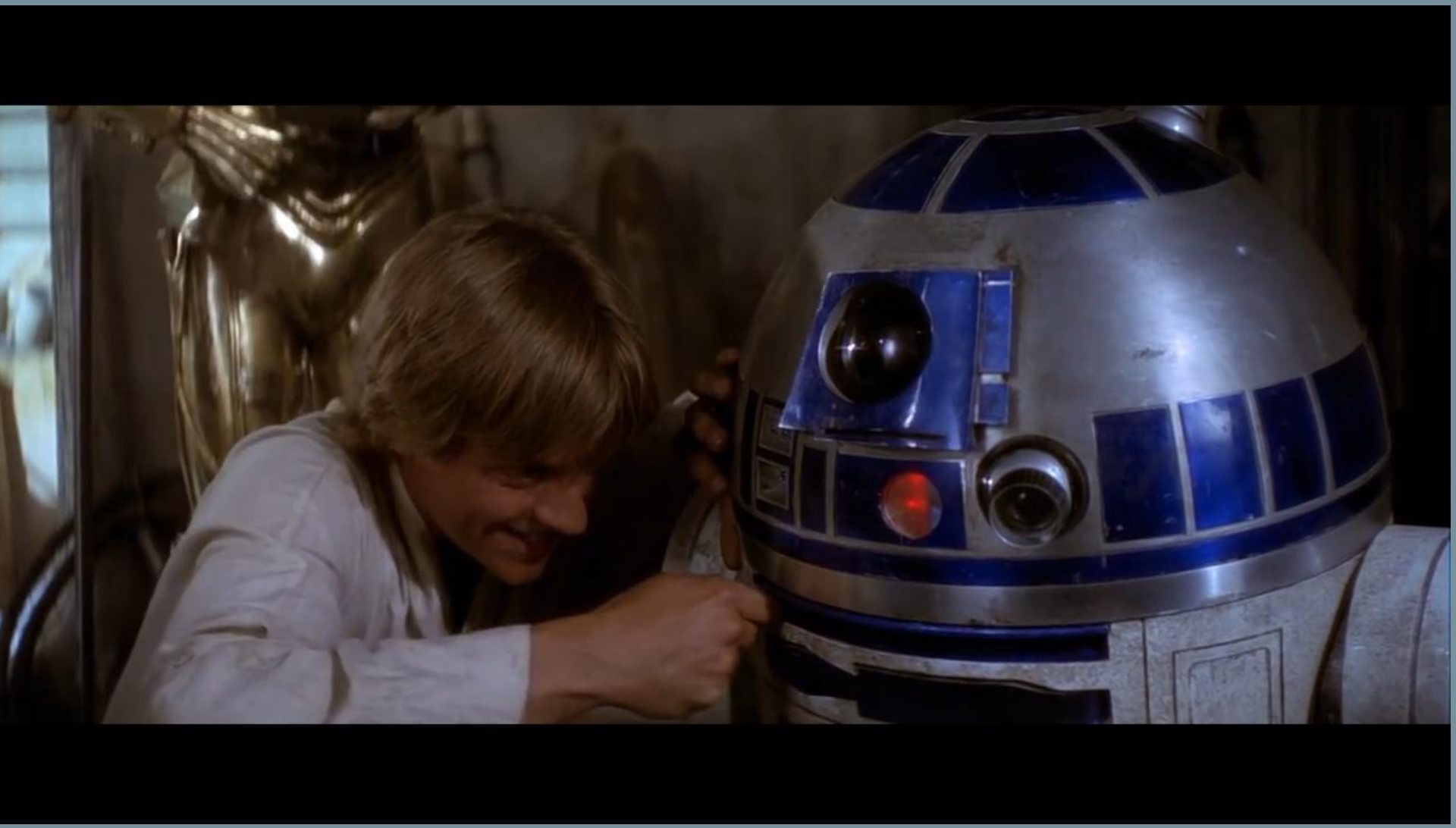
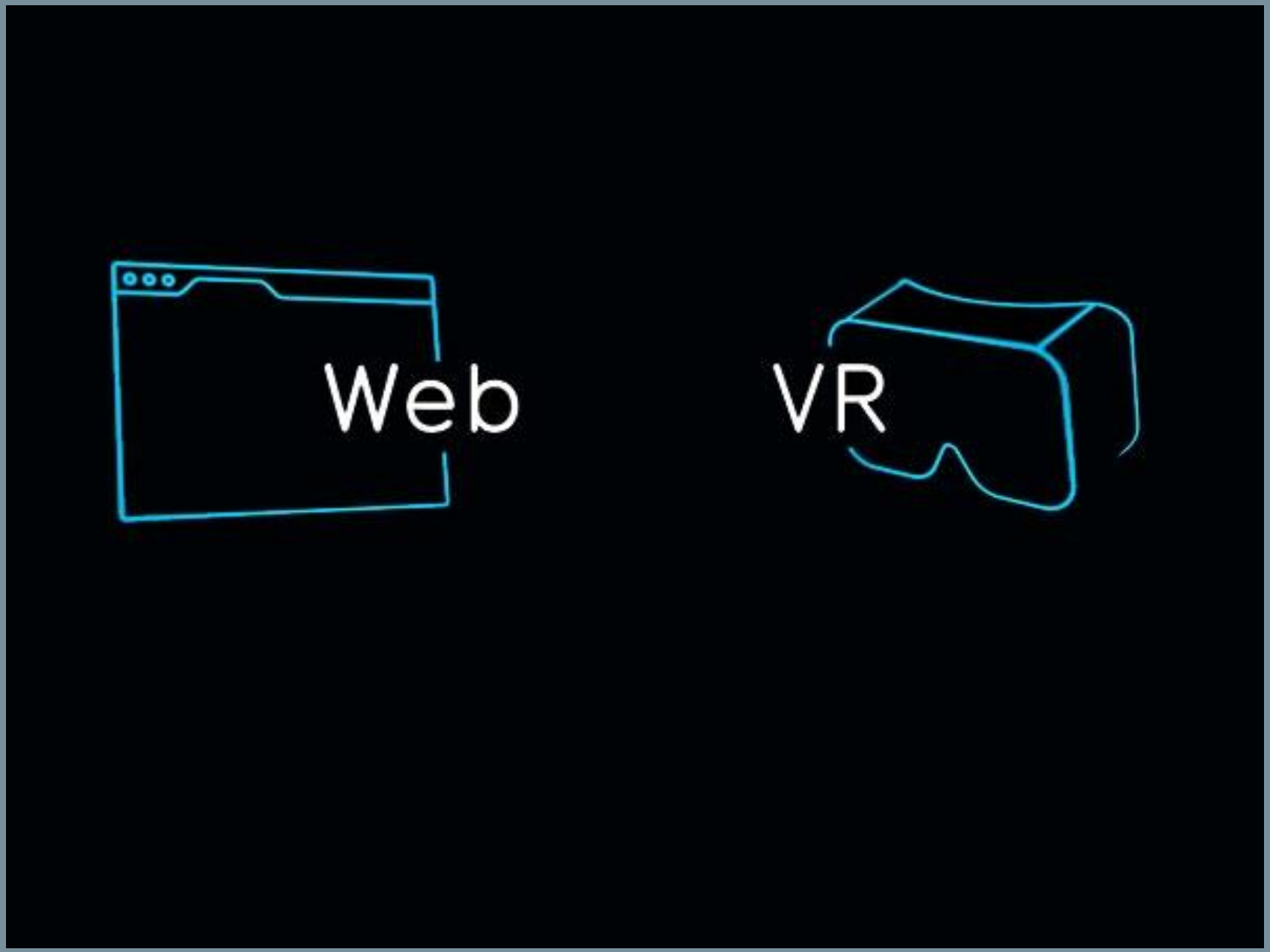
