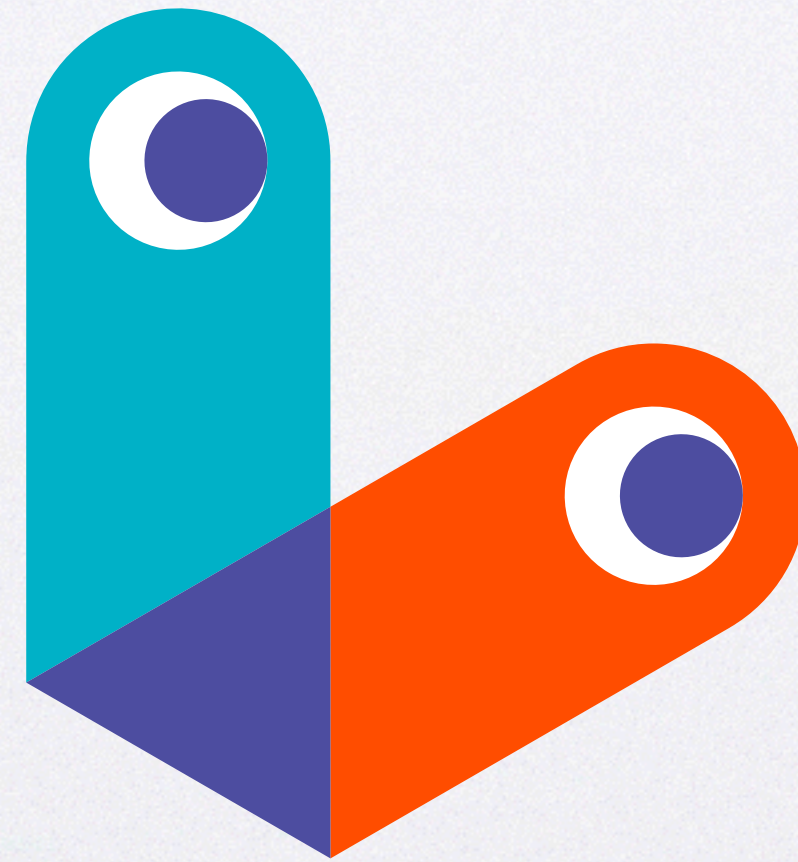




Letsee

October 2016

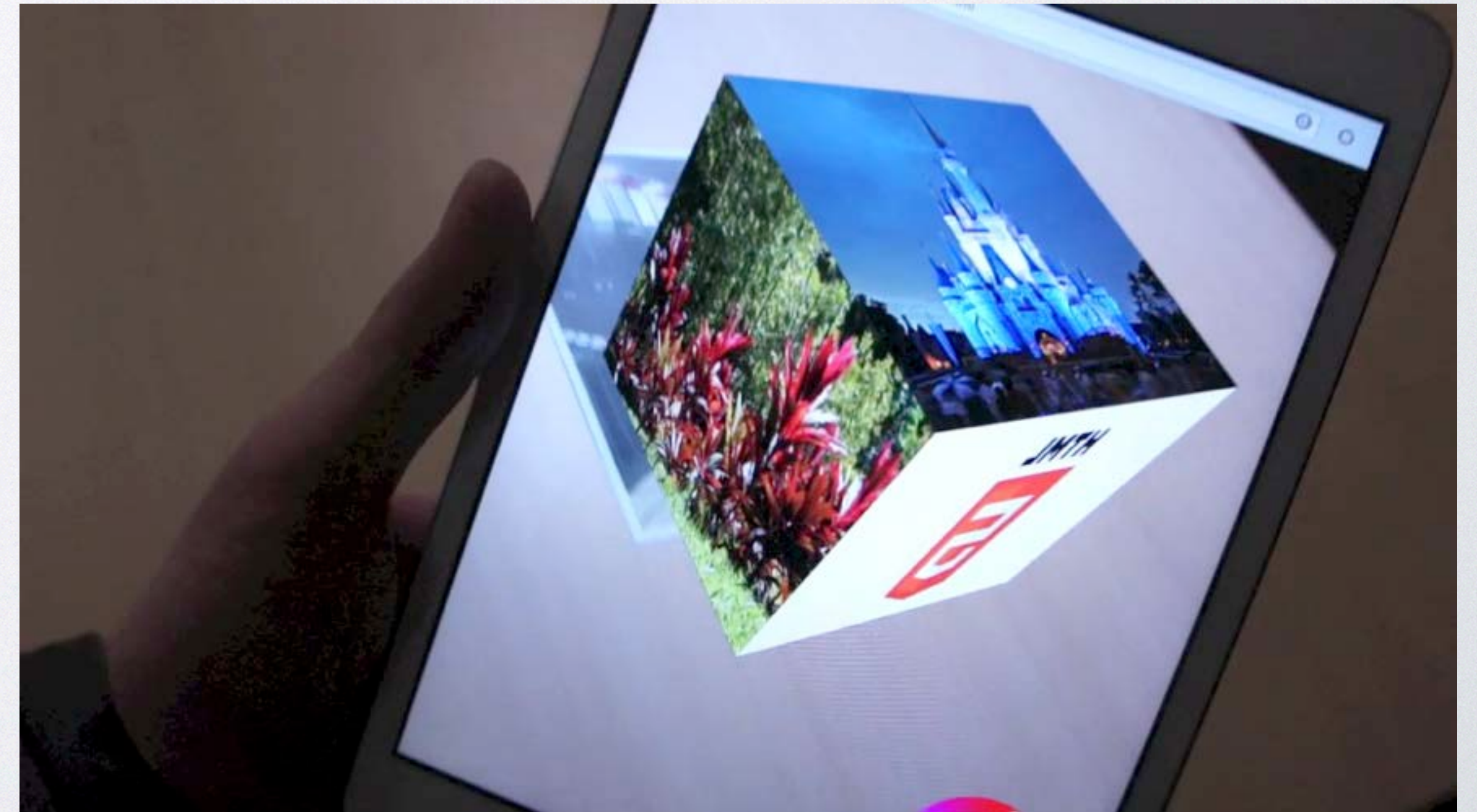
