VALVE'S VR PHILOSOPHY

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WHAT IS AN OPEN PLATFORM?

HOW IS AN OPEN PLATFORM GOOD?

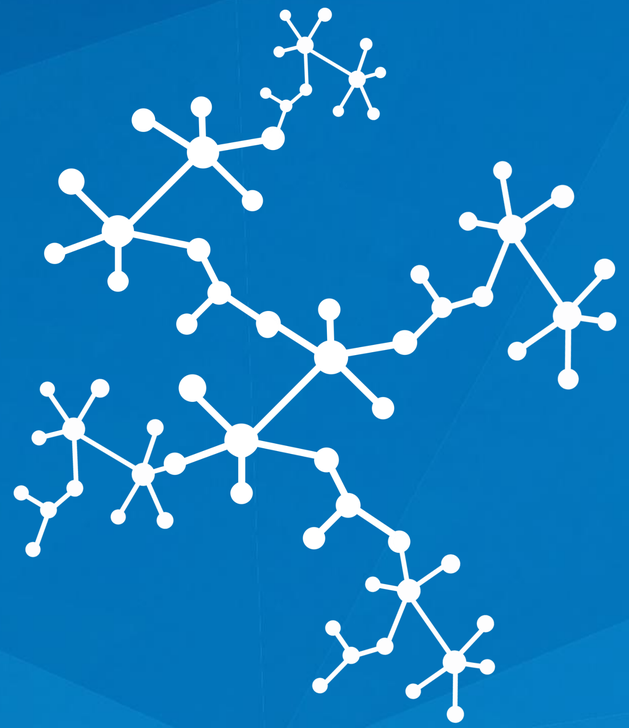
DESIGNED FOR INTEROPERABILITY

HARDWARE IS SOFTWARE AGNOSTIC

SOFTWARE IS HARDWARE AGNOSTIC

NO GATEKEEPERS

PERMISSION TO EXPERIMENT



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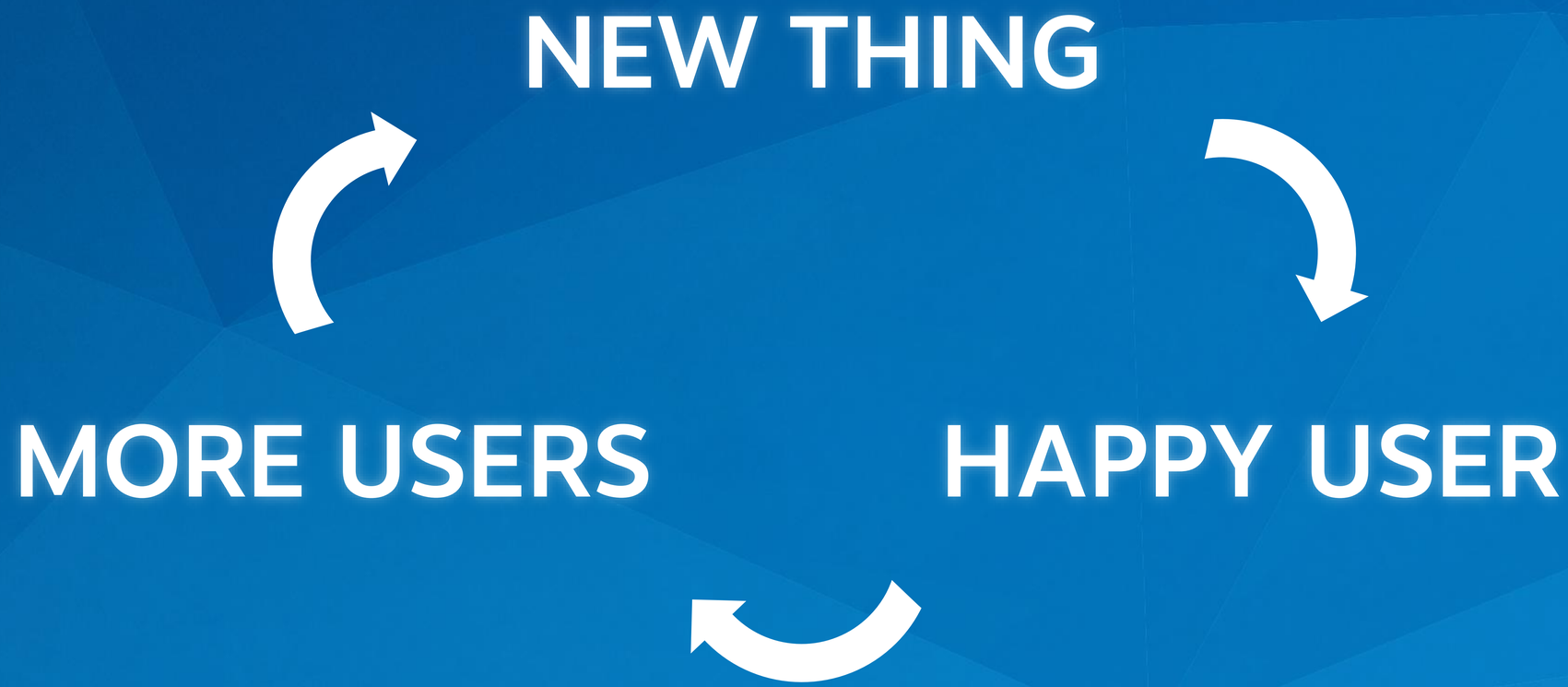
HOW IS AN OPEN PLATFORM GOOD?