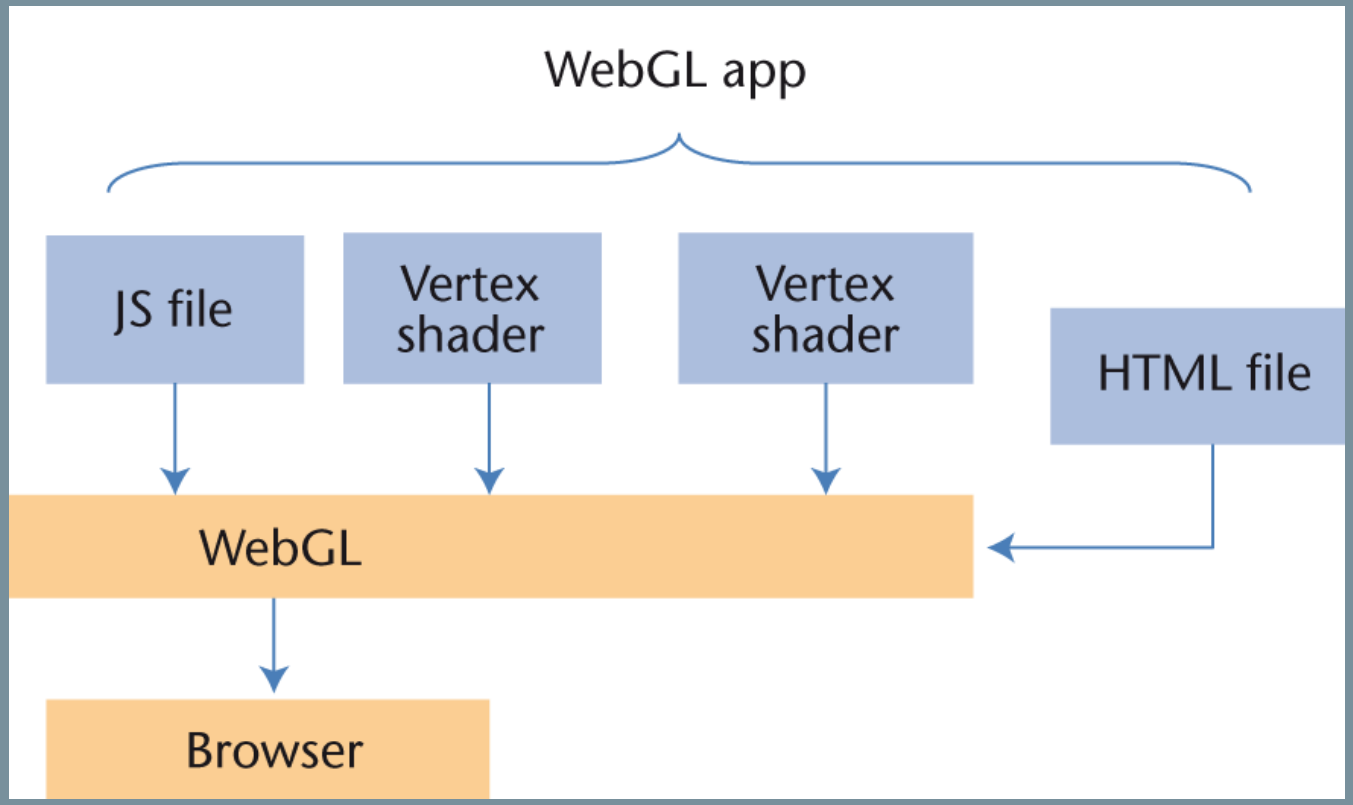