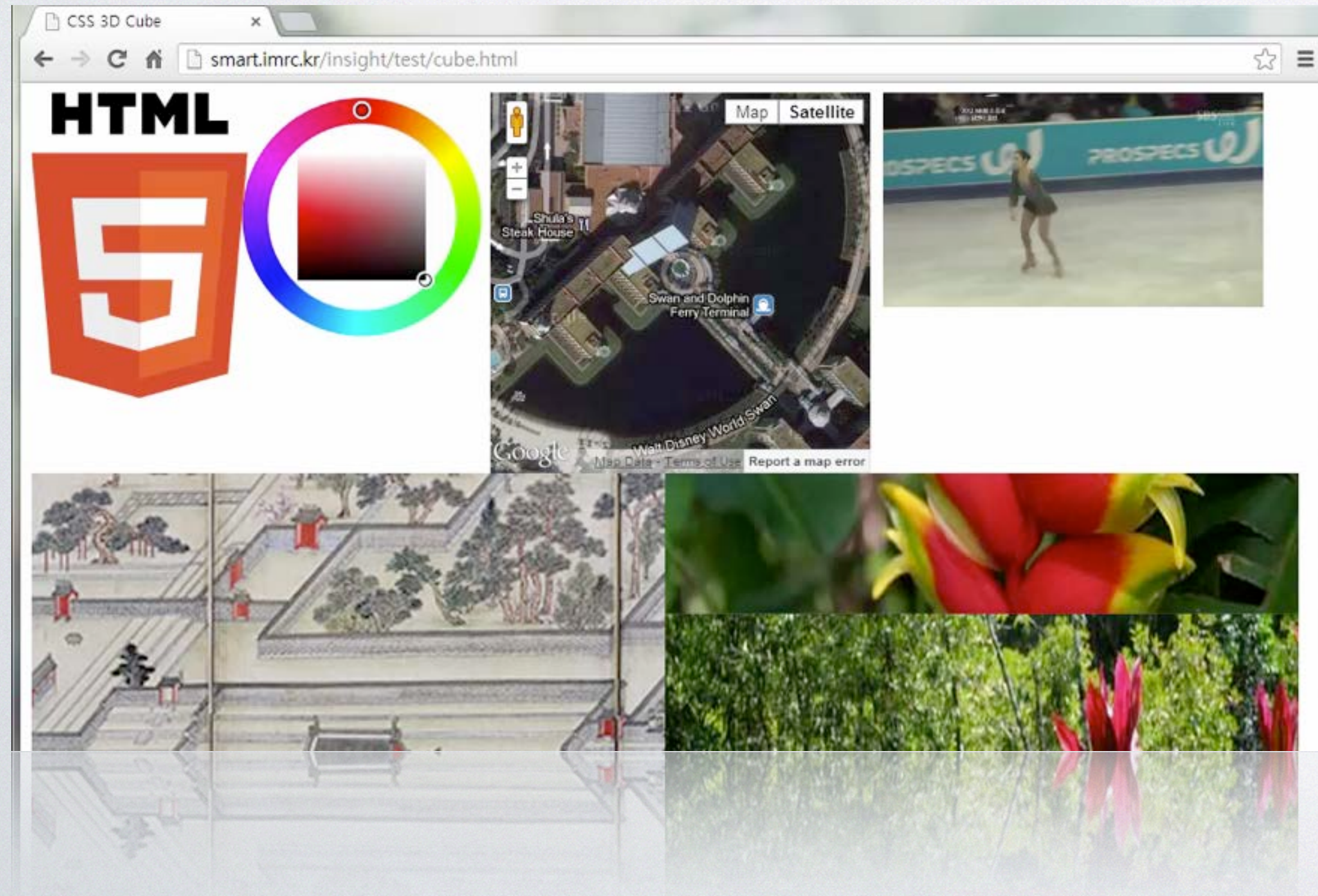
Difficulties of current VR/AR approaches

