

OpenXR: Converging on a Widely Accepted VR API Standard

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Kaye Mason, Daydream API Lead, Google

Paul Pedriana, Graphics Engineering Manager, Oculus VR

Nick Whiting, Technical Director, Epic Games

Today's panel

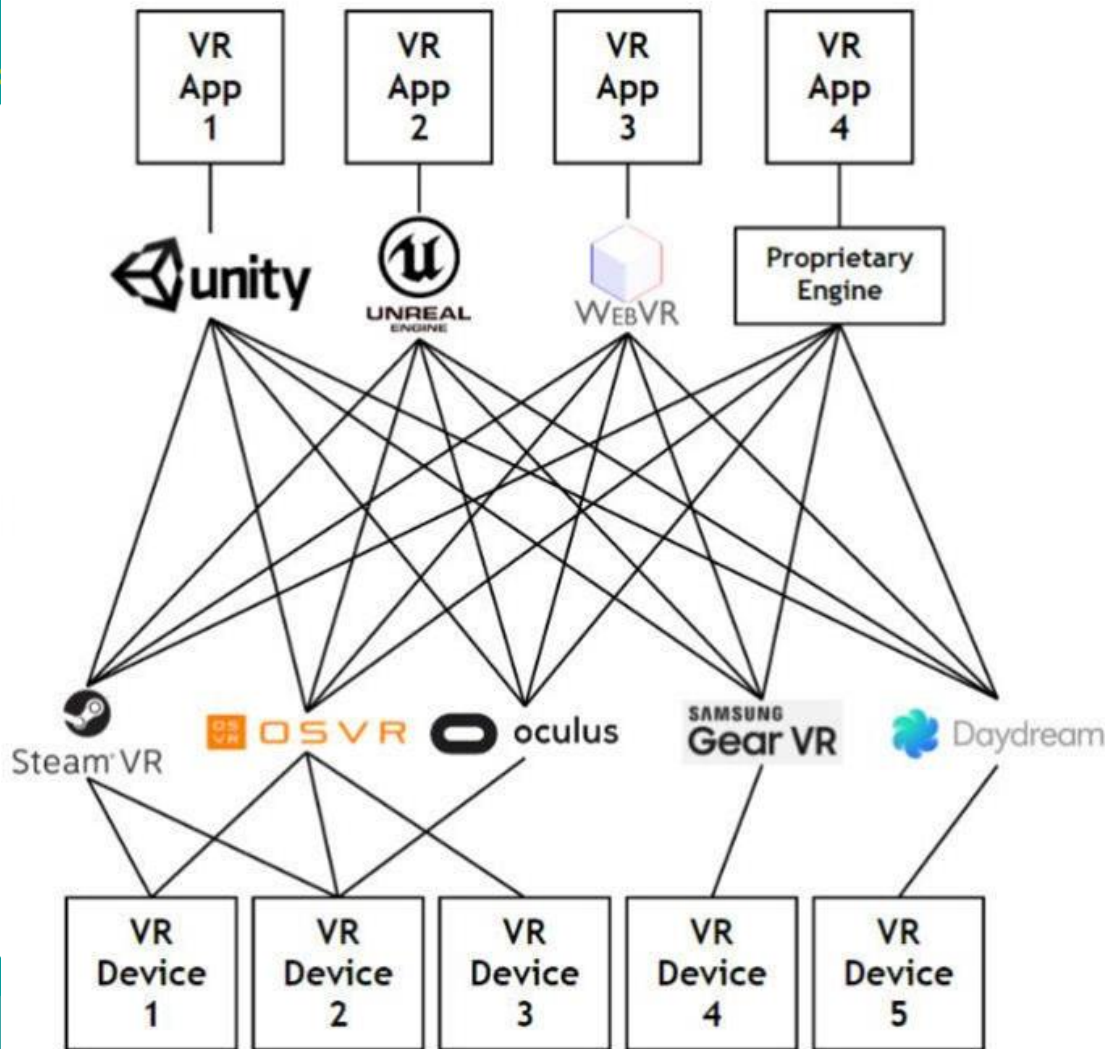
Members of the
OpenXR workgroup:

