

# The Long Now of VR

W3C Workshop on Web & Virtual Reality  
October 19, 2016

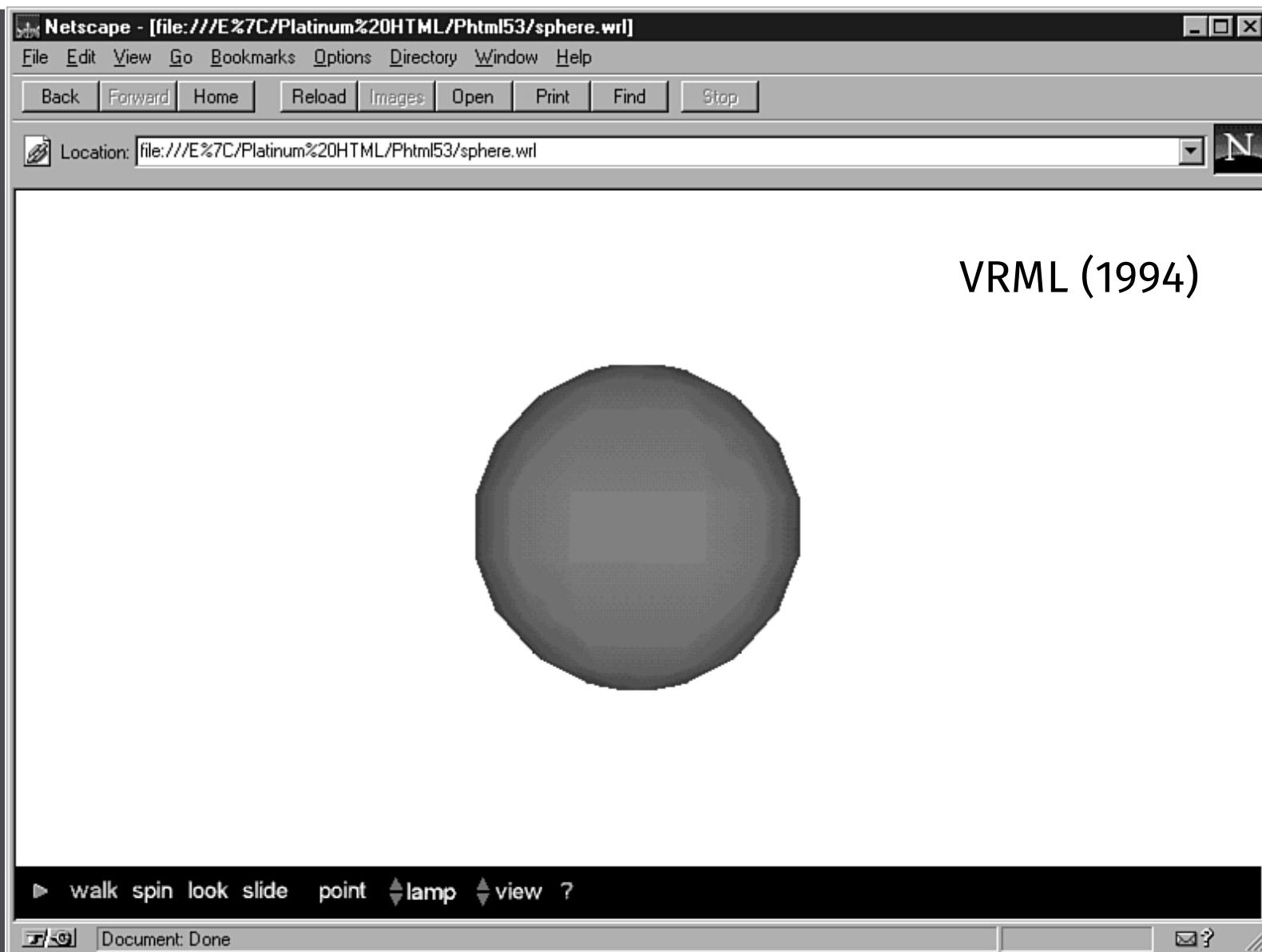
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mozilla

## Placeholder Project (1993)





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# A-FRAME

[REPLAY](#) [VIEW SOURCE](#)

## Examples

### Hello World

[Anime UI](#)

[Composite](#)

[360° Video](#)

[Curved Mockups](#)

[Spheres & Fog](#)