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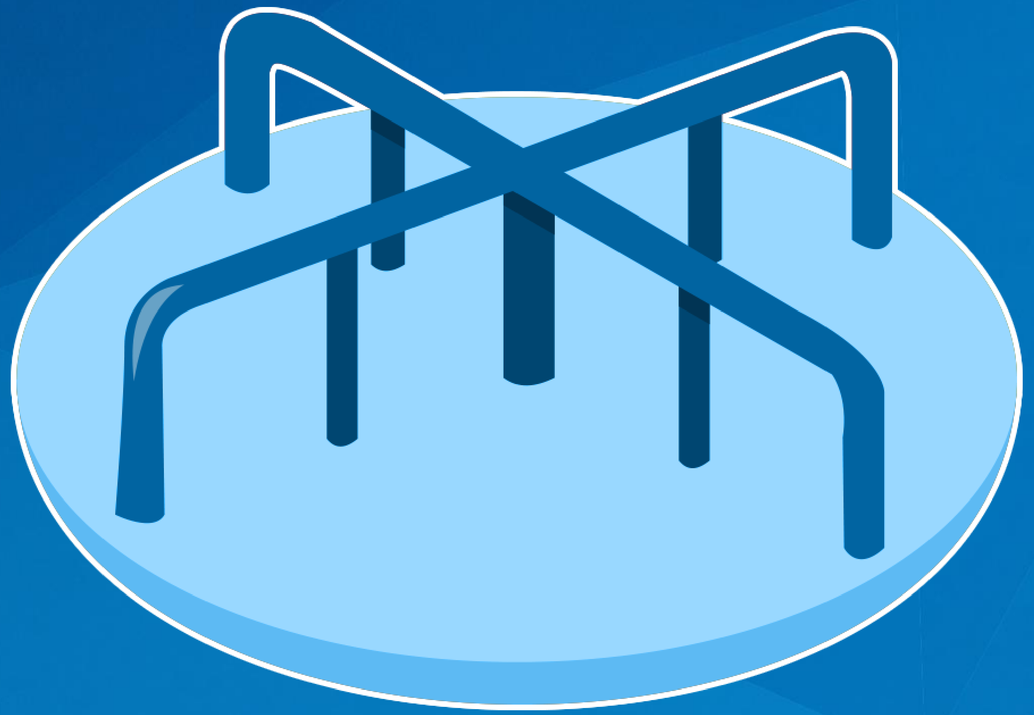

