

Vizor

A platform for creating, publishing and discovering VR content on the Web.

Jaakko Manninen, CTO

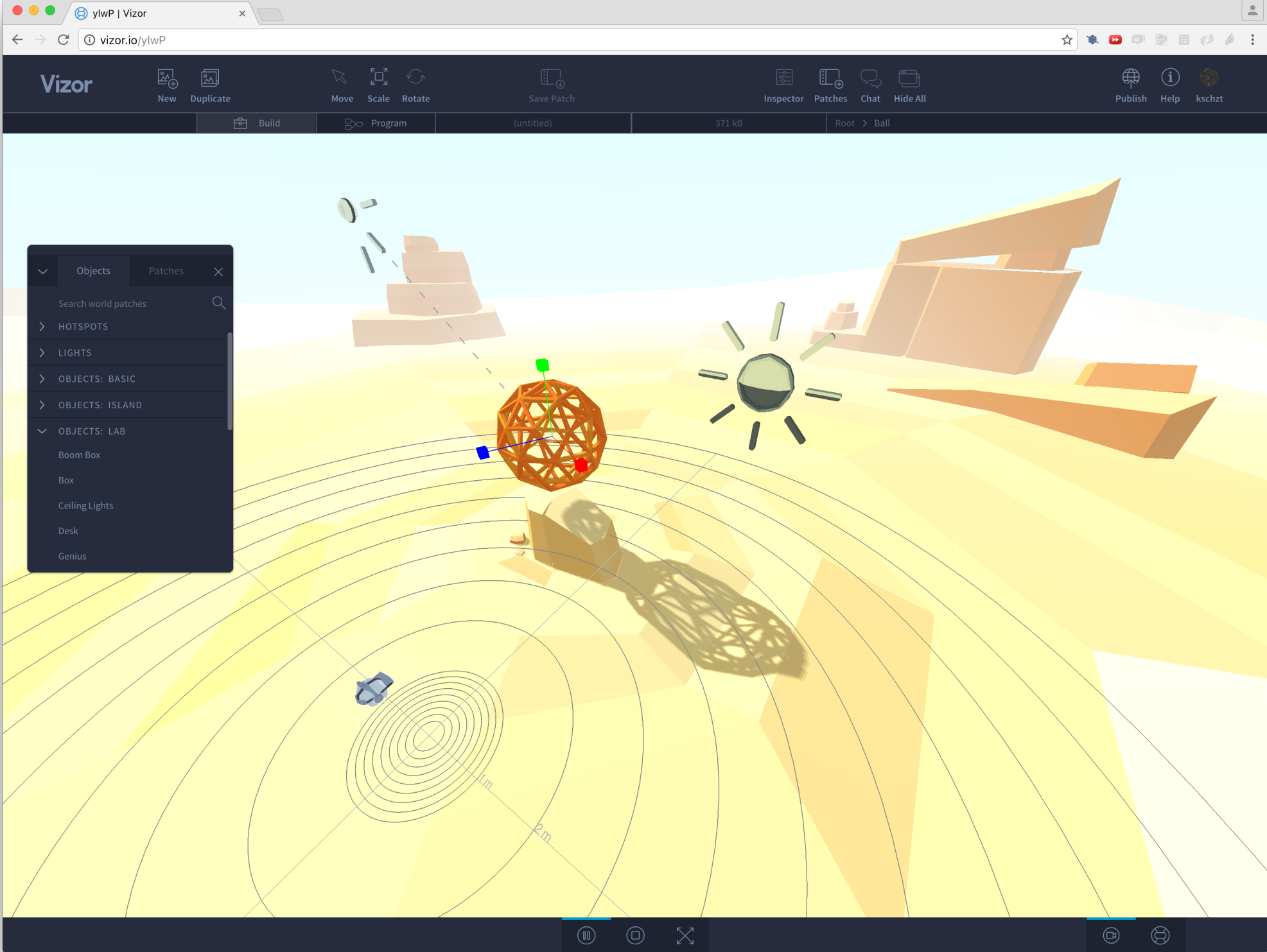
jaakko@vizor.io

Vizor

- Vizor is a platform for creating, publishing and discovering VR content on the Web
- Easy-to-use workflows for interactive 360 / VR story telling
- Visual authoring suite
- One-click publishing to the Web
- Discovery system

