

Introduction to the Fullstack VR Lab

Data points about VR

What we focus on

VR equipment you'll receive

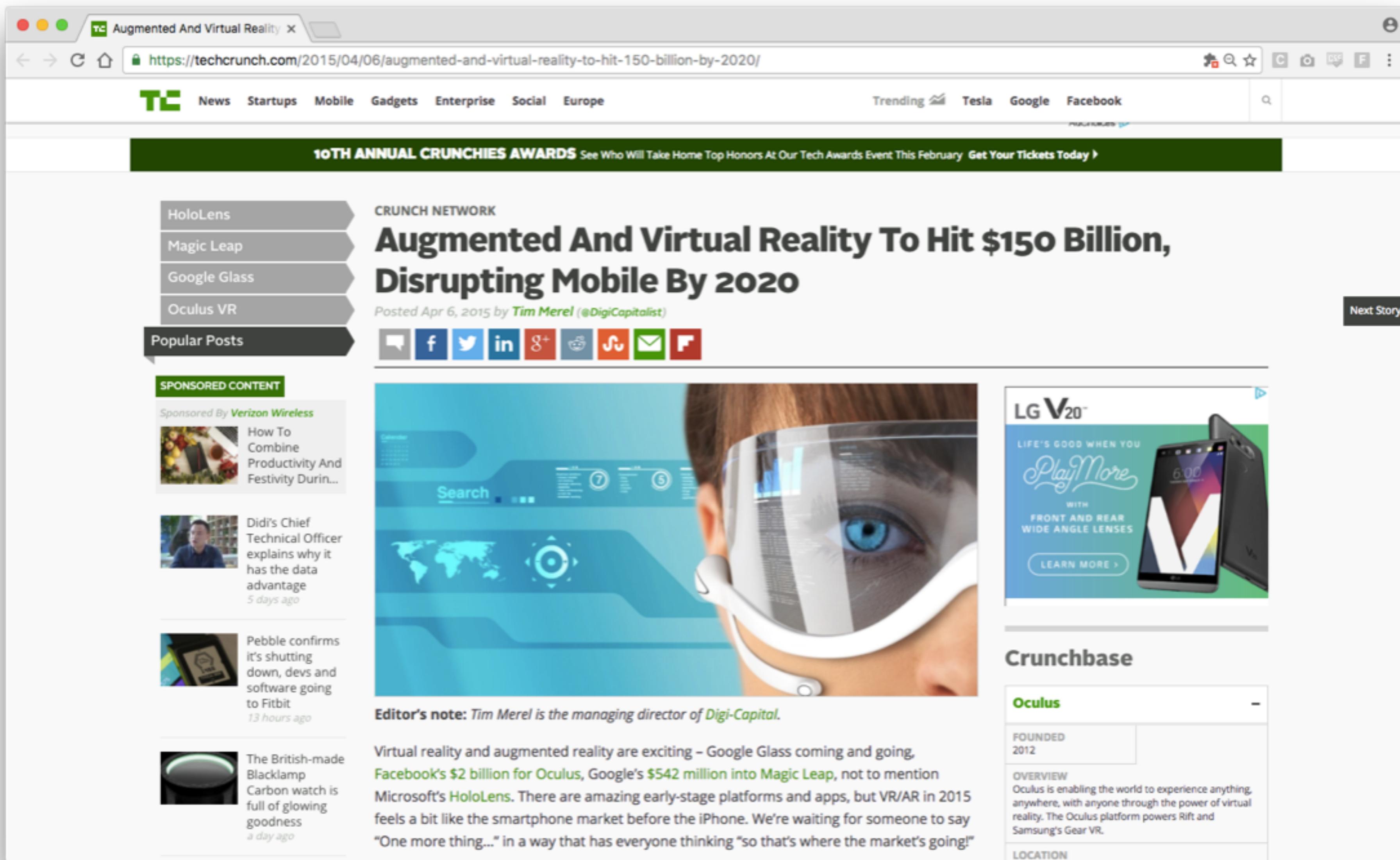
How you can get involved

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How you can get involved



The screenshot shows a TechCrunch article titled "Augmented And Virtual Reality To Hit \$150 Billion, Disrupting Mobile By 2020". The article is dated April 6, 2015, and is written by Tim Merel (@DigiCapitalist). The main headline is prominently displayed in large, bold, black font. Below the headline is a sub-headline: "CRUNCH NETWORK". The article content discusses the projected market size of VR/AR and its potential to disrupt the mobile industry. A large image of a person wearing a VR headset is featured, showing a digital interface overlaying the real world. To the right of the article, there is a sidebar with a sponsored advertisement for the LG V20 smartphone. The ad features the phone's front and rear cameras and highlights its "Play More" feature with wide-angle lenses. Below the advertisement is a section titled "Crunchbase" which provides information about Oculus, including its founding year (2012) and a brief overview of its mission to enable virtual reality experiences anywhere.

10TH ANNUAL CRUNCHIES AWARDS See Who Will Take Home Top Honors At Our Tech Awards Event This February [Get Your Tickets Today ▶](#)

CRUNCH NETWORK

Augmented And Virtual Reality To Hit \$150 Billion, Disrupting Mobile By 2020

Posted Apr 6, 2015 by [Tim Merel \(@DigiCapitalist\)](#)

Sponsored Content

Sponsored By [Verizon Wireless](#)

How To Combine Productivity And Festivity Durin...