- Epic Games
- Google
- Oculus VR
- Sensics
- Valve



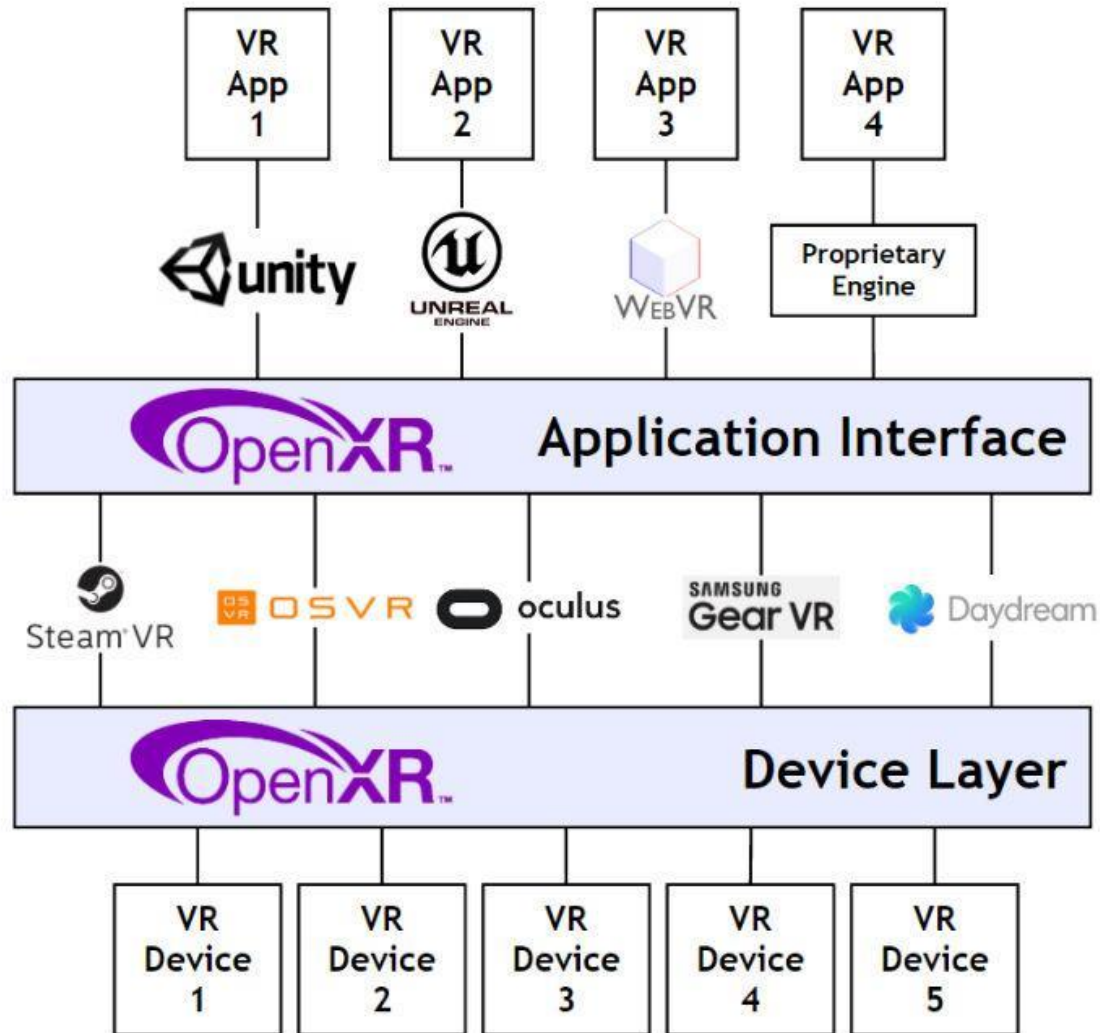
The Problem

Without a cross-platform standard, VR applications, games and engines must port to each vendors' APIs.