1. Limited Functionality
2. No way to refer the real world
3. Separated rendering context

What we expect from Web VR/AR

1. Mashable
2. Dynamic
3. Responsive to the virtual and the real world

A Mobile AR Web Browser



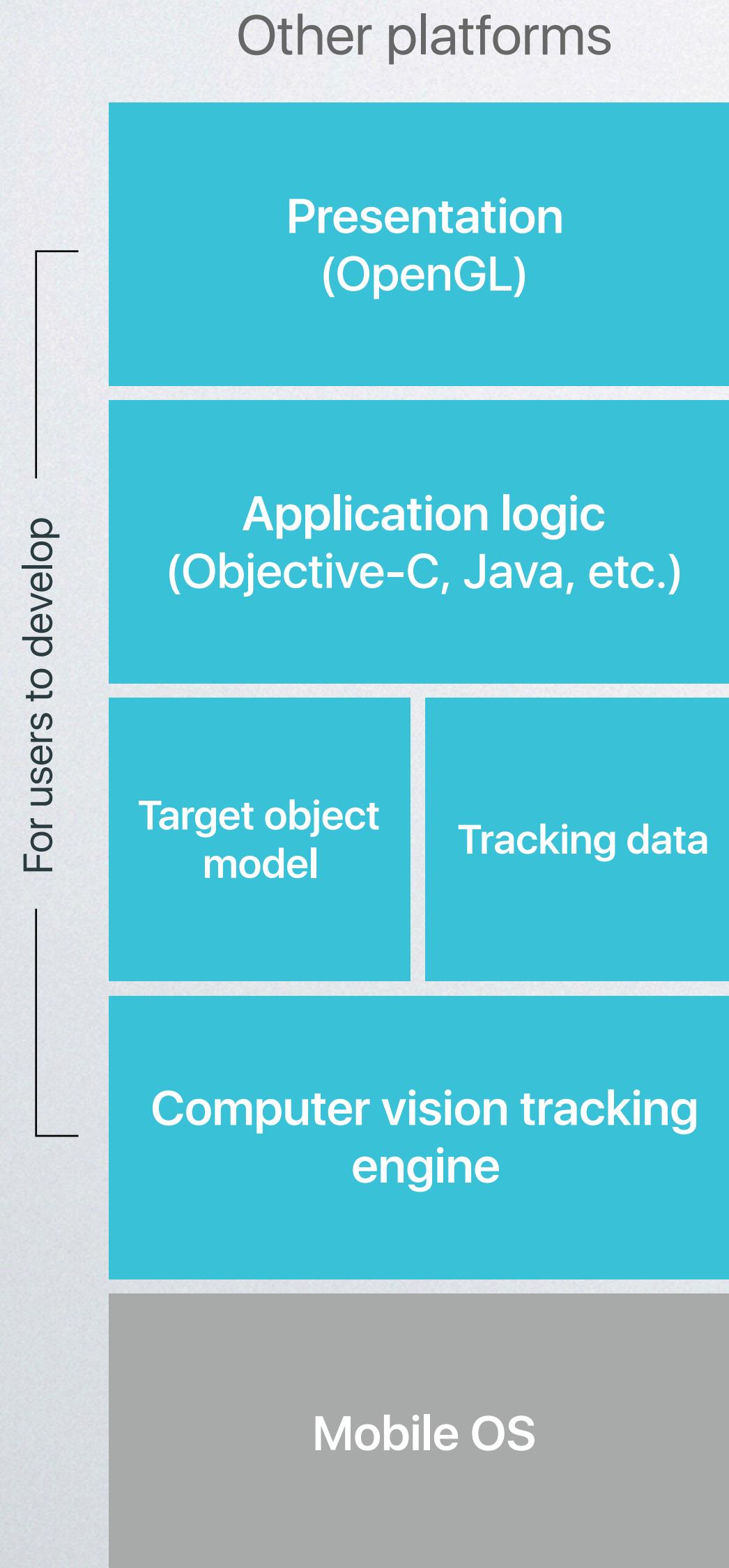
Requirements and Opportunities for Standardization