Didi's Chief Technical Officer explains why it has the data advantage
5 days ago

Pebble confirms it's shutting down, devs and software going to Fitbit
13 hours ago

The British-made Blacklamp Carbon watch is full of glowing goodness
a day ago

HoloLens

Magic Leap

Google Glass

Oculus VR

Popular Posts

Next Story

Editor's note: Tim Merel is the managing director of [Digi-Capital](#).

Virtual reality and augmented reality are exciting – Google Glass coming and going, Facebook's \$2 billion for [Oculus](#), Google's \$542 million into [Magic Leap](#), not to mention Microsoft's [HoloLens](#). There are amazing early-stage platforms and apps, but VR/AR in 2015 feels a bit like the smartphone market before the iPhone. We're waiting for someone to say "One more thing..." in a way that has everyone thinking "so that's where the market's going!"

LG V20

LIFE'S GOOD WHEN YOU *Play More* WITH FRONT AND REAR WIDE ANGLE LENSES

[LEARN MORE ▶](#)

Crunchbase

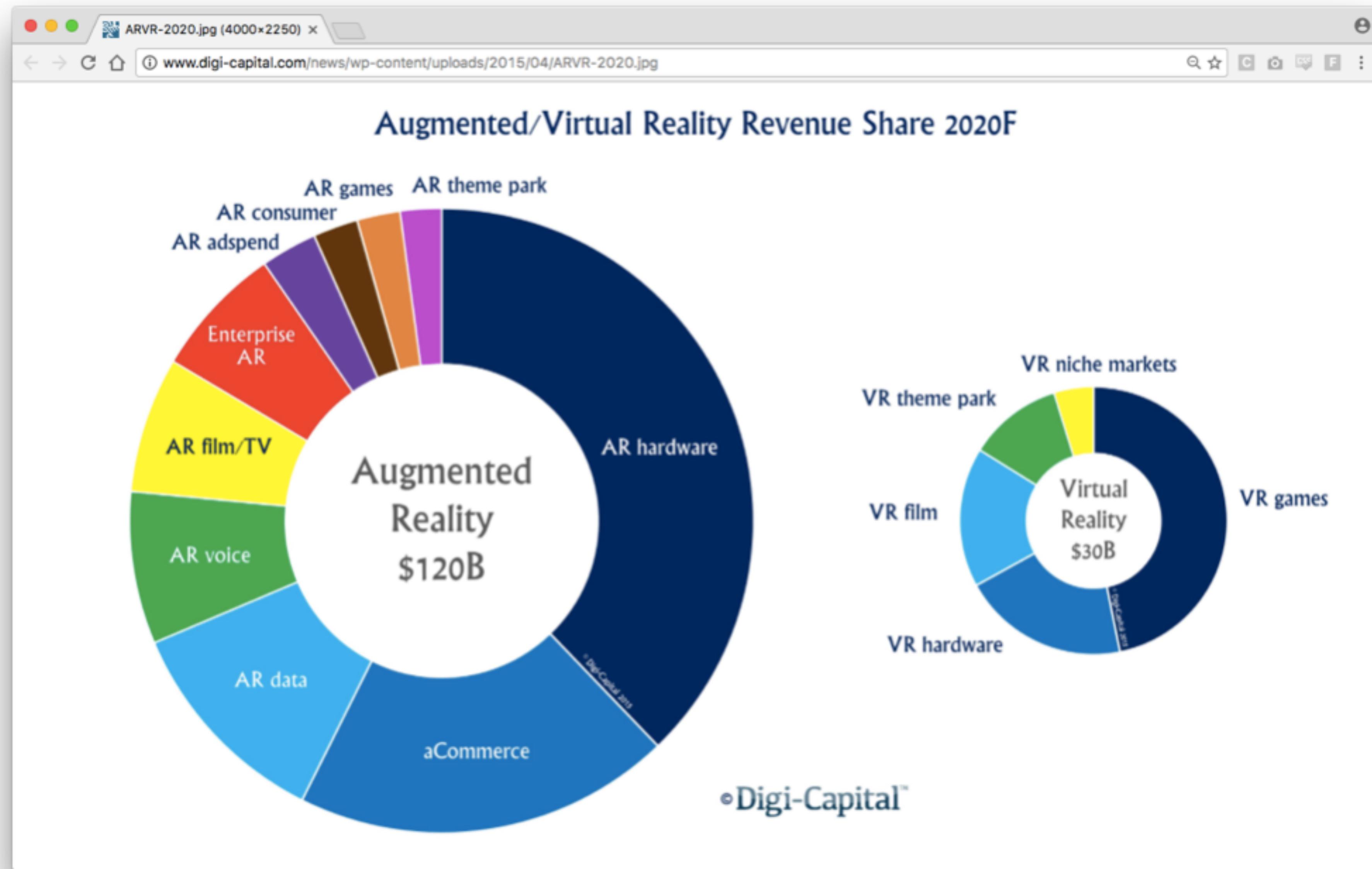
Oculus

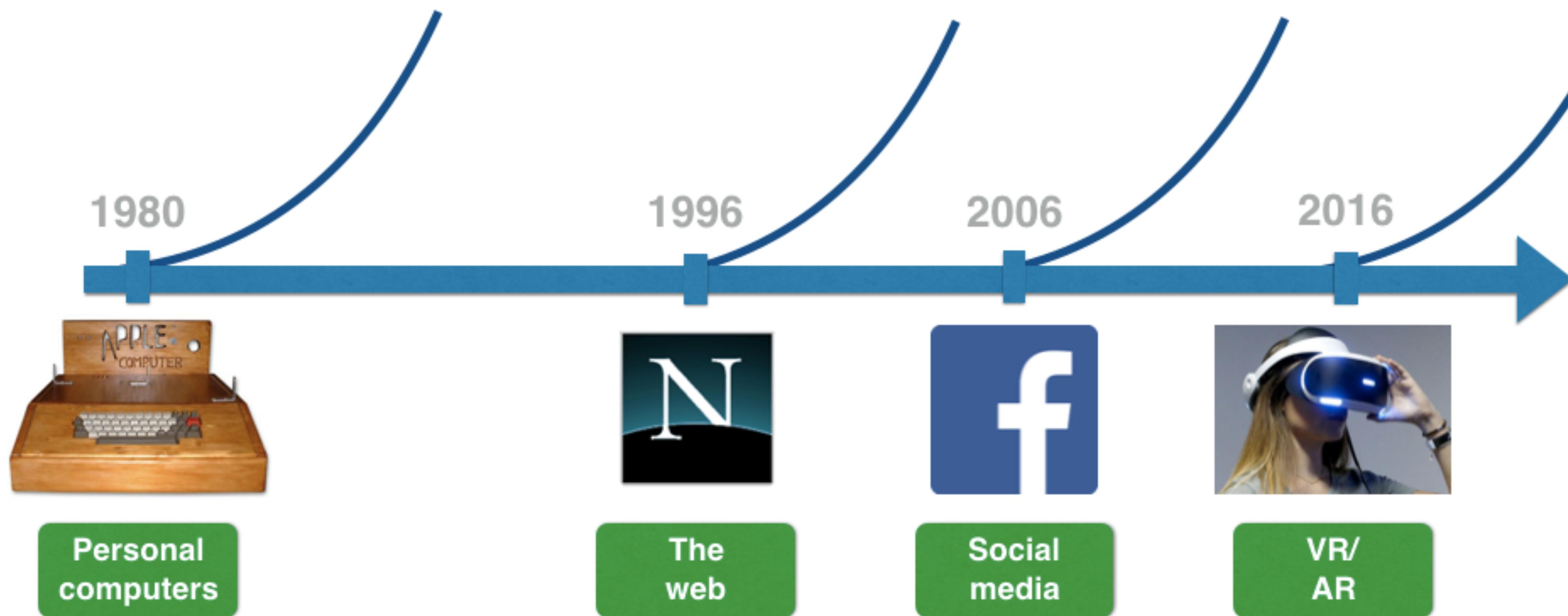
FOUNDED 2012

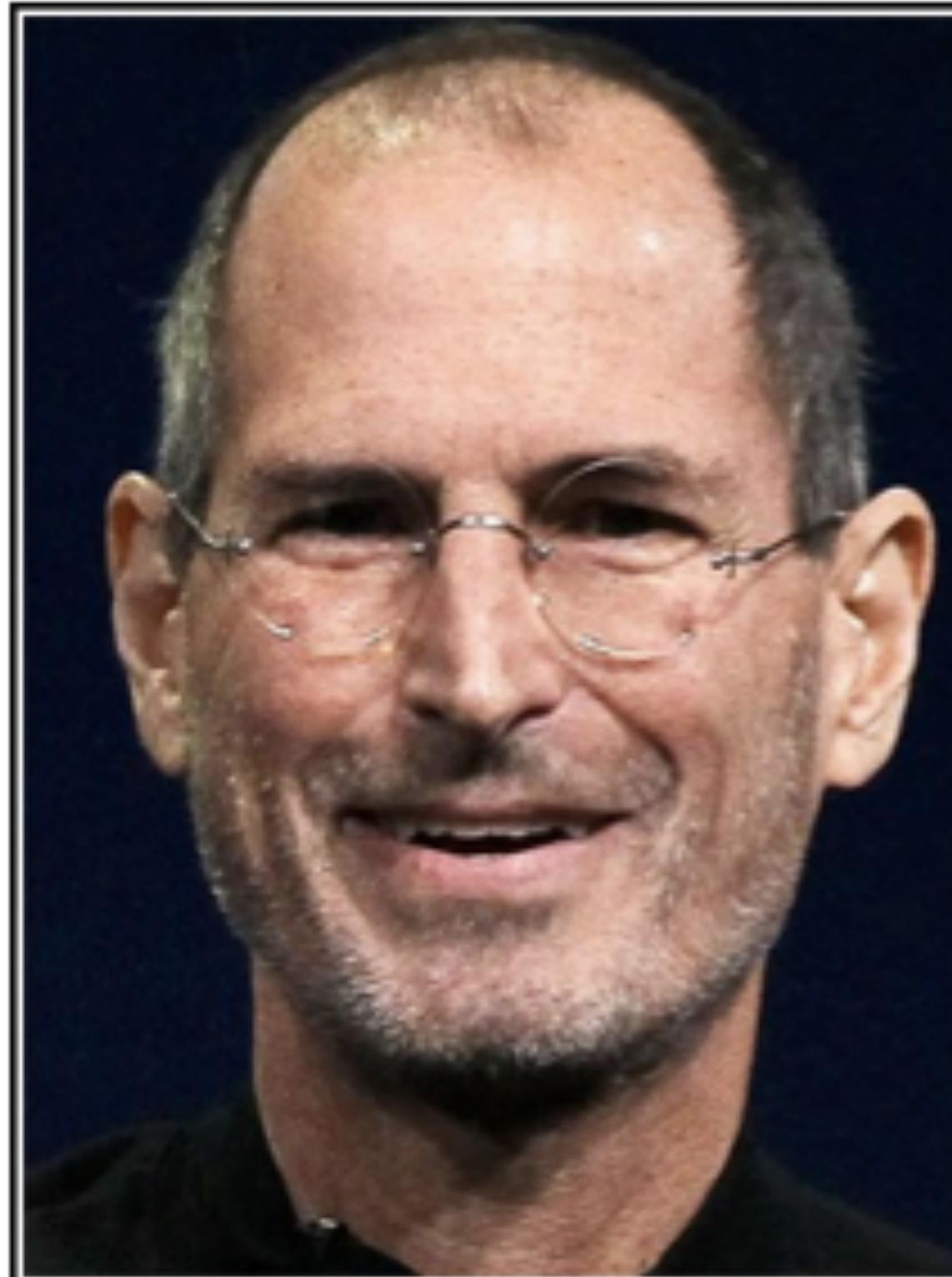
OVERVIEW

Oculus is enabling the world to experience anything, anywhere, with anyone through the power of virtual reality. The Oculus platform powers Rift and Samsung's Gear VR.

LOCATION







There's an old Wayne Gretzky quote that I love.

"I skate to where the puck is going to be, not where it has been."

— Steve Jobs —