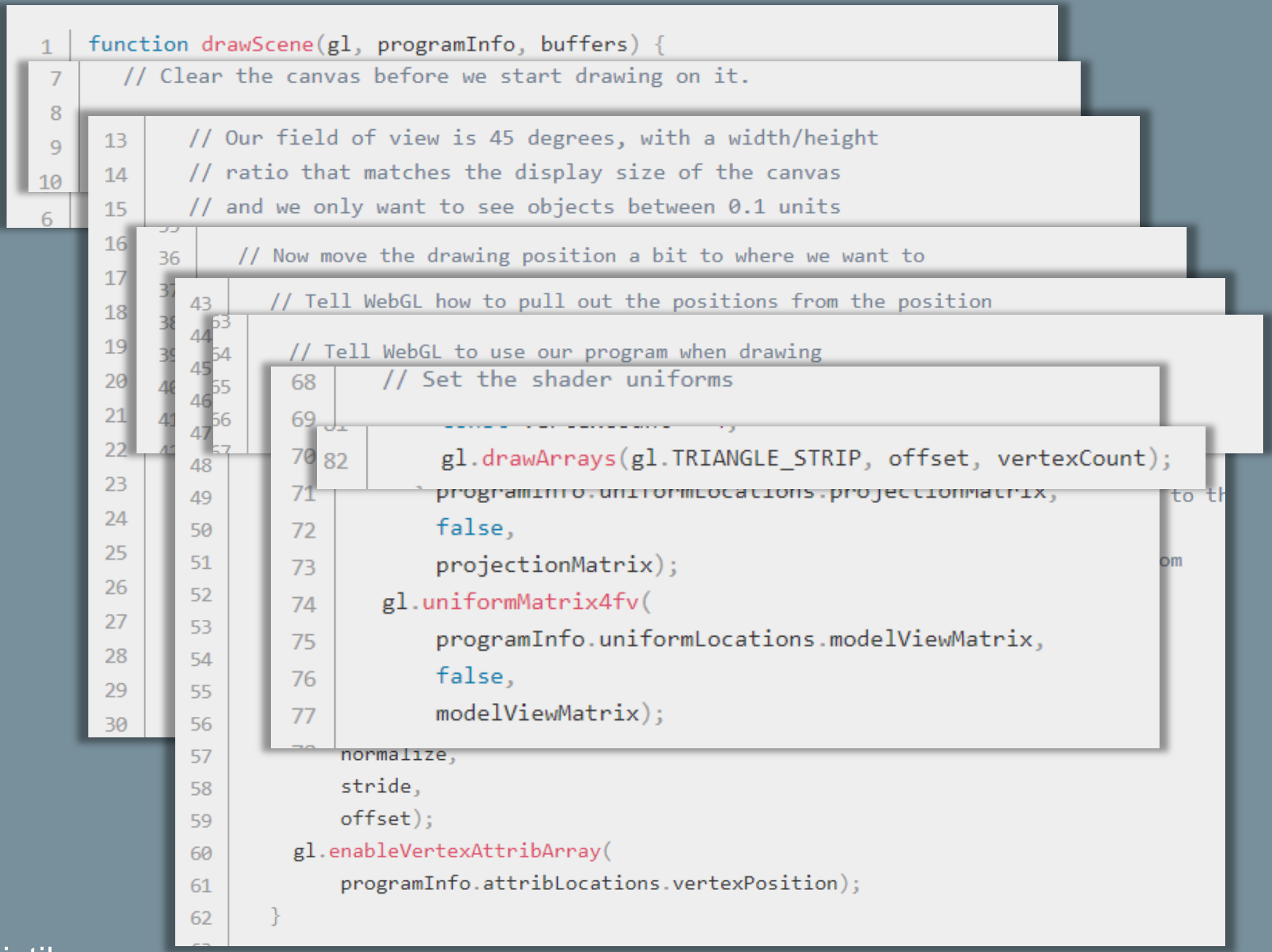

Web
VR

Web VR/AR brings the power of VR/AR to the browser!