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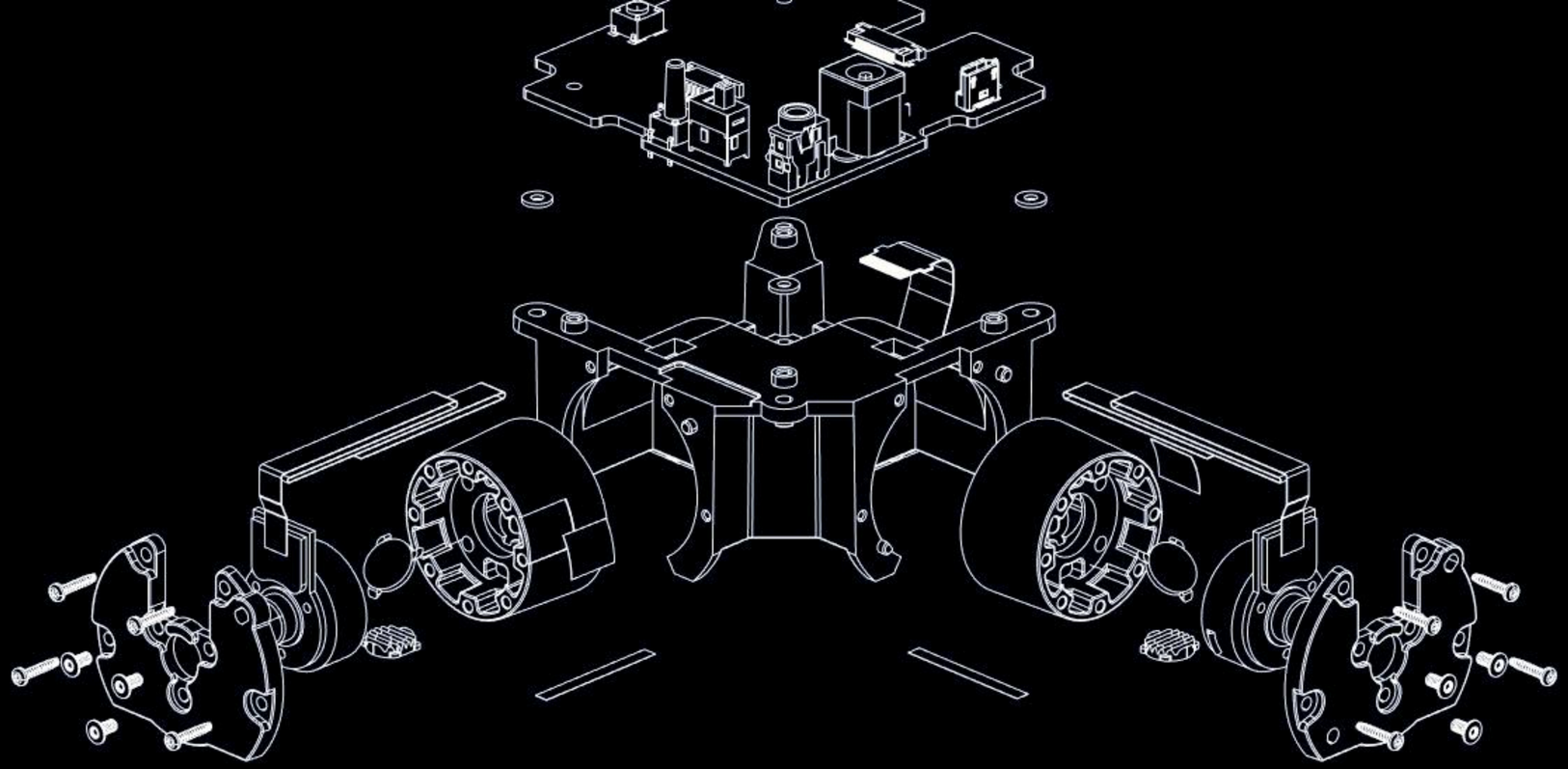
WHY SHOULD VR BE OPEN?

- FIELD OF VIEW
- WEIGHT
- COST
- RESOLUTION
- CAMERA PASS-THROUGH
- EYE TRACKING
- GETTING RID OF THE TETHER

WHAT IS VALVE DOING TO MAKE VR OPEN?



LIGHTHOUSE

(STEAMVR TRACKING SYSTEM)

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- Support for input
- Lots of objects
- Large tracking volume
- Improved privacy
- Shockingly precise

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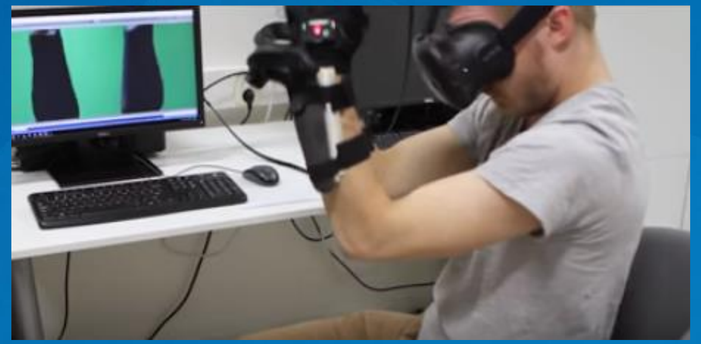

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FOR INVENTORS, PRODUCT DESIGNERS, VR HACKERS, AND DEVICE MANUFACTURERS:

Use the World's Best 3D Tracking Technology, Royalty Free

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300 PARTNERS (SO FAR)

BASE STATION DEVELOPMENT

BOY/GIRL BATMAN ROBIN 2017 BASE

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OPENVR

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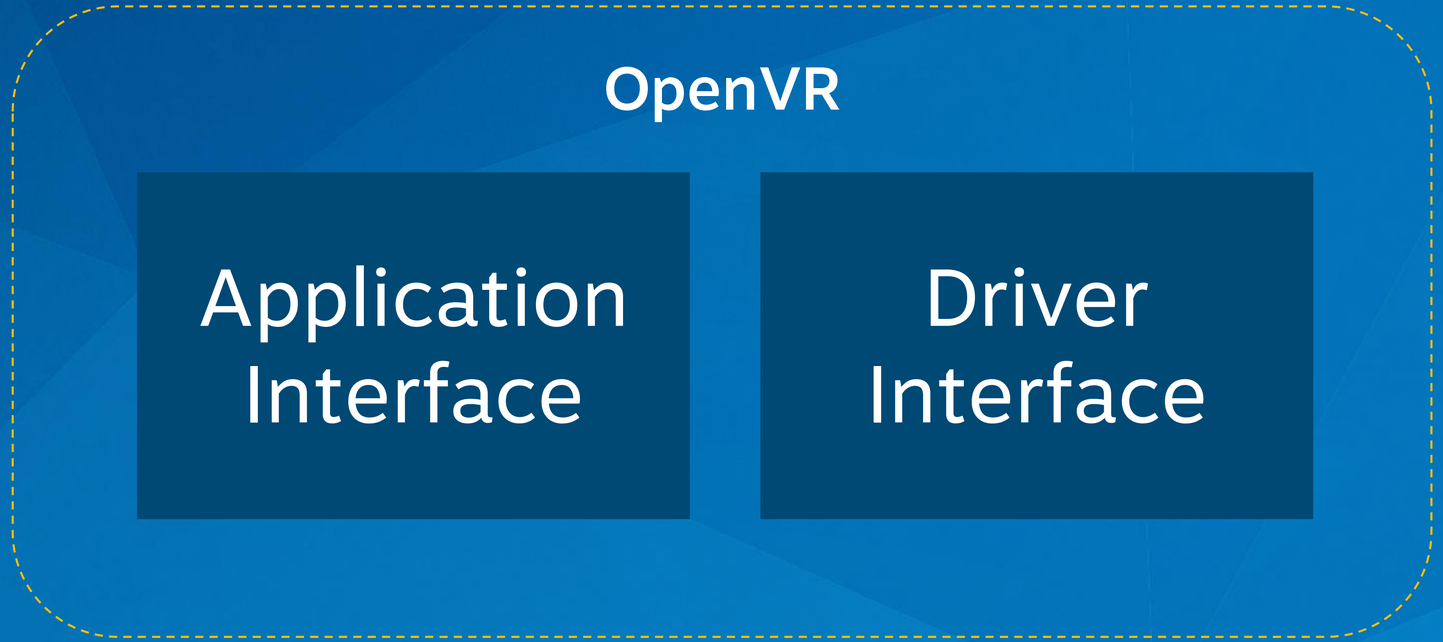