The screenshot shows a web browser window with the URL uploadvr.com/game-industry-vr-jobs/. The page title is "Game Industry Job Postings Are Decreasing, But VR Jobs Are Up 400% Since 2014". The main image is a cartoon illustration of a workspace with a computer monitor, keyboard, and various office items. A yellow sticky note on the monitor says "PASSWORD 101". To the right, there's a sidebar for "THE COLLECTIVE" featuring a woman wearing a VR headset and the text "THE WORLD'S FIRST VR/AR COWORKING SPACE". Below this is a smaller image of two fighter jets flying in formation.

Game Industry Job Postings Are Decreasing, But VR Jobs Are Up 400% Since 2014

300.7k

NEWSLETTER

FOLLOW UPLOADVR > Like 97K Follow 46.4K followers

THE COLLECTIVE

THE WORLD'S FIRST VR/AR COWORKING SPACE

See the Collective >

<http://uploadvr.com/game-industry-vr-jobs>

For example:

Bigscreen @BigscreenVR · Jan 24
Bigscreen is hiring full-time developers & designers! Come build the future of collaboration and personal computing: bigscreenvr.com/jobs

1 4 7

Bigscreen @BigscreenVR Following

We're a remote company, looking for:

@Unity3D game devs
Full-stack Javascript devs
Front-end UI web designers
Windows/graphics programmers

RETWEET LIKES
1 7

8:19 PM - 24 Jan 2017

2 1 7

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Platforms we use

Mobile VR

(3 degrees of freedom)



PC VR

(6 degrees of freedom)