How can I get started with WEB VR/AR ?

WEB GL


WebGL app
JS file
Vertex shader
Vertex shader
HTML file
WebGL
Browser



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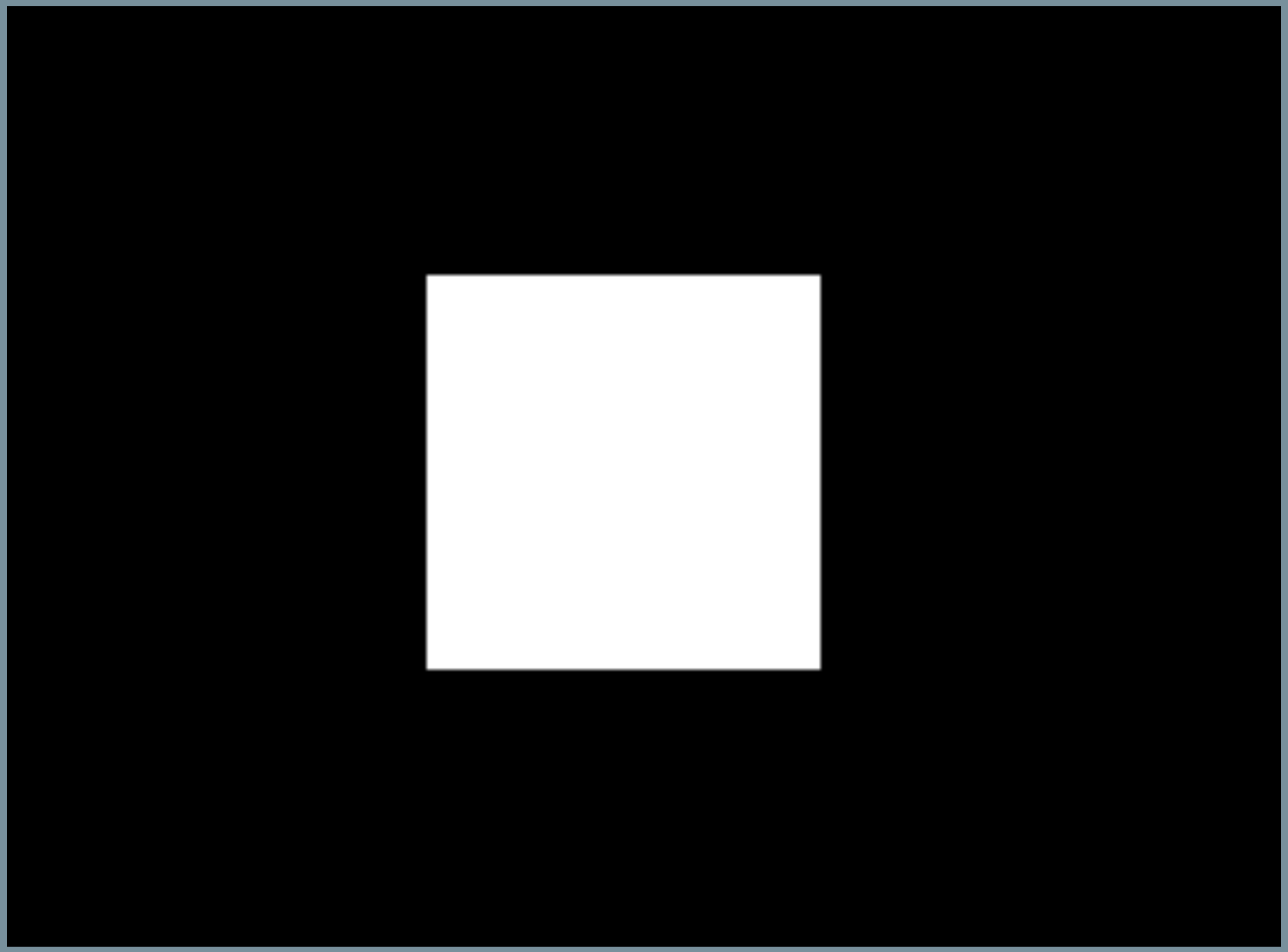
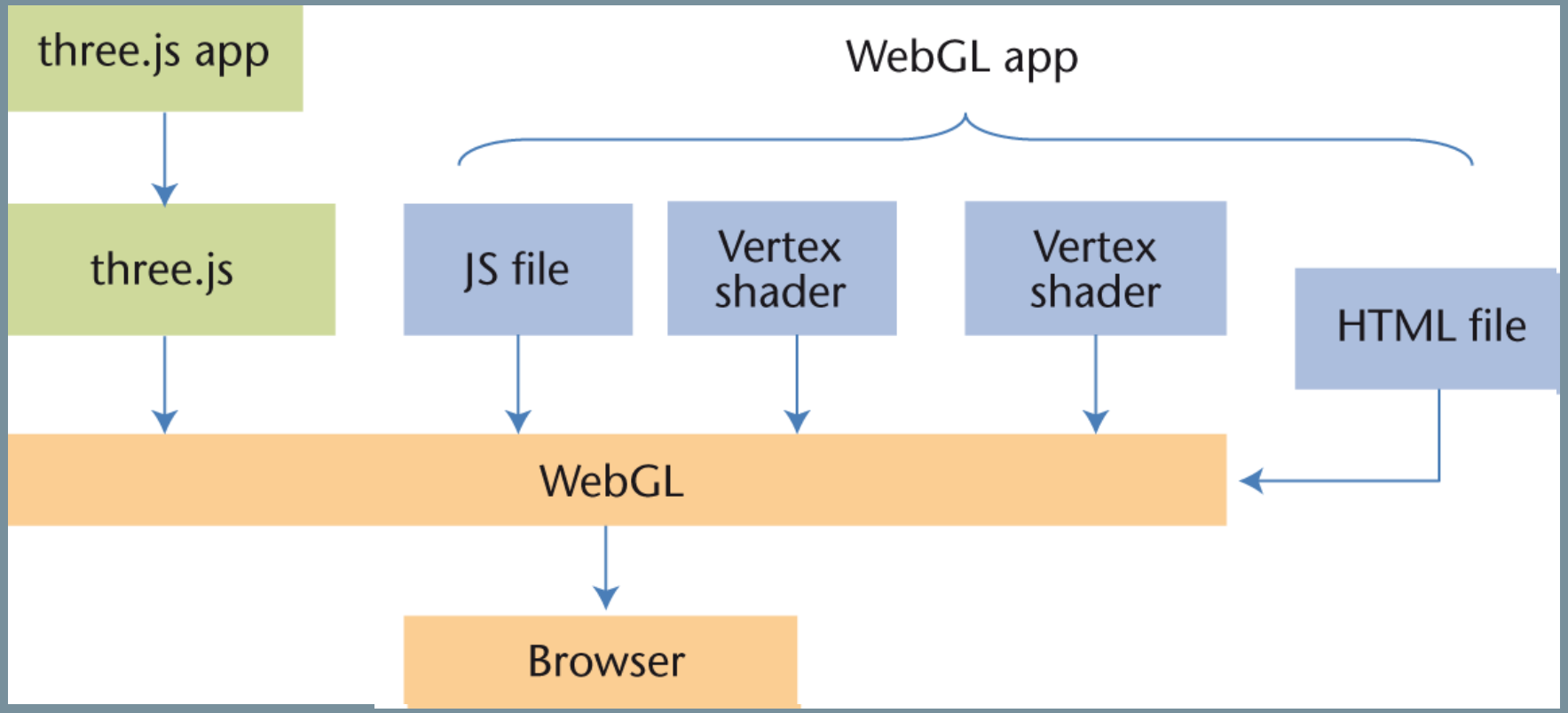


