01 Designing Adaptive UI for VR Experiences
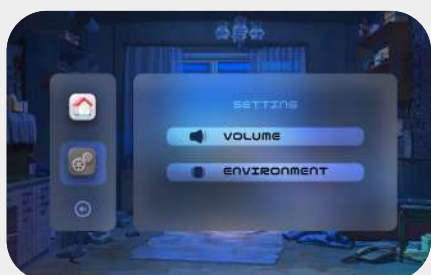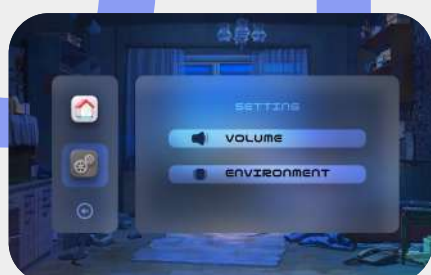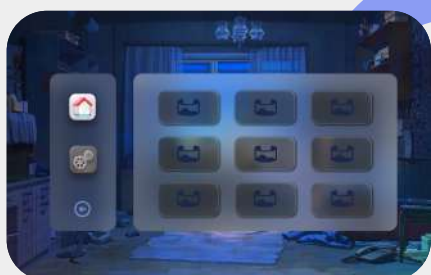

02 Dynamic UI in Virtual Reality