The screenshot shows a web browser window with the title bar "What we've learned so far in our VR Lab". The address bar indicates a secure connection to <https://www.fullstackacademy.com/blog/vr-lab-jan-2017>. The page header features the Fullstack Academy logo. The main content area has a dark background with white text: "What we've learned so far in our VR Lab". Below this is a large image showing a person wearing a cap with "PRINCETON." on it, sitting at a desk with multiple monitors displaying VR content. A laptop screen in the foreground shows a video call. Social sharing icons for Twitter, Facebook, YouTube, and Email are visible below the image. A bio at the bottom states: "Mark Davis runs product for Fullstack Academy. In this post, he describes what it was like to open our VR Lab in 2016, and reflects on some of the things we've learned so far." A "# Social VR" tag is at the bottom.

Our areas of focus

Social VR

360-degree video

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Google / MGN

- You'll receive a Google Pixel Phone and Daydream View headset to use during the senior phase
 - Ship out during review week
 - Need to return the Pixel at the end of the immersive program
 - Ship it back day before graduation (via UPS Ground, about \$20-\$30)
 - Give UPS tracking number to Gaby
 - Keep the packaging, so you can re-use it for return shipping!
 - No deposit required for the VR equipment, but graduation is contingent upon shipping the Pixel back the day before graduation
 - You can keep the Daydream headset :)
 - You can opt out of getting VR equipment
 - Let your instructor know

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If you're interested in VR...