WEB GL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WebGL app
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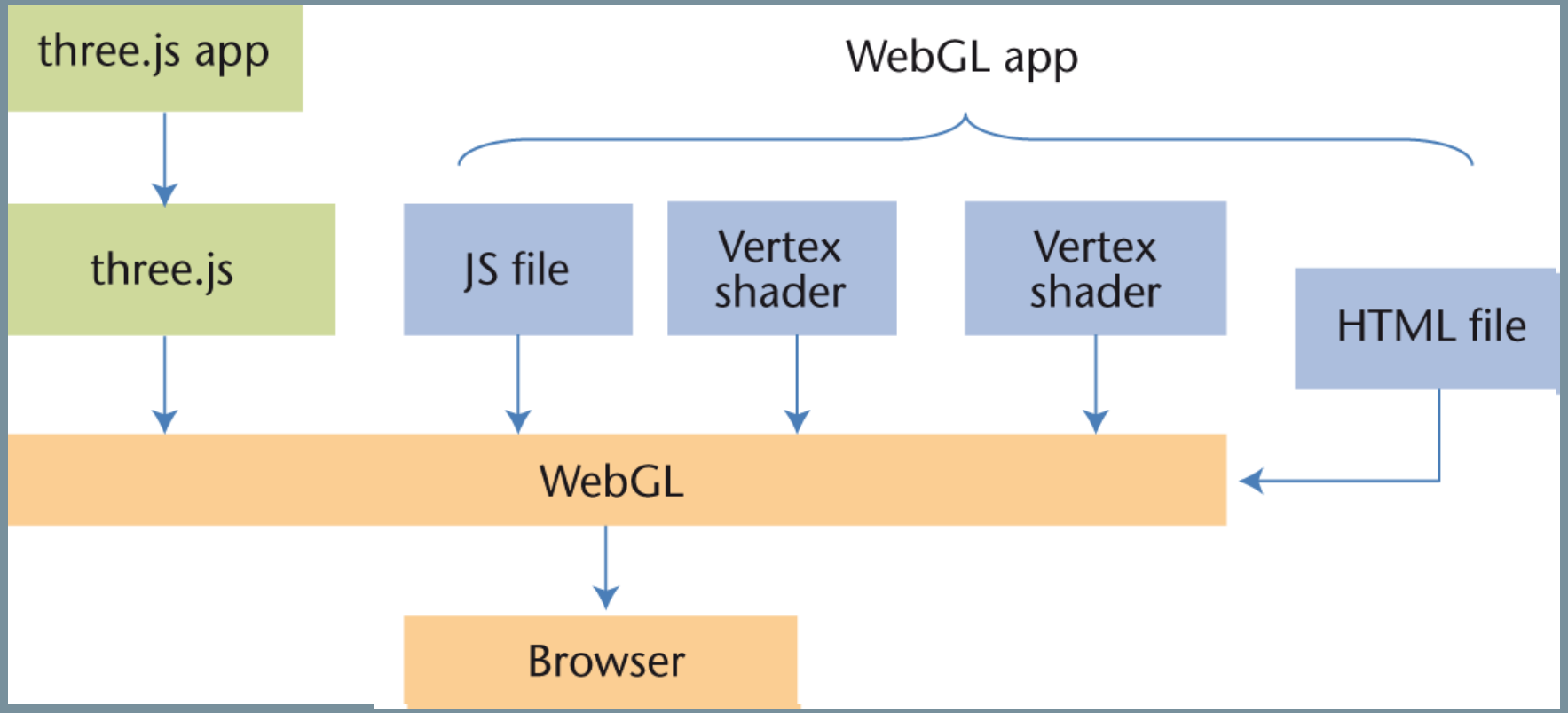
Three JS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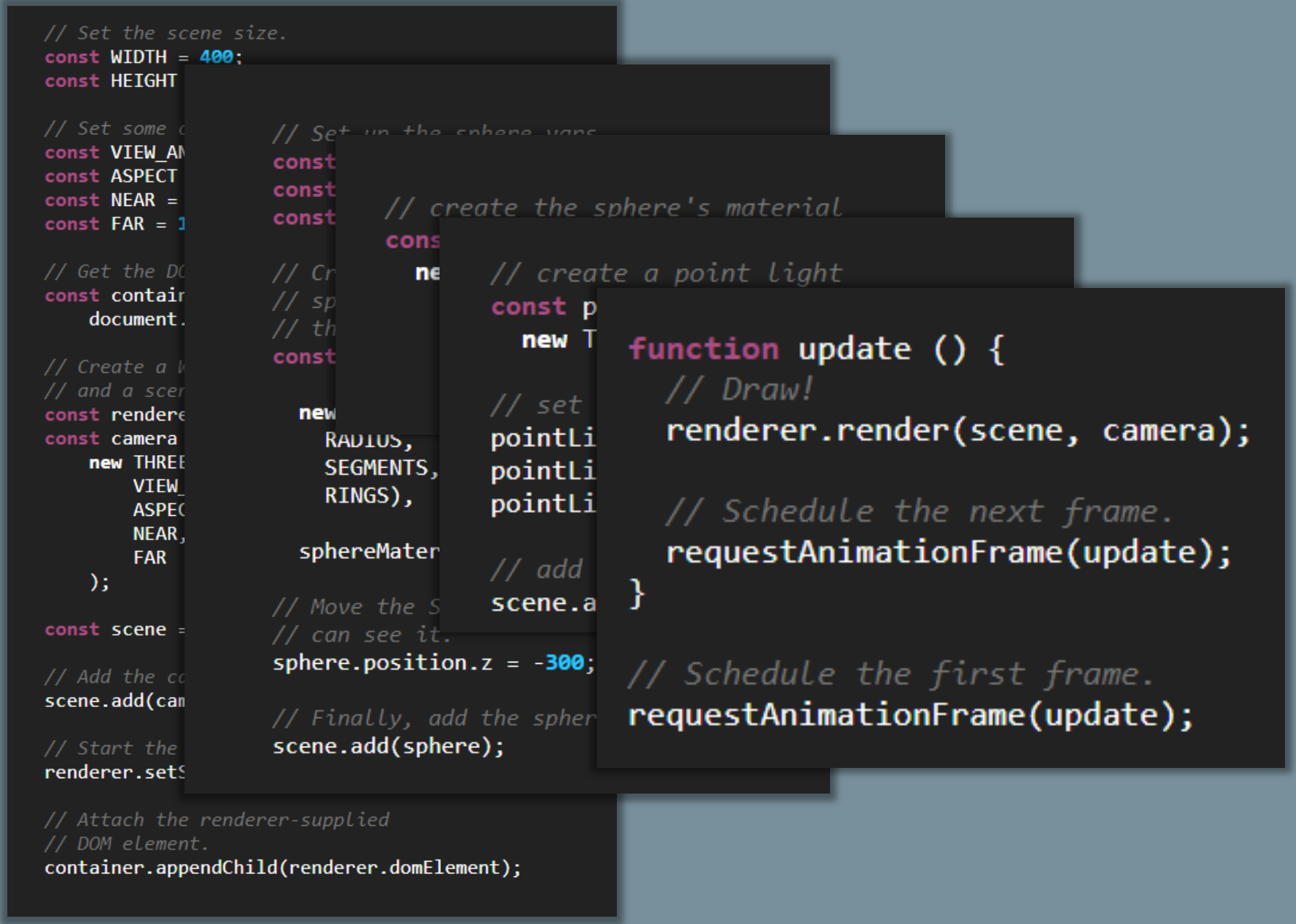

