

# Copresence in WebVR

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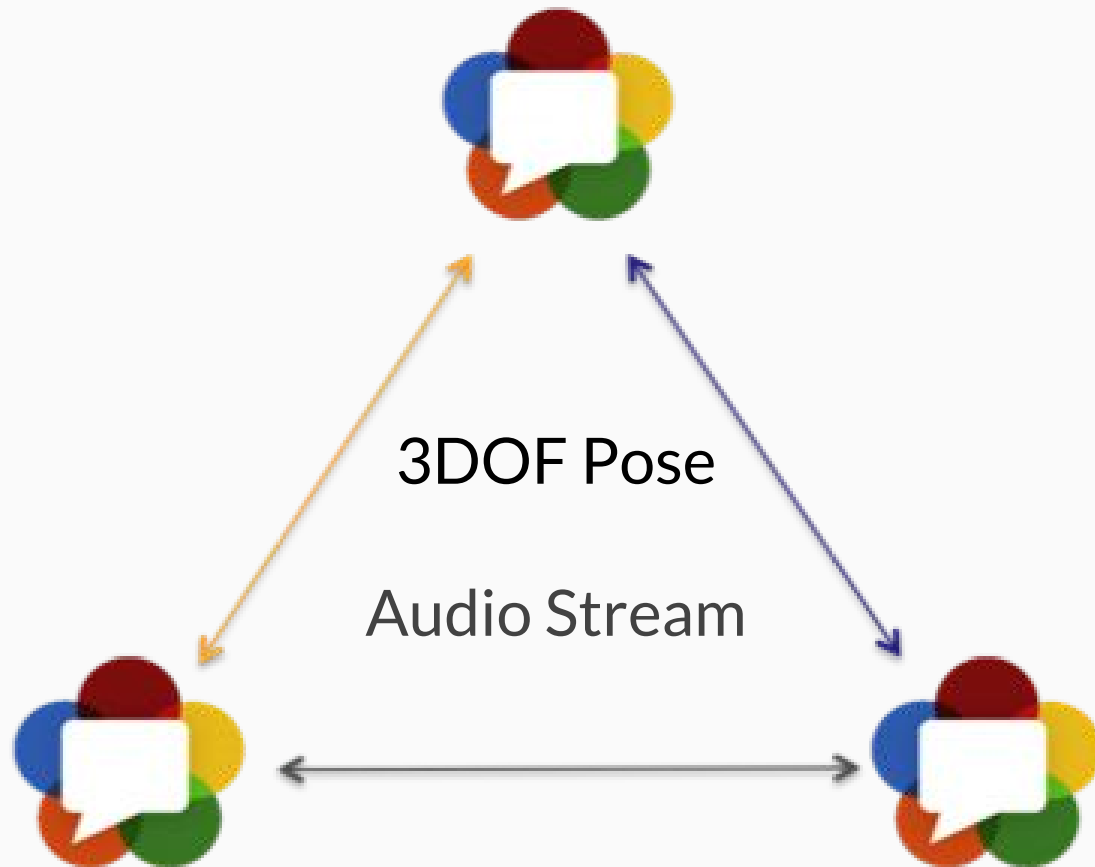


VR co-presence  
is mandatory

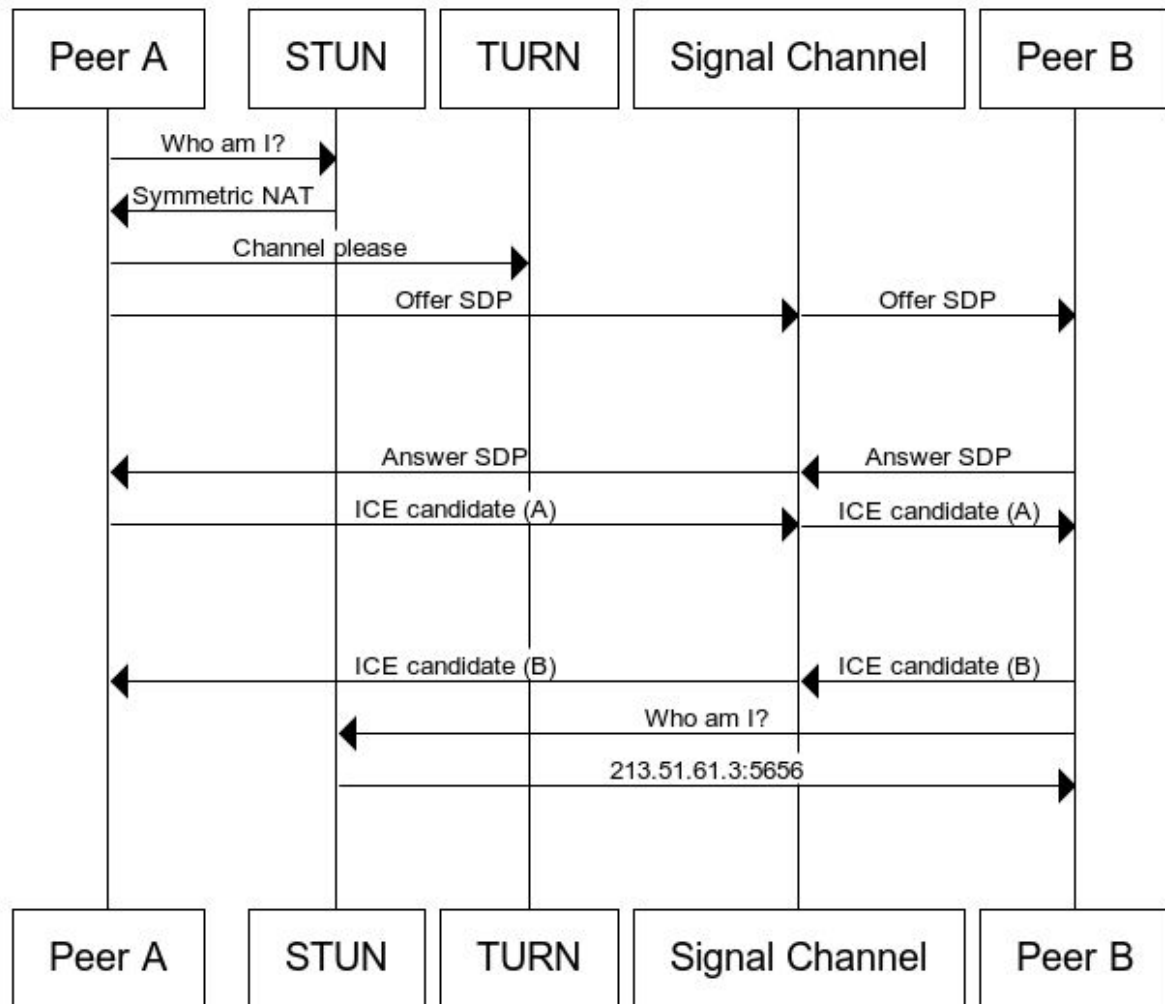
# I built a VR demo using web tech

- WebGL
- WebVR
- WebAudio
- WebRTC





$O(n^2)$  will not scale!





# Some fun features

Mouth moves in response to speech ([VoiceActivityDetector](#))

Spatialized sound depending on position and orientation of actors.

Shrink and grow modulates your voice ([PitchShift](#))

Good News,  
Everyone!



# Bad news: this is just a demo

Native will have much deeper integration.

- Identity?
- Avatars?
- Deeper copresence integration?



What is the path to  
identity, avatars,  
payments in the  
browser?

# Thanks

Blog: <http://smus.com/copresence-webvr/>

Github: <https://github.com/borismus/copresence-vr>

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