Contribute to our open source R&D project

Test VR apps on your Daydream → add comments to the spreadsheet

Especially social VR apps

The screenshot shows a Google Sheets document titled "Fullstack VR Lab". The spreadsheet contains a table with the following columns:

- App Name**
- Category**
- Platform used for Test**
- Tester**
- Date of Test**
- Brief summary about the app (about 200 words) describing e.g. pros/cons, setup process, applicability to what we do at Fullstack, and if we think this is something we might use on the Remote Campus**
- Link to Youtube video for blog post (showing game play on big screen TV)**

Some rows from the table include:

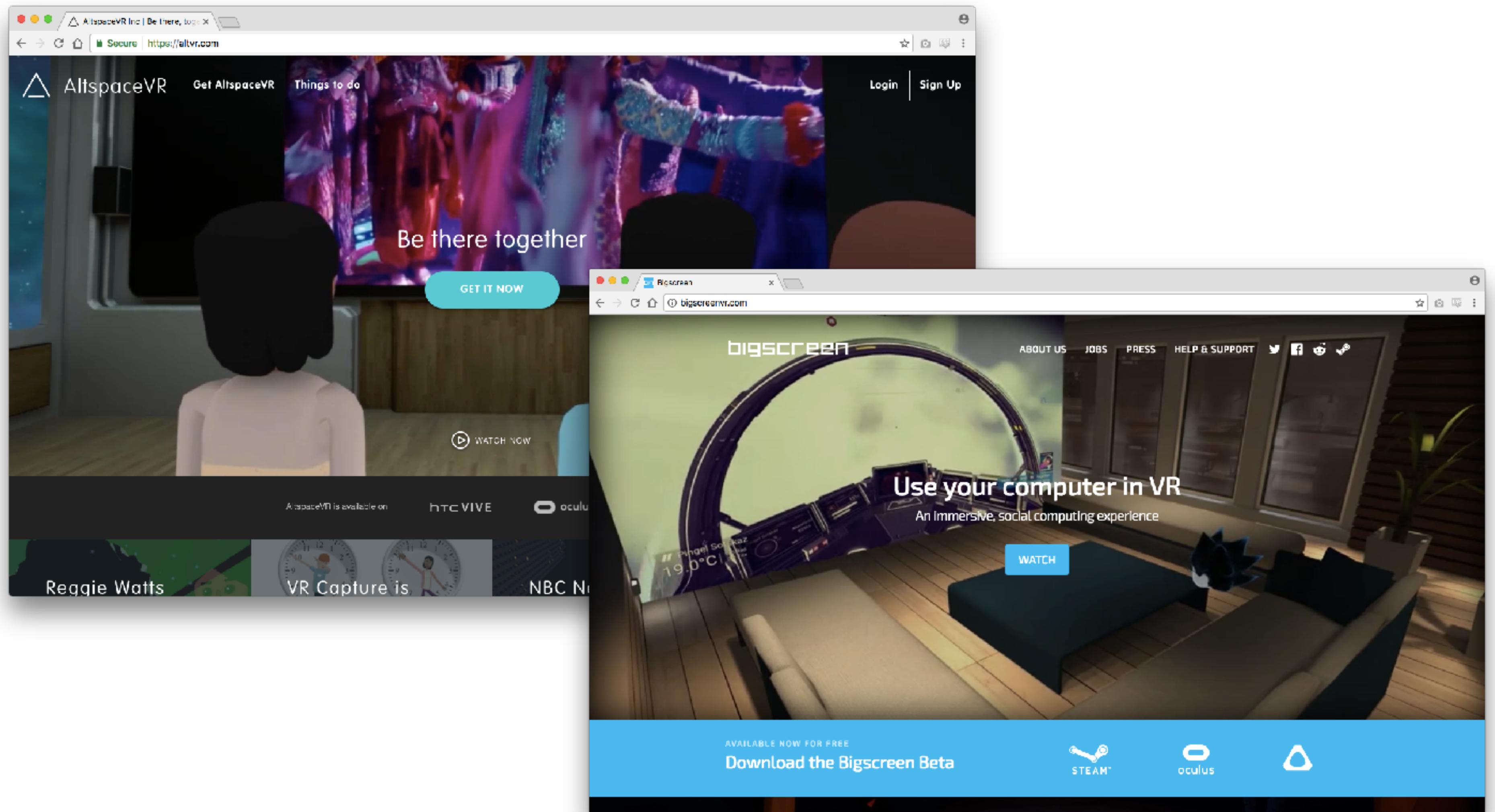
App Name	Category	Platform used for Test	Tester	Date of Test	Brief summary about the app (about 200 words) describing e.g. pros/cons, setup process, applicability to what we do at Fullstack, and if we think this is something we might use on the Remote Campus	Link to Youtube video for blog post (showing game play on big screen TV)
Tilt Brush	Experiential	Vive	FS Staff	Oct 2016	see https://www.fullstackacademy.com/blog/vr-lab-jan-2017	https://youtu.be/cbnQVOcsqak
Minecraft	Multiplayer	Vive	1610 RM	Nov 2016	see https://www.fullstackacademy.com/blog/vr-lab-jan-2017	https://youtu.be/jzLrYTZ47sc
Hover Junkers	Multiplayer FPS	Vive (local multiplayer)	Elliot and Dani	Jan 2017		
Big Screen	Social VR	Daydream				
Big Screen	Social VR	Vive				
VRChat	Social VR	Daydream using Vive Riftcat		Feb 2017		

https://docs.google.com/spreadsheets/d/1aPD3QGh9ccJFdq3G1GE_OjbkQC28FXurUDbiZep4RXY/edit?usp=sharing