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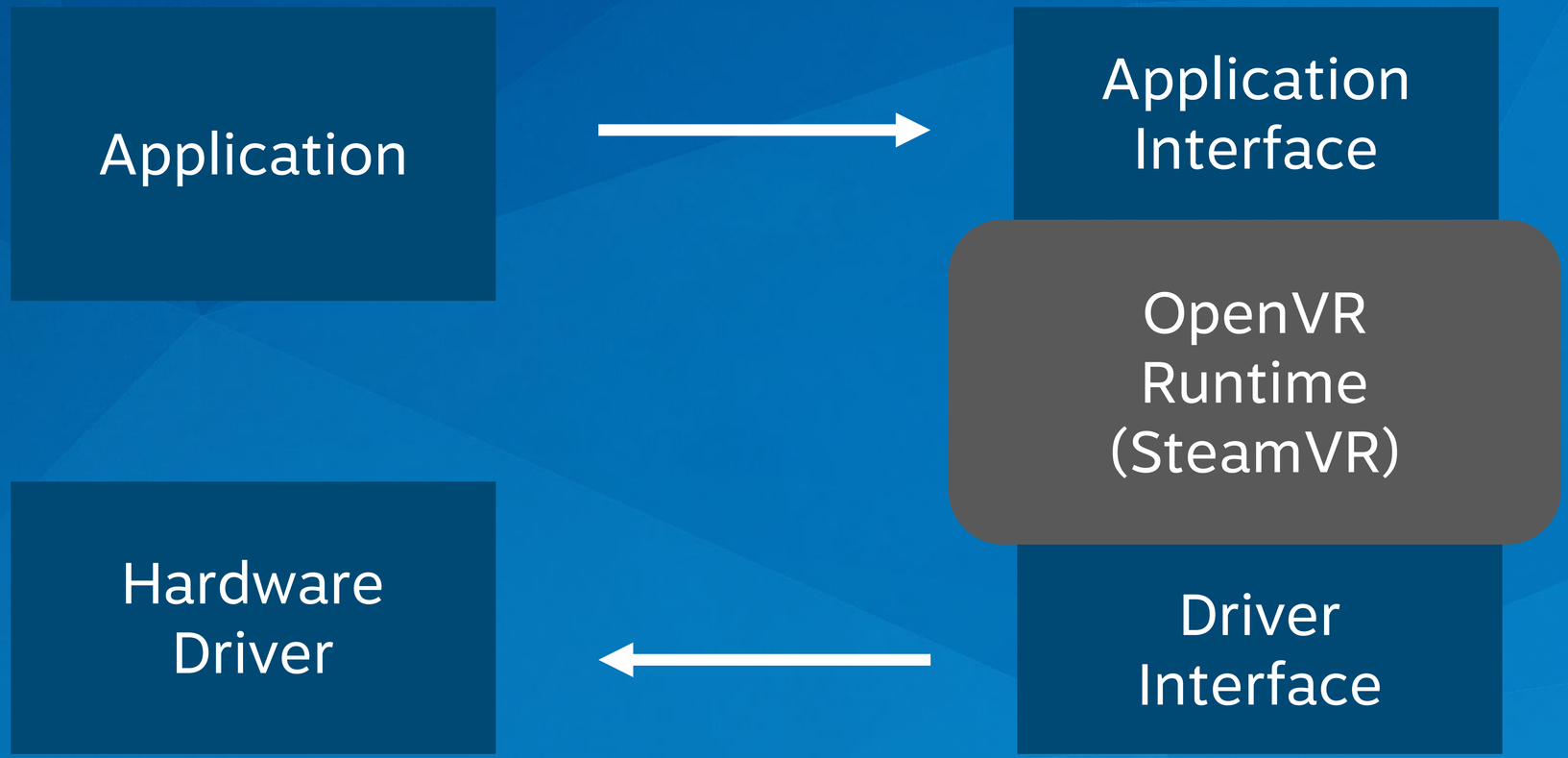