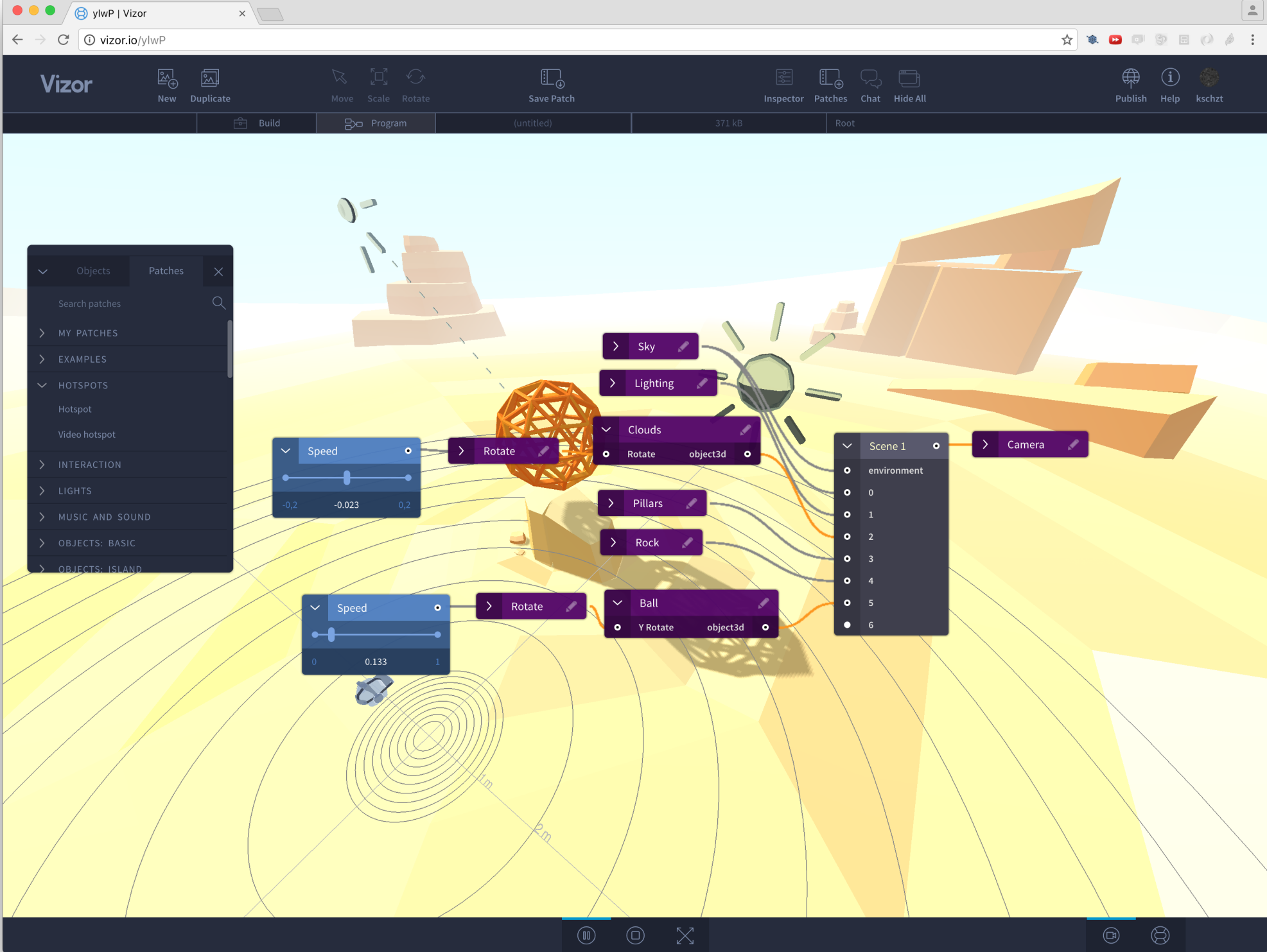
Build

- Visual, 3D compositing editor
- Asset management system
- Drag & drop assets: 3D models, audio, video, images, ...
- Drag & drop Components onto Entities
- Component UI: Adjust component parameters and create simple interactions without programming
- Create animations to trigger on events
- Multiuser editing; Undo
- The editor operates on the underlying node graph ...



