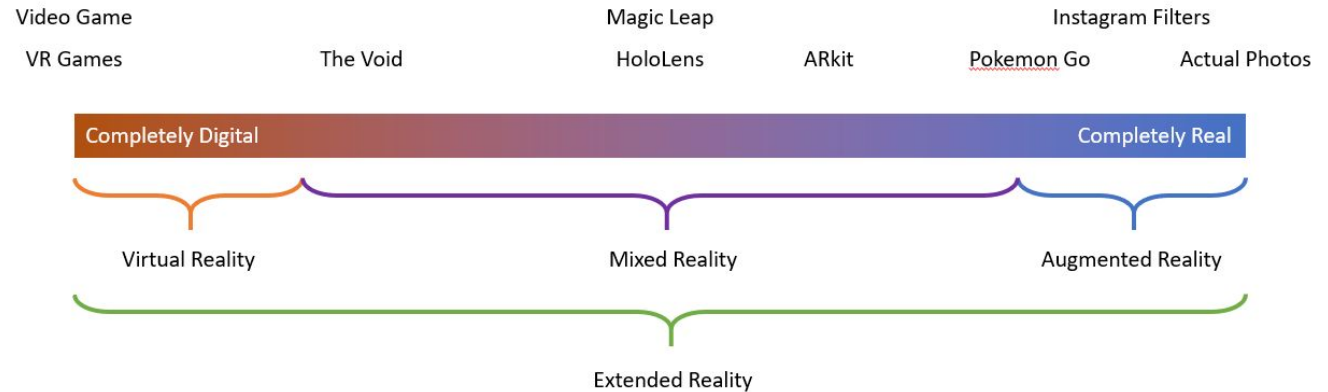




# Road to XR - Extended Reality

# REALITY LANDSCAPE

## Reality – Virtuality Spectrum



# Most Used Tools & Platforms

ART



Game  
Engines













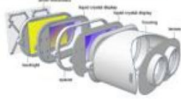




APIs



Others



# Devices

|                           |    |  |   |   |   |   |
|---------------------------|----|--|---|---|---|---|
| By form factor            | VR | Phone-based<br><br>Google Daydream | PC-based<br><br>HTC Vive                       | All-in-one<br><br>DeePoon M2                 | Hall-based<br><br>TechViz CAVE         |   |
|                           | AR | Phone-based<br><br>iPhone           | PC-based<br><br>Meta 2                         | All-in-one<br><br>Microsoft HoloLens         | Car-based<br><br>Carrobot              | Contact lenses<br><br>iOptik |
| By visual characteristics | VR | Parallax<br><br>Oculus Rift         | Light field<br>                                |   |   |   |
|                           | AR | Video transmission<br><br>iPhone 7  | Optical transmission<br><br>Microsoft HoloLens | Monocular optics<br><br>Google Project Glass | Binocular parallax<br><br>EPSON BT-300 | Binocular light field<br>...  |

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## Resources

### Learning

 CIRCUIT STREAM

<https://link.medium.com/3oazVar1Y6>

### NEWS & Information

 UPL<sup>U</sup>LOAD  
A row of ten green dots is positioned below the word UPL<sup>U</sup>LOAD.

 ROAD  
TO VR

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# XR Conference



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# THANK YOU

[www.meetup.com/bonfireV](http://www.meetup.com/bonfireV)



R



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“

There exist only two kinds of people,

Those who believe VR/AR is **The Future!**

And those yet to **Experience It!**

