

Oculus Rift

og WebVR

Mín reynsla



Oculus Rift



WebVR API

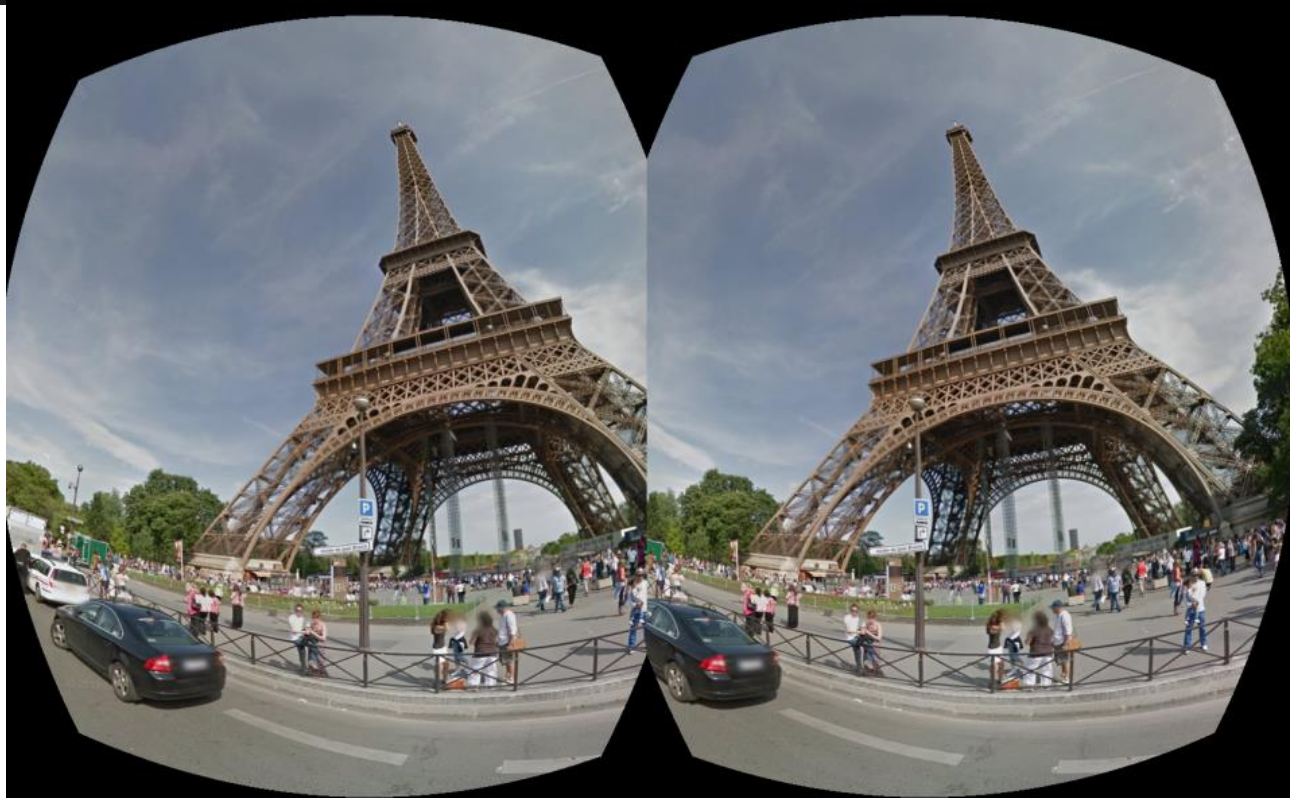
Byggir á WebGL + Oculus SDK.

Ekki vafri.

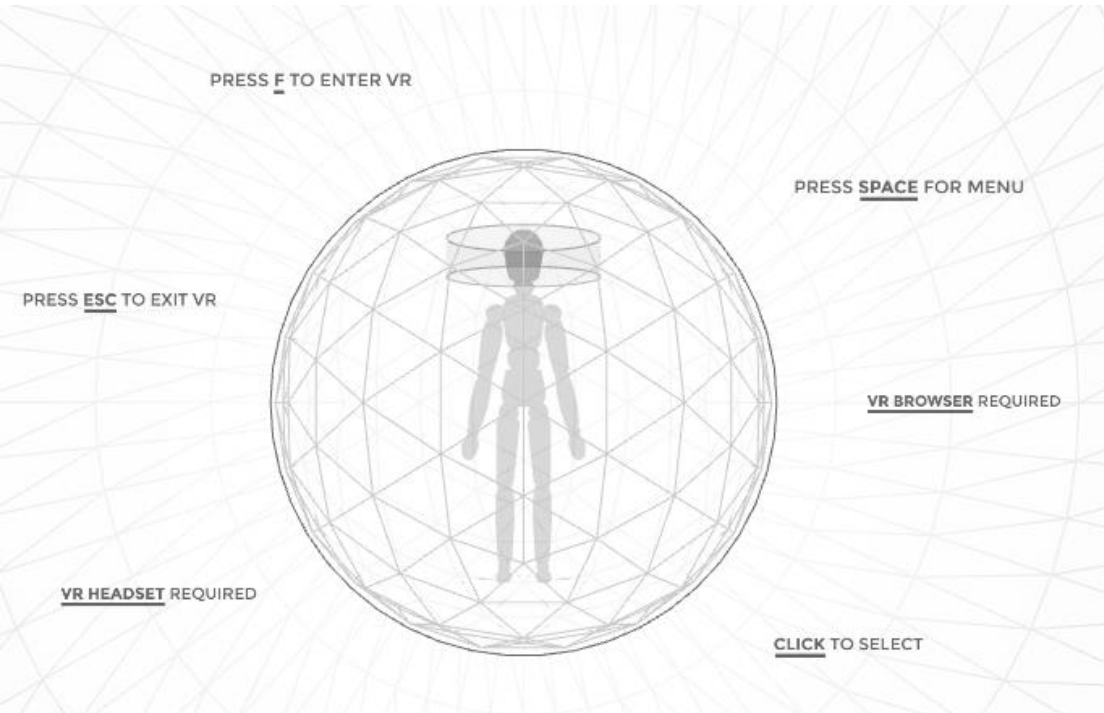
Video : [three.js+javascript+Firefox WebVR](#)



Upplifun



Framtíð fyrir javascript



Unity vs WebVR

<http://mozvr.com/>

MozVR beta



Metaverse



Takk fyrir

“The hard way, the right way, the way that will win in the long haul, is to build virtual reality on the Web. Using HTML5, WebGL and CSS3, we can create VR experiences that run virtually anywhere, instantly accessible, with no downloads. Integrated. Connected. Social. Mashable. Hackable. Shareable. You know: the Web.” - Tony Parisi

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