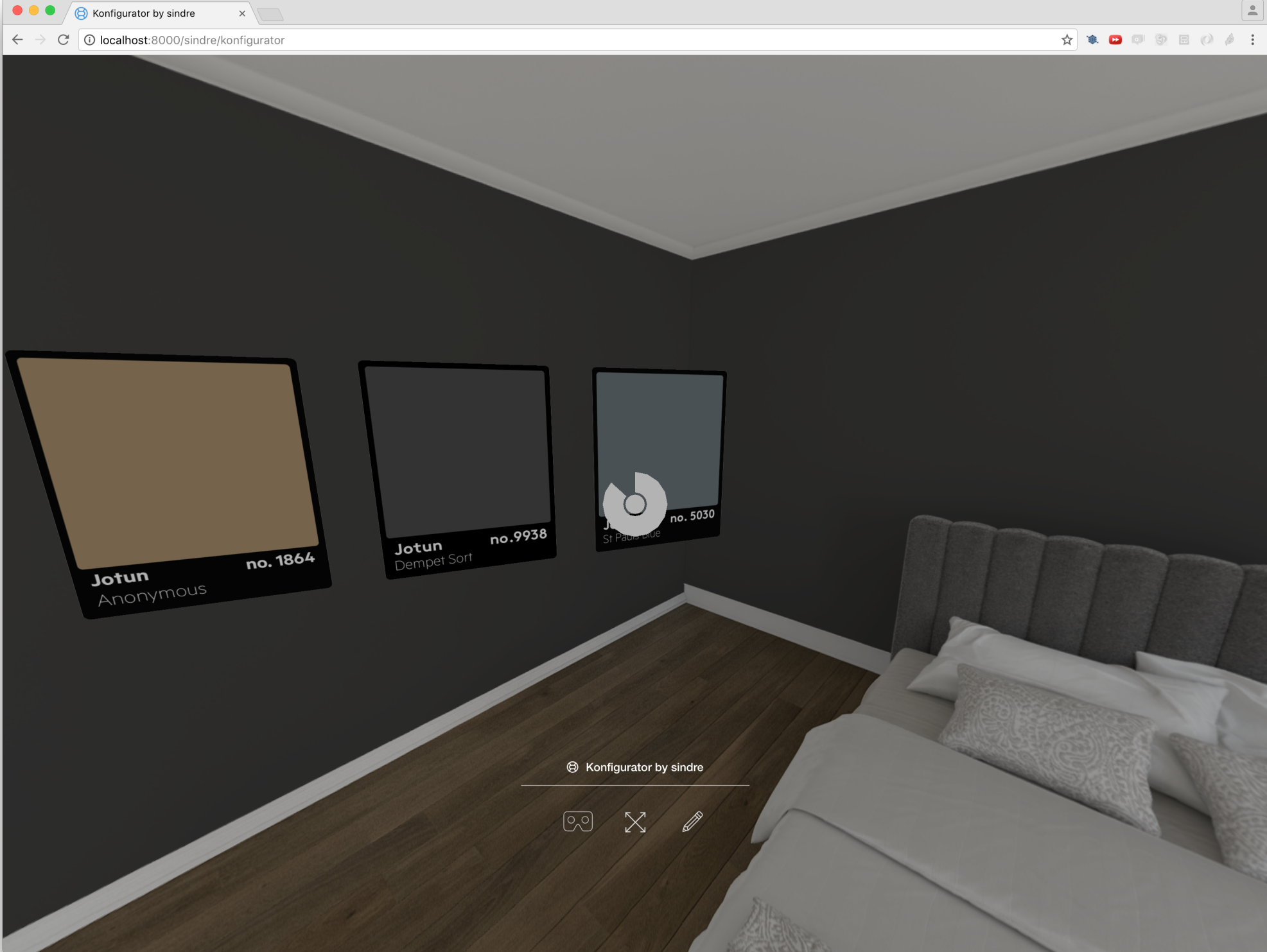
Program

- Visual programming language / node graph for programming
- 300+ nodes for math, logic, networking, three.js, ...
- Plugin API
- Create Components for designers to drag & drop on to entities
- Find Components created by other people
- Support for React VR & A-frame components and plain JavaScript coming



Publish

- One-click publishing to the web
- Works on all WebVR-capable headsets, phones, desktop
- Embed anywhere and go to VR on any web page
- Optimised hosting, CDN delivery
- Integrated analytics



Explore

- Discovery system on the web
- In-VR discovery in headsets
- Social and Community features

TRY THE EDITOR



Near future plans

- Workflows for simple creation of specific 360/VR content types of increasing complexity
- A-frame and React VR component support
- Support for local installs and developer workflows
 - bring your own version control system, CI, analytics

Thank you!

<https://vizer.io/>

<https://github.com/vizervr/vizer/>

jaakko@vizer.io