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LOOKING FORWARD TO 2017

INPUT DEVELOPMENT

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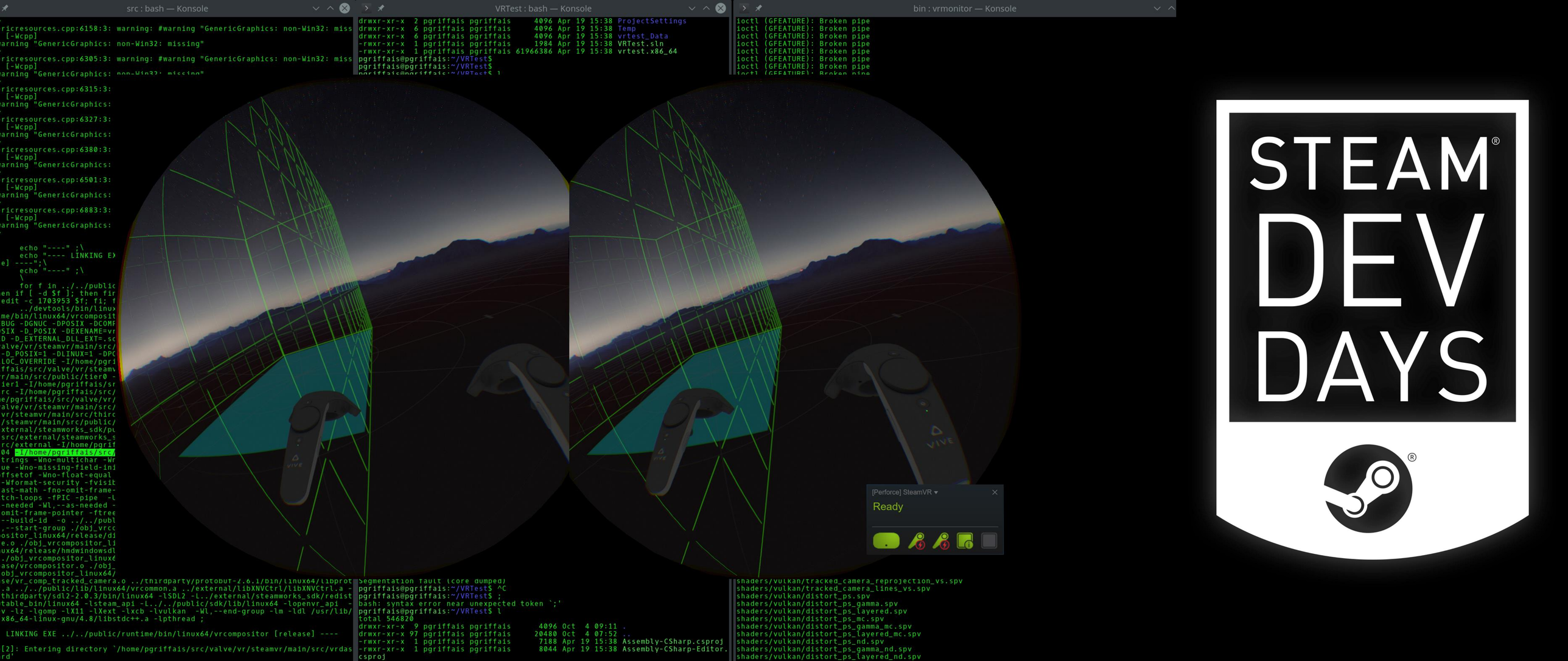
EVEN MORE INPUT FROM LIGHTHOUSE PARTNERS

INVESTING IN VR

WE WANT YOUR FEEDBACK


src : bash — Konsole
VRTest : bash — Konsole
bin : vrmonitor — Konsole
[Perforce] SteamVR
Ready
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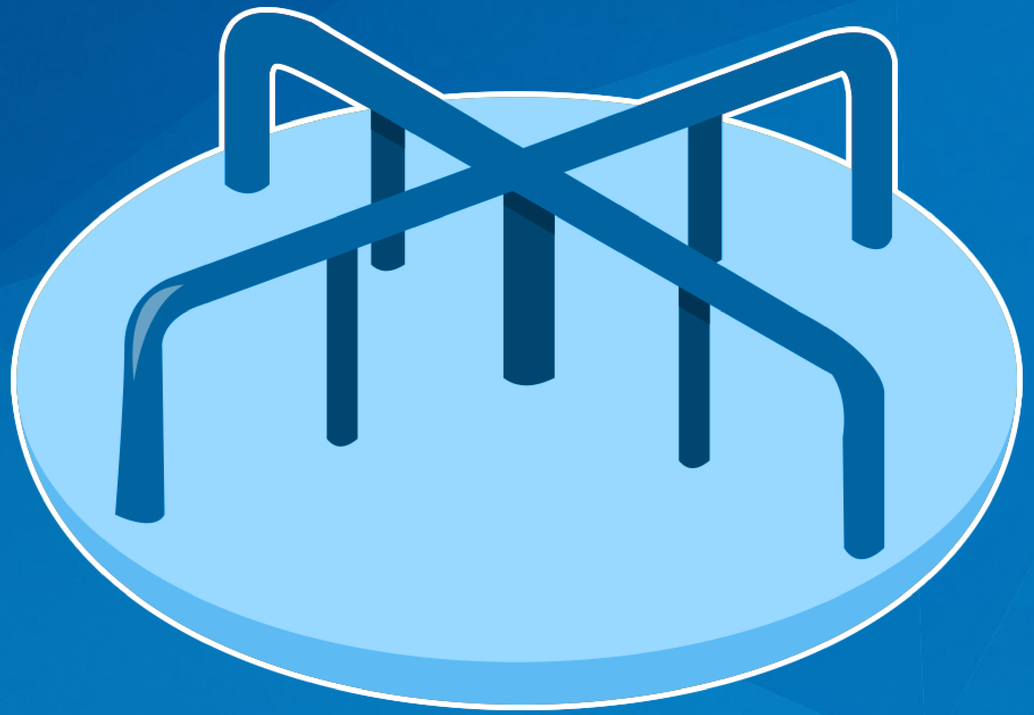

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