

An immersive browser playground

Geek week 2023 15 November 2023

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The web does not understand 3D

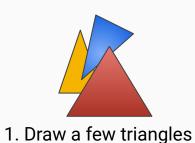


- <canvas> draw your own pixels!
- We'll help, GPU APIs to draw triangles:
 - o WebGL
 - WebGPU / WebGPU Shading Language

Some areas that are not covered:

- 3D asset/texture/scene formats
- User interaction
- Text 😲

How to draw a 3D owl on the web







2. Draw the rest of the owl





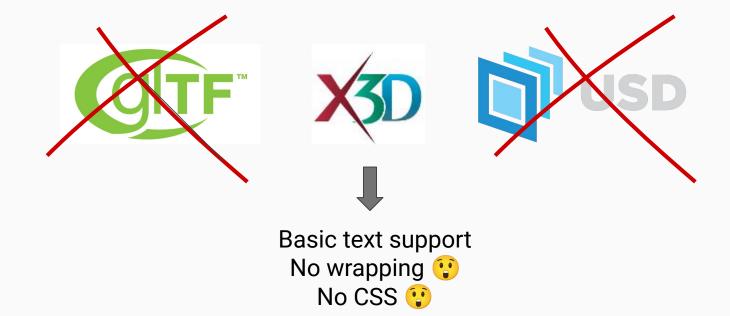














Basic needs for a "webaverse"

- Need some way to render "usual" web content
- Need some way to copy-and-paste text



Geek week explorations

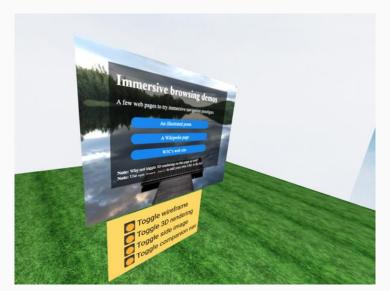


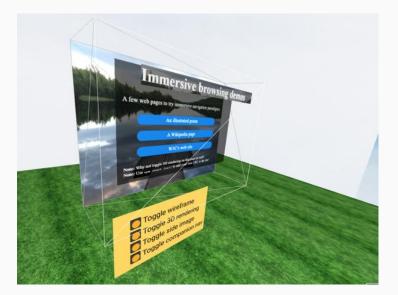
- Can simple 3D effects enhance browsing experiences of web pages in an immersive setting?
- Can browsers leverage the extended viewport to enhance navigation?



Immersive browser playground demo

Flat 3D





Code at: https://github.com/dontcallmedom/immersive-browser-playground

Some takeaways

- Good reminder that the web is super powerful at laying out 2D content!
- In parallel to pondering semantics for immersive contexts, we should also focus on text support in 3D.
- Conceptually, scoping a page to a 3D box seems sound.
- Not clear it adds a lot of value though.
- Extending beyond the box (with a permission model) might be interesting.
- CSS has 3D properties already... for 2D content. Different ways to signal intent to use for real 3D.

Thank you!







Attributions



Icons from www.flaticon.com:

- <u>Virtual reality icons</u> created by Nikita Golubev
- <u>Secret agent</u>, <u>Brickwall</u>, <u>Question mark</u>, <u>Must have</u>, <u>Medal</u>, <u>Website</u>, <u>BFF</u>,
 <u>Cube</u>, <u>VR</u>, <u>Hard work</u>, <u>Timeline</u>, <u>2D</u> icons created by Freepik
- <u>Promise icons</u> created by Eucalyp
- <u>Computer icons</u> created by vectorsmarket15
- Wish list icons created by monkik