Contribute to our open source R&D project

Test VR apps on your Daydream —> add comments to the spreadsheet

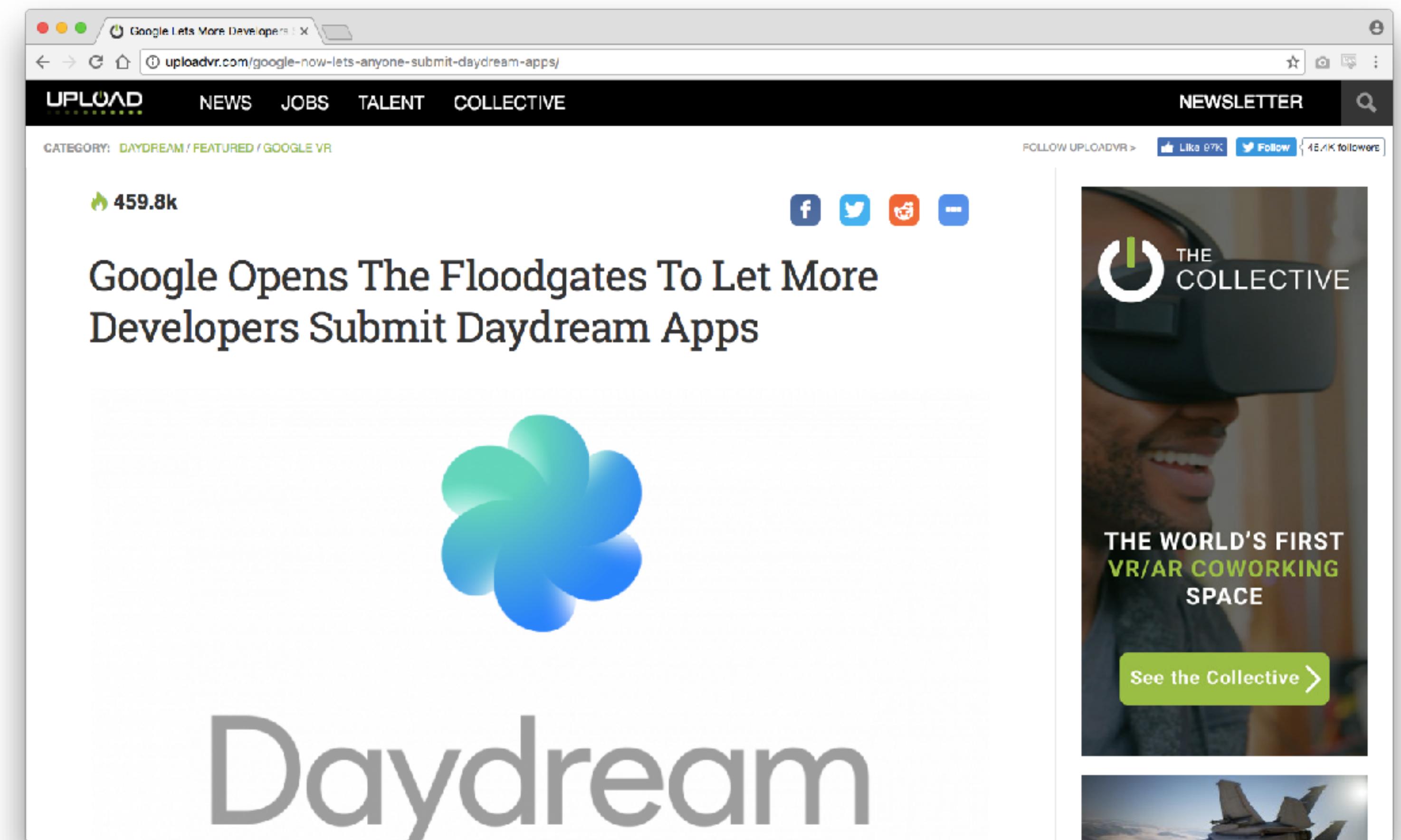
Especially social VR apps



**Build a VR
project,
e.g. for your:**

Stackathon

Capstone



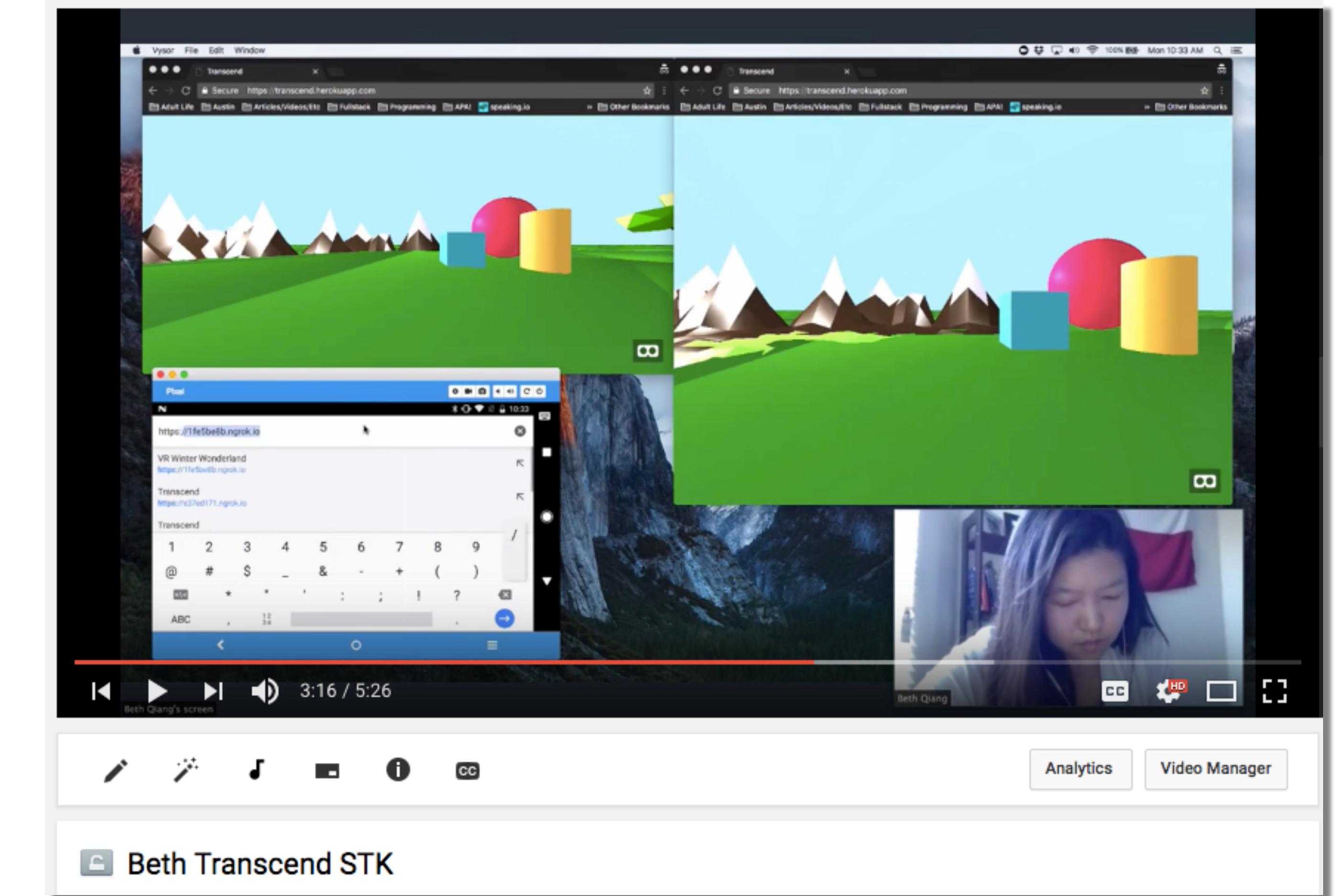
Recommended technologies

aframe.io

three.js

webVR

RiftCat



<https://youtu.be/Q31HdAU7n-0>

Example VR projects built by Fullstack students...

VR projects

Fullstack Academy • 2/20 videos

- ▶ **Fullstack Academy – Demo Day (Feb 2017) – Transcend VR**
Fullstack Academy
- 3 **Tech Talk: Essential Three.js**
Fullstack Academy
- 4 **Motions**
Grace Hopper Academy
- 5 **Student Projects: StagedFright**
Grace Hopper Academy
- 6 **Fullstack Academy – Demo Day (Feb 2017) – Hackathon winner: 3D Game of Life**
Fullstack Academy
- 7 **Student Projects: 3D Tron**
Fullstack Academy

https://youtu.be/h4Z3wJmVeU?list=PLx0iOsdUOUmm_sEilpRzkAK6jByxWkt4E

The screenshot shows a news article from [uploadvr.com](http://uploadvr.com/vive-vr-for-impact-10-million/). The article is titled "Vive To Spend \$10 Million on VR Projects That 'Create Positive Impact'". It features a photo of a woman speaking at a podium with an HTC logo. The article has 303.4k views and social sharing icons for Facebook, Twitter, and LinkedIn. The URL at the bottom is cdn.uploadvr.com/wp-content/uploads/2017/01/Screen-Shot-2017-01-18-at-8.38.21-PM.png.