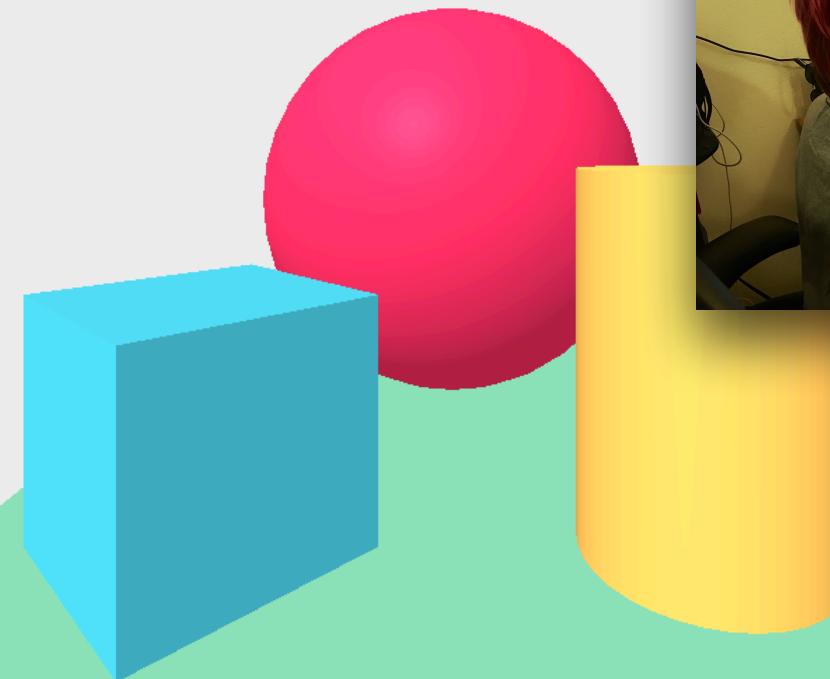
[Shopping](#)

[Warp](#)

[Logo](#)

[Unfold](#)

[Panorama](#)