1. Evolution of HTML for VR/AR
2. "Physical Things" as Resource
3. New Media Type for VR/AR

Webizing Augmented Reality Content

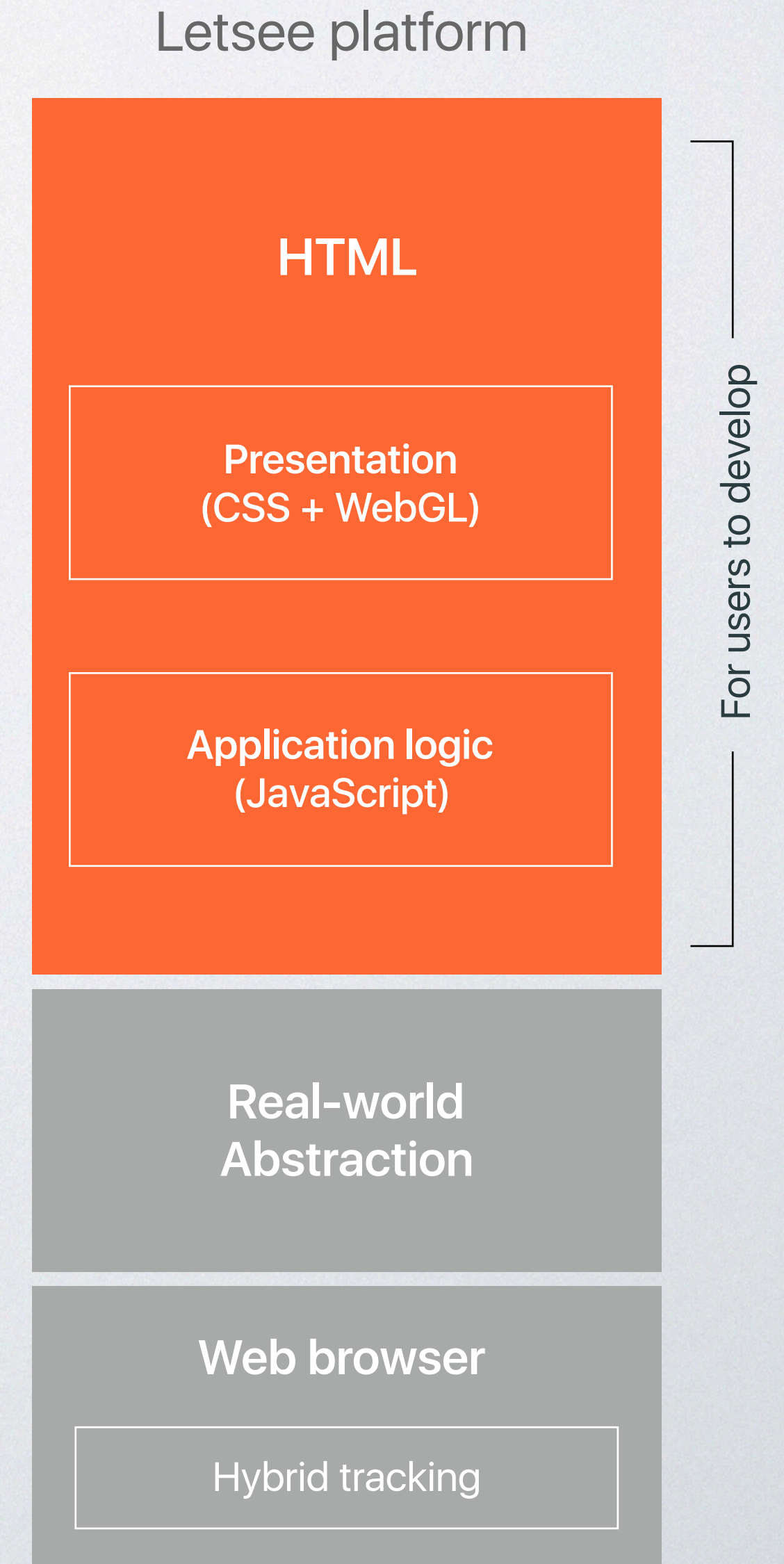
- Physical Resource
 - extends Web resources to the physical world
 - assigns URI for each physical object
- CSS Place media
 - extends CSS media module
 - renders a HTML document to a physical space in 3D
- Place Object Model (Letsee JavaScript API)
 - global JavaScript object for accessing the world model
 - Events for handling AR contexts in runtime