Vive To Spend \$10 Million on VR Projects That 'Create Positive Impact'

303.4k

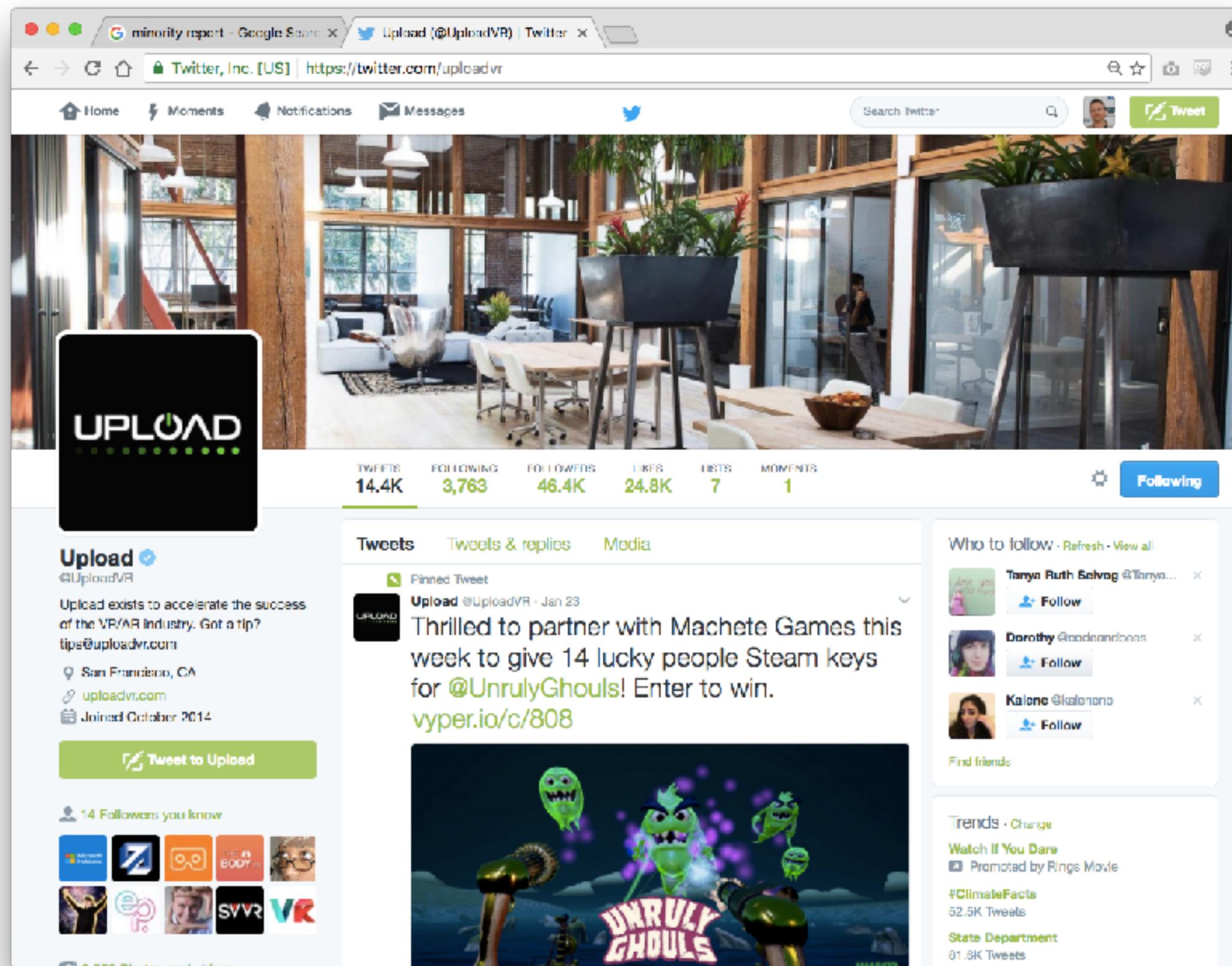
FOLLOW UPLOADVR > Like 97K Follow 48.4K followers

THE COLLECTIVE

THE WORLD'S FIRST VR/AR COWORKING SPACE

See the Collective >

Start following VR headlines



Read VR news updates that we post in #remote-campus

The screenshot shows a web browser window with the title bar "How to Get into VR". The address bar indicates a secure connection to <https://blog.ycombinator.com/how-to-get-into-vr/>. The page content includes a header with a large orange "Y" logo, a search bar, and navigation links for "YC Research", "Subscribe", "About", and "Apply". The main article is titled "How to Get into VR" by Vincent Chen, published on May 3, 2017, under the "Paths" category. It discusses the second edition of the Paths series, which outlines emerging technologies with clear steps on how to get started. The author mentions reaching out to college students, experts from academia and industry, and combining both. The article concludes with an invitation for feedback at Macro@YCombinator.com. Below the article, there's a section about VR, mentioning science fiction writers and futurists, and how VR is rapidly advancing. A blue callout box highlights the URL <https://blog.ycombinator.com/how-to-get-into-vr/>. To the right of the article, a sidebar titled "Popular Posts" lists several other articles from the Y Combinator blog, such as "On Growing: 7 Lessons from the Story of WeChat", "How to Get into VR", "Startup School Online: First Lecture and Speaker List", "How to Use Responsive Images", "Hacking DNA: The Story of CRISPR, Ken Thompson, and the Gene Drive", and "A Guide to Seed Fundraising". Each post includes its category, date, and a small thumbnail image.



Start watching CTO Lectures and
Guest Speakers in 360-degree video
on Daydream Headset

Welcome to the Fullstack VR Lab!

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