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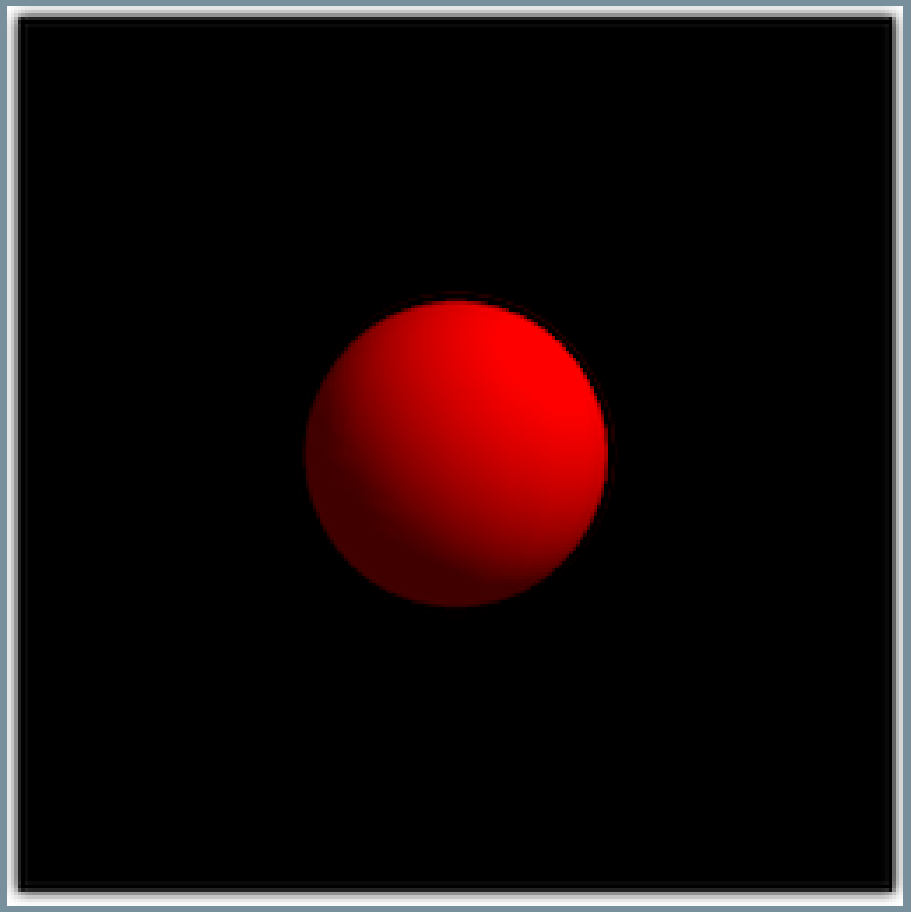