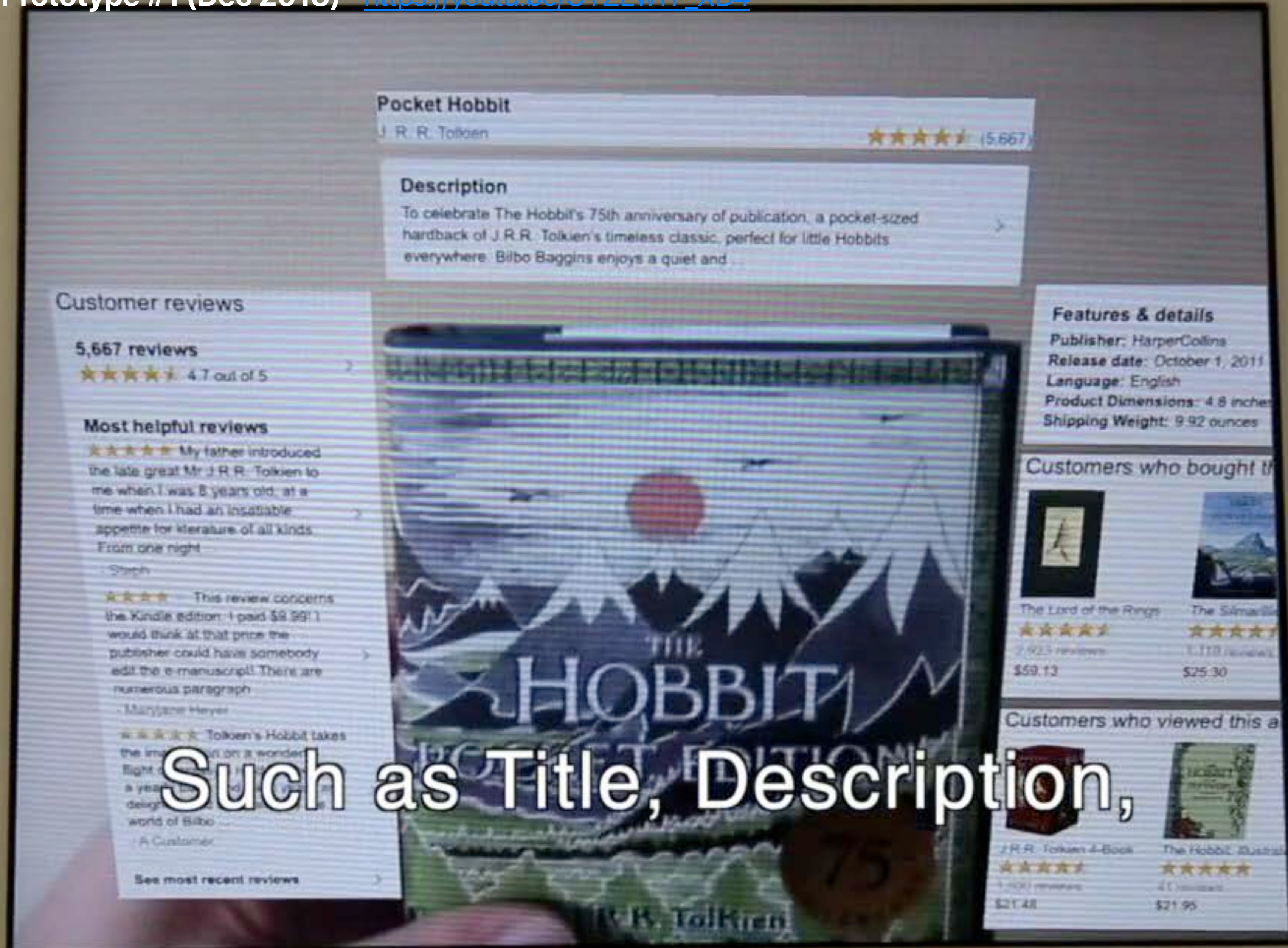
Letsee Browser for AR WebApp

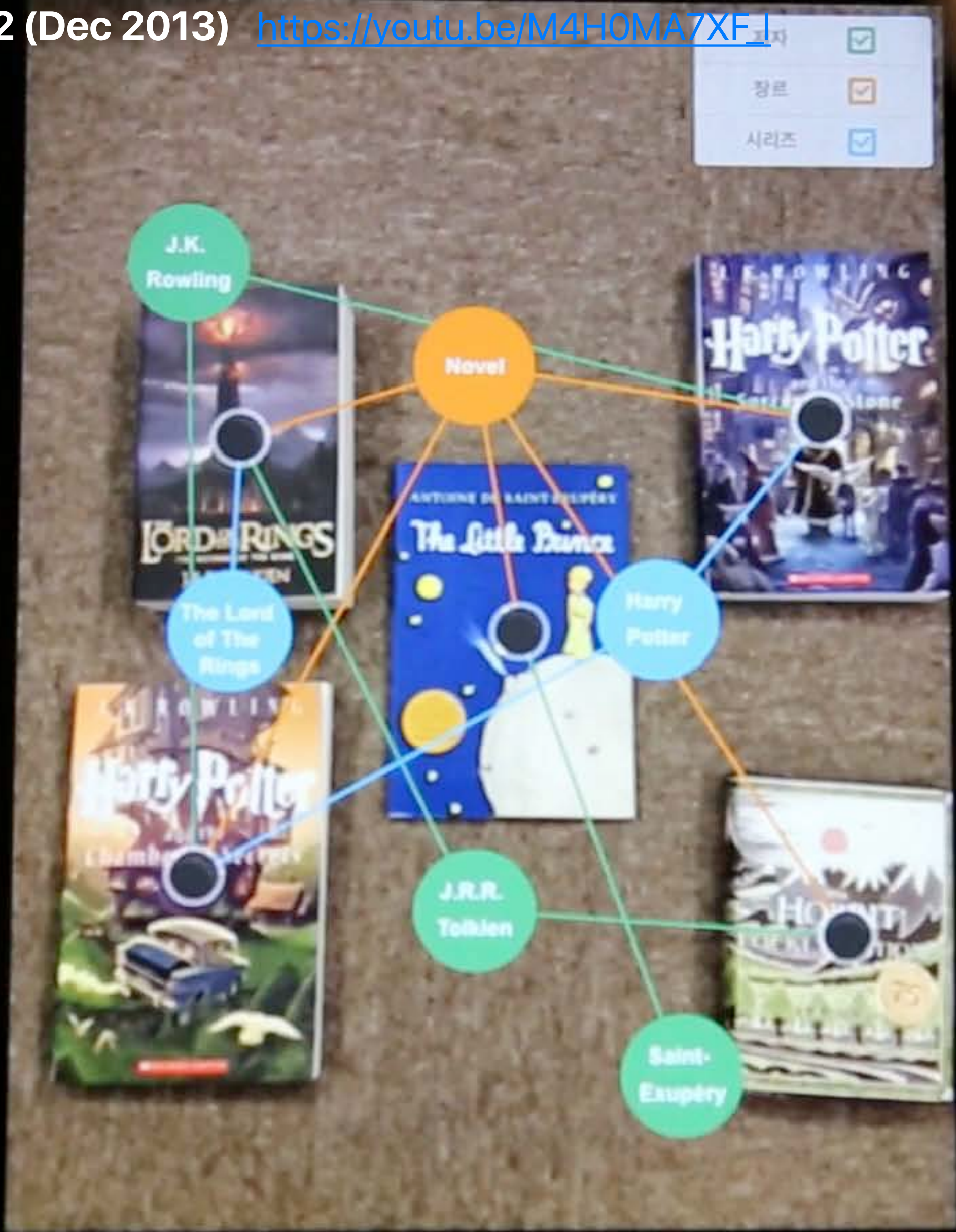


BP: Designer-driven AR applications

- 6 projects by undergraduate students
- The Letsee browser provided (6 teams)
- Led by designers in the entire development process
- <https://youtu.be/Lpy3wx4-IEs>