# The Long Now

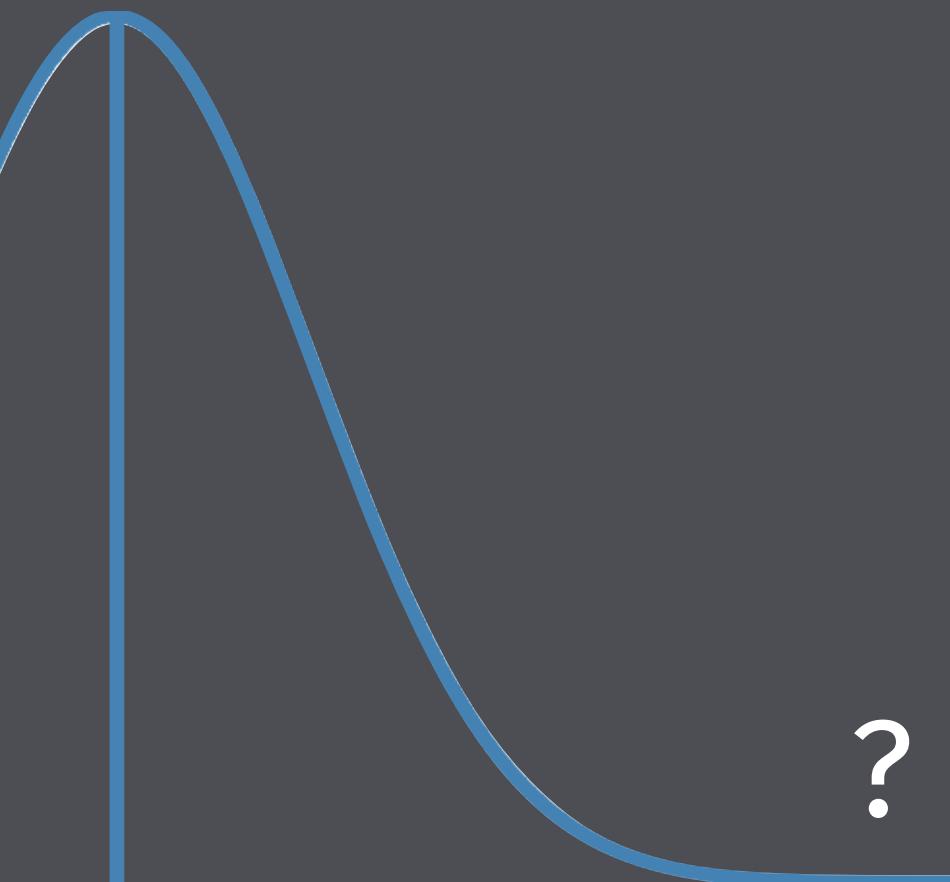


1993

2016

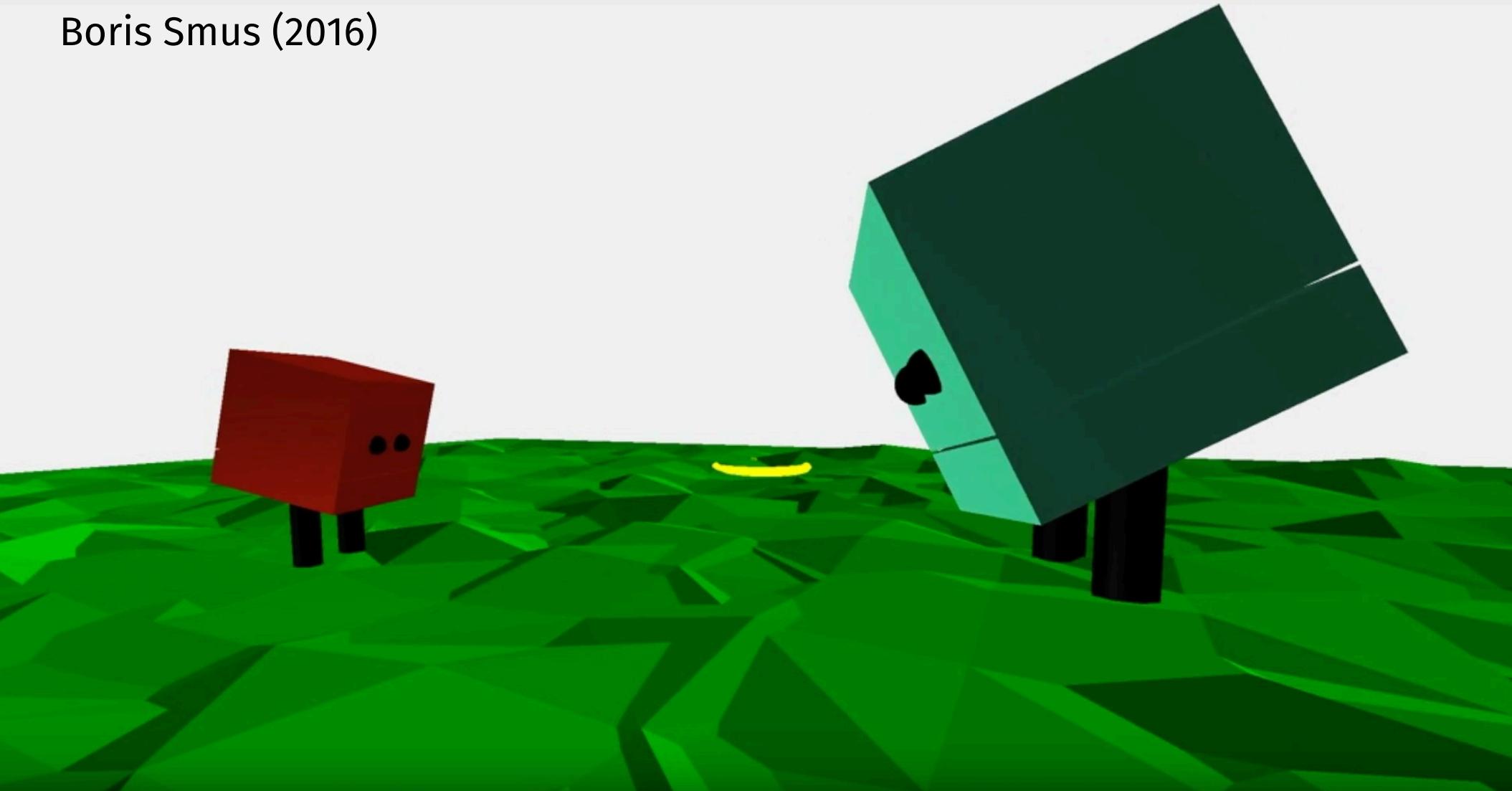
2039

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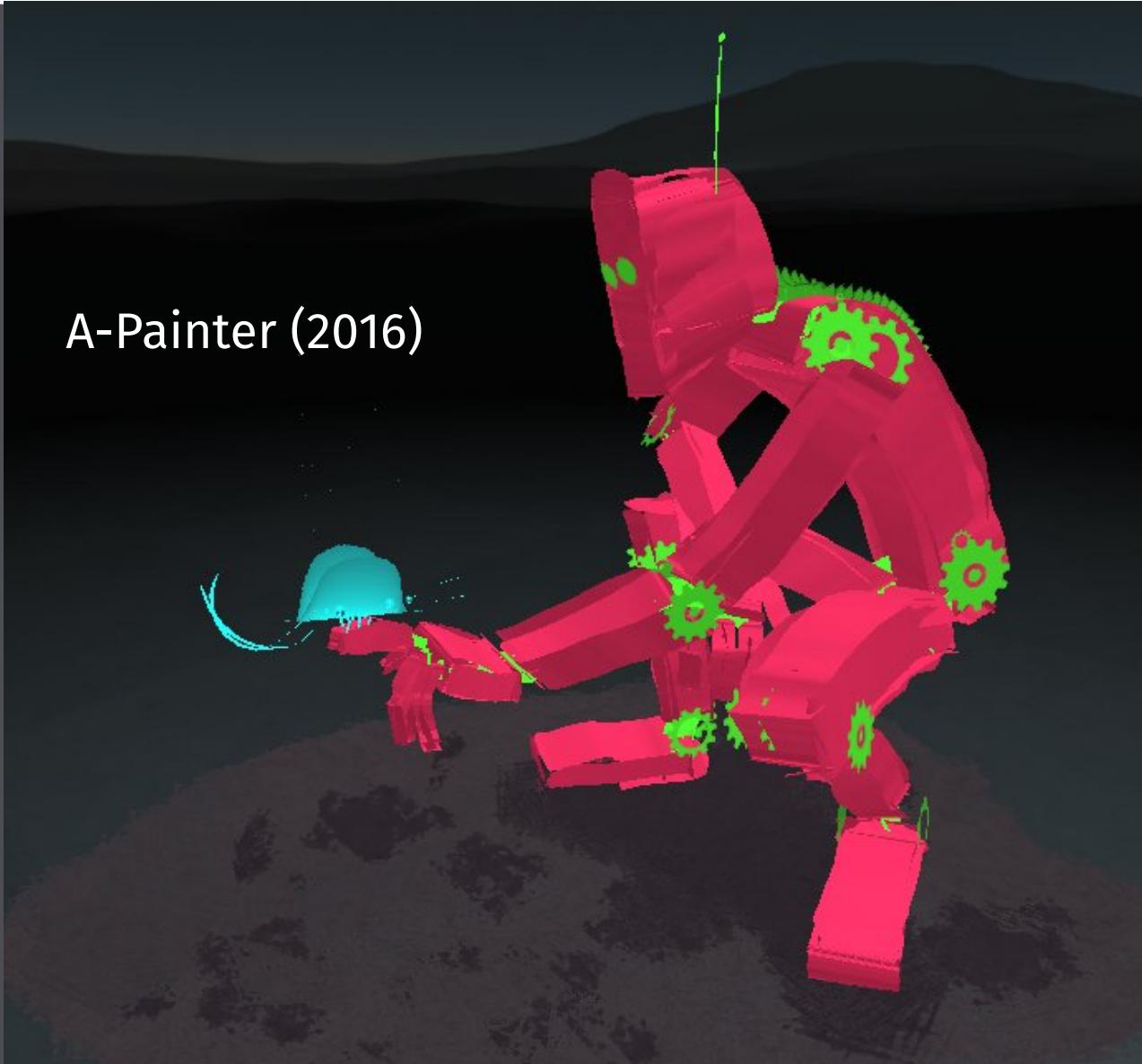
*How do you enable VR experiences unique to the web?*

Boris Smus (2016)



mozilla

A-Painter (2016)



*How do you enable VR experiences unique to the web?*

*How do we take into account the range of future mixed reality experiences?*

# Stanford CS377m: HCI Issues in Mixed & Augmented Reality



*How do you enable VR experiences unique to the web?*

*How do we take into account the range of future mixed reality experiences?*

*How do we use VR to make life better in the real world?*

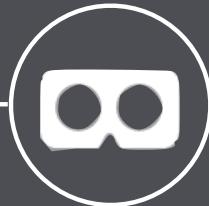


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*How do we use VR to make life better in the real world?*

**MOVE FAST**



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