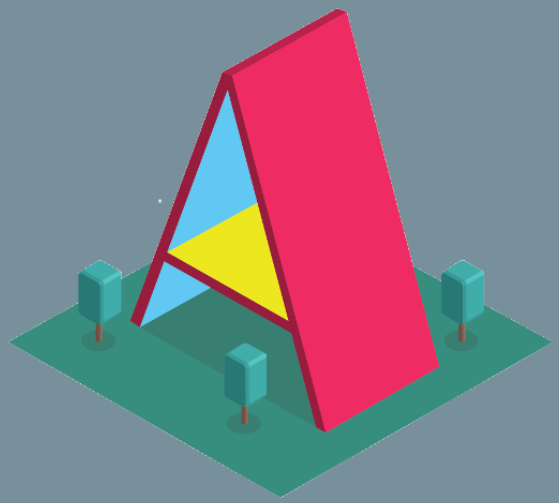

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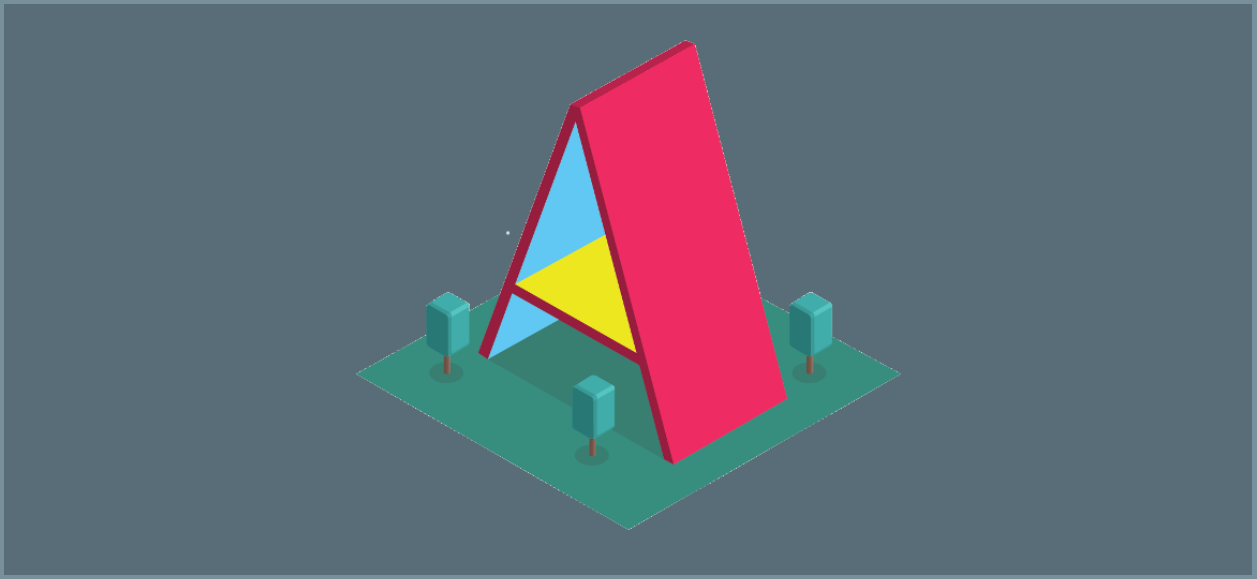

ReactVR

unity

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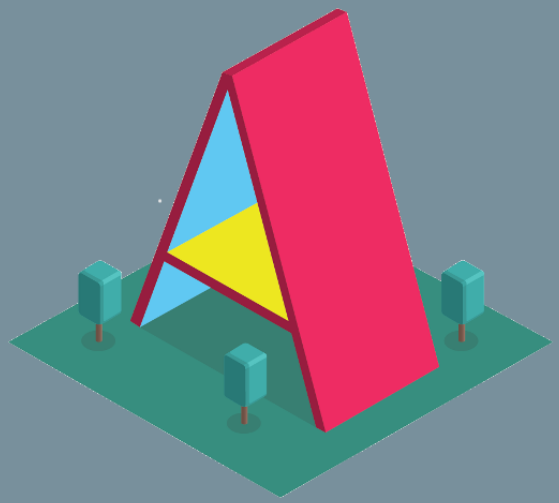

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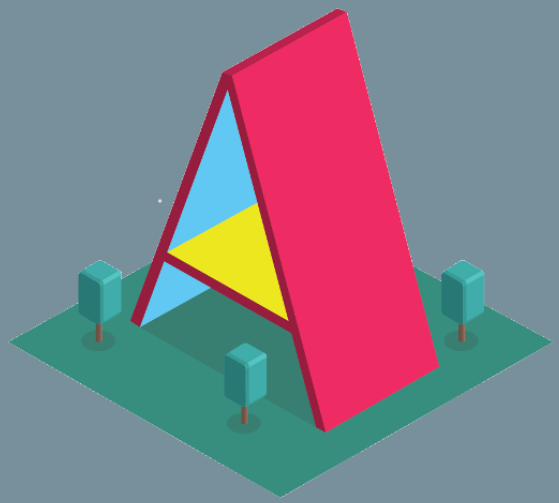

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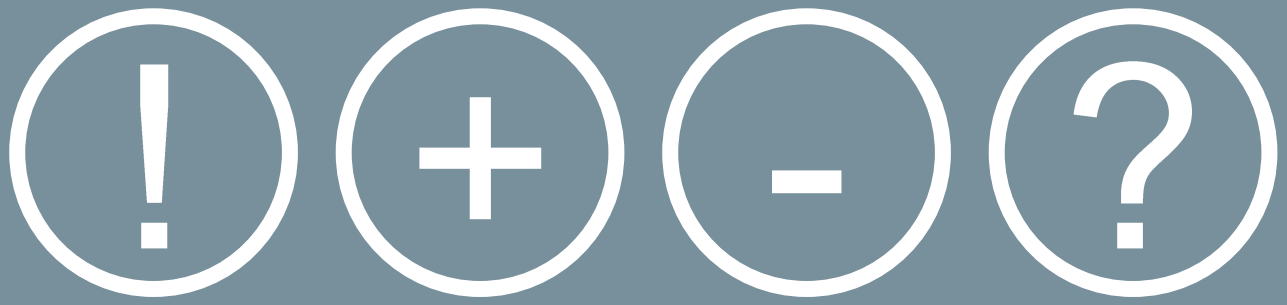

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