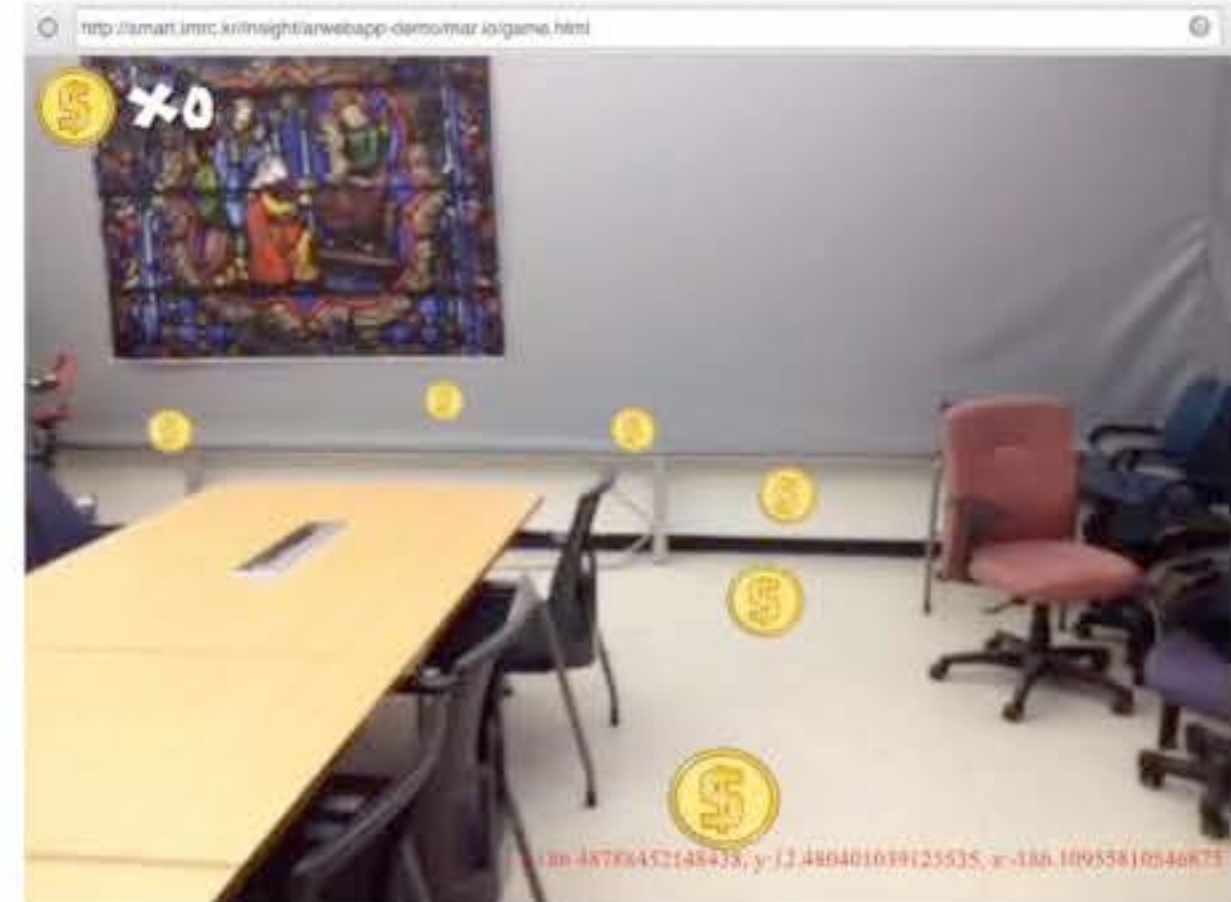
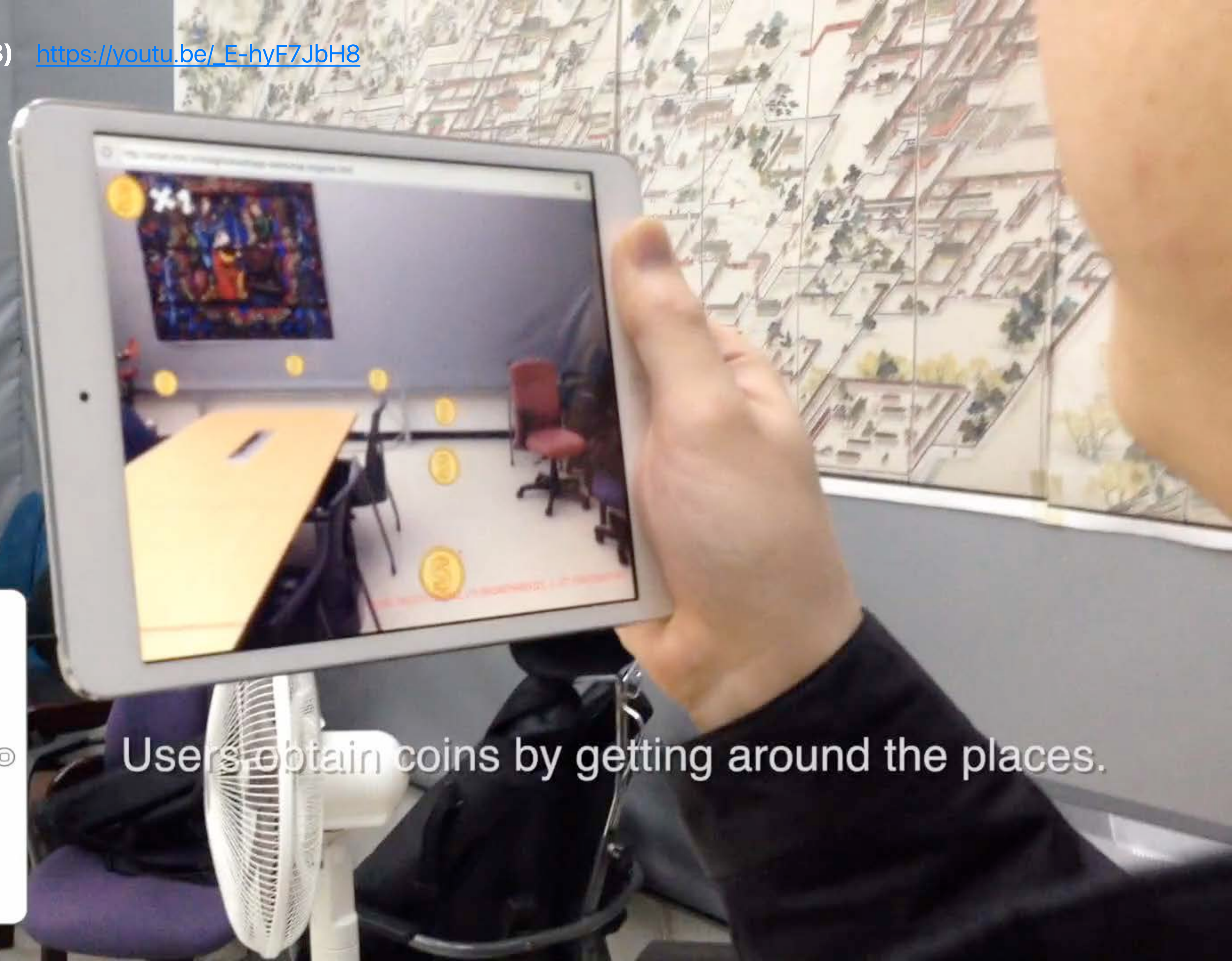