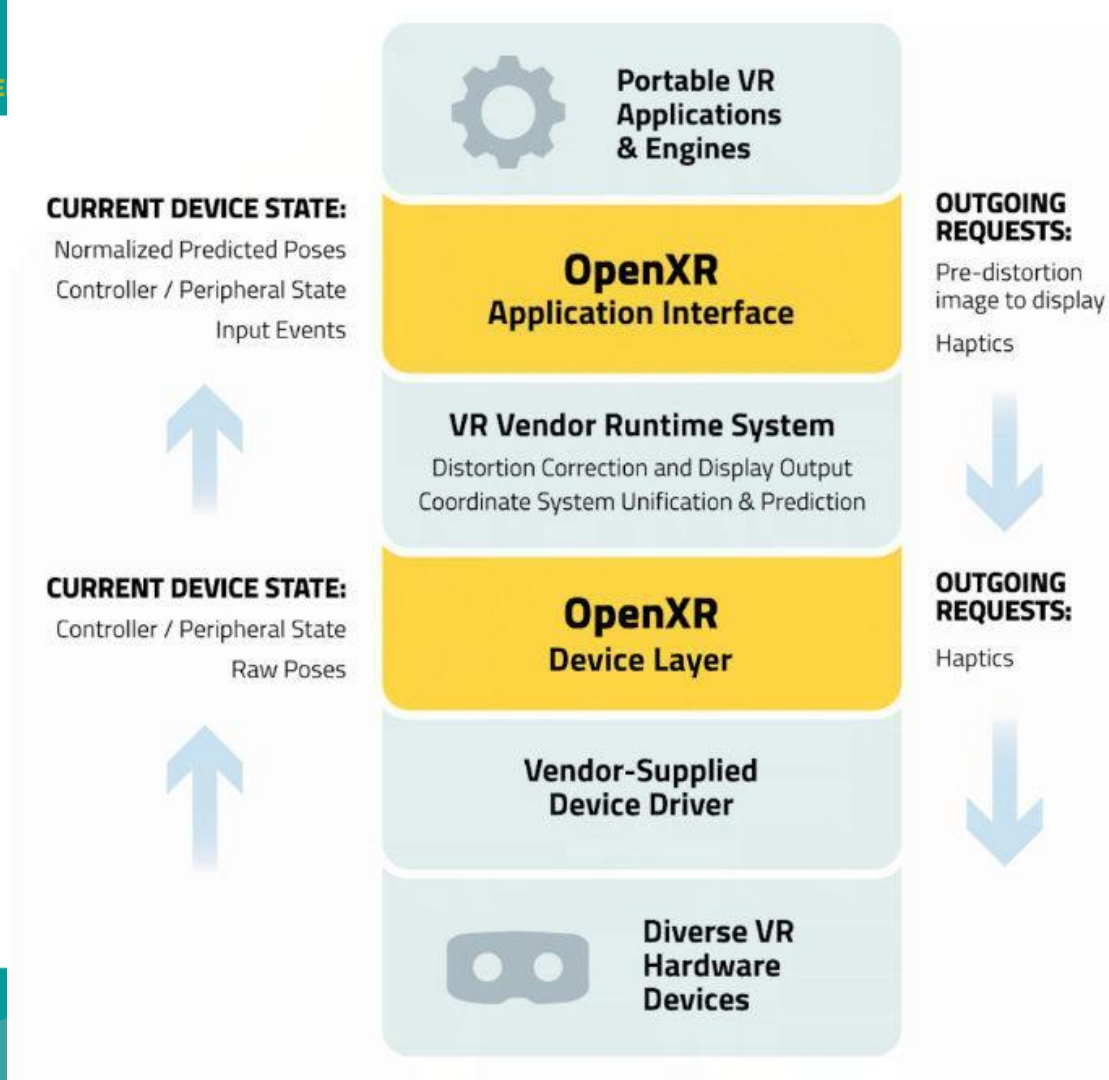
The Solution

- A cross-platform VR standard that eliminates industry fragmentation.
- Applications can be written once to run on any VR system.



Architecture

- Application interface
- Device interface



Industry Support



Initial questions

- When will OpenXR 1.0 be ready?
- What's in it and not in it?
- Is [company] part of the effort? How can I join?
- We're using [vendor API] today. Will I need to rewrite?
- Will it run on [platform]?

Join and help us shape the standard