MAR.IO Game Prototype (Mar 2013) https://youtu.be/_E-hyF7JbH8

Map

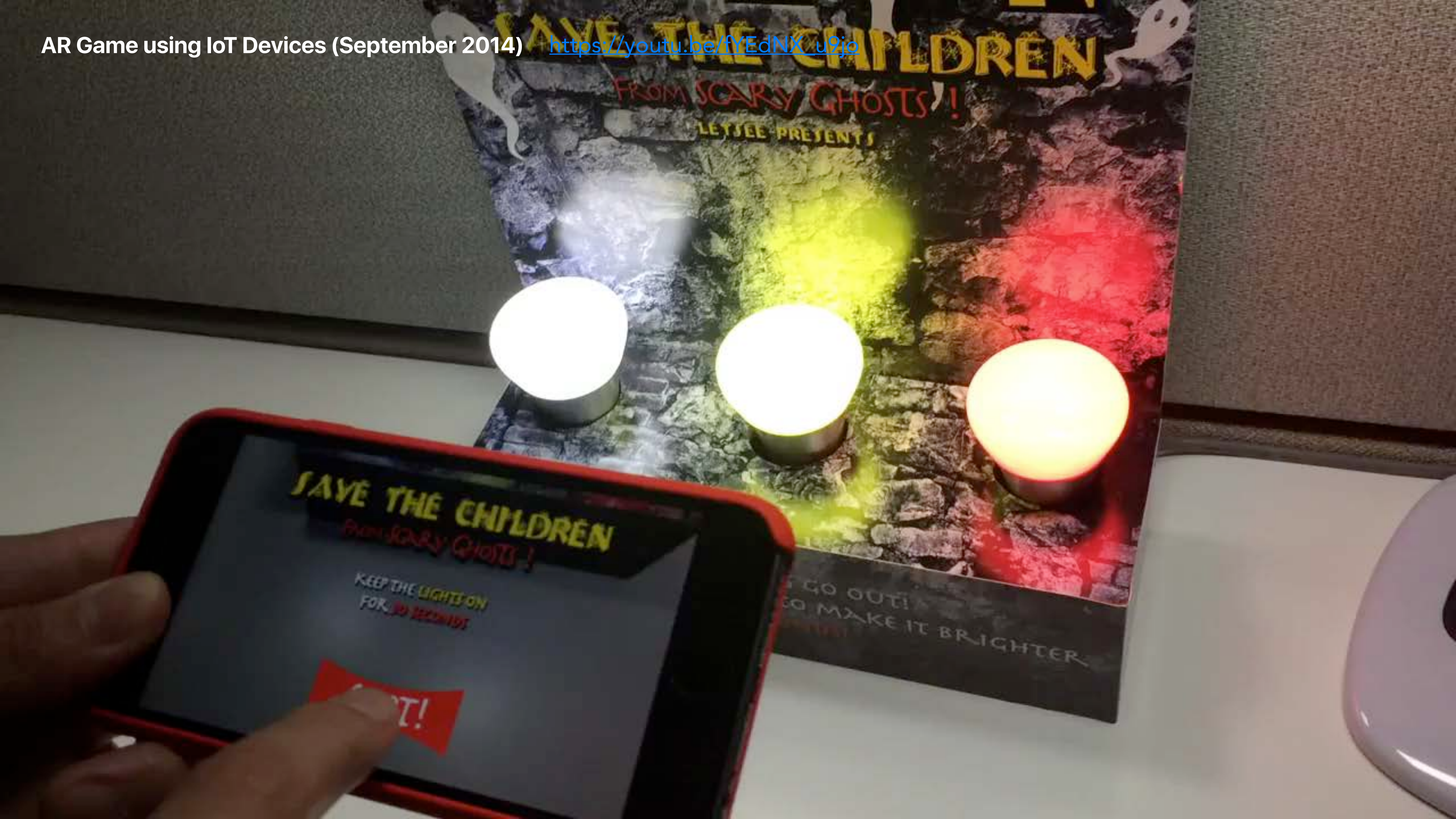


Screen View



Users obtain coins by getting around the places.







We make all web information accessible in situ.

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