Contribution ID: **71**   Type: **not specified**

04 (Wednesday): Moving the Linux Desktop to another Reality

AR and VR did not only introduce a new class of output devices, but with tracked controllers and hands also the requirement for a new set of user interactions. This talk investigates solutions in existing implementations and points out how the classical UX model with keyboard and mouse translates to these new devices. The technical aspect of these requirements will also be highlighted. The audience will get an overview of the status of Open Source in XR and the opportunities for linux desktops.

We present an implementation that integrates VR in the linux desktop, featuring 3D window management and desktop input synthesis

Initial integrations for Gnome and KDE will be presented.

Code of Conduct

Yes

GSoC, EVoC or Outreachy

No

Presenter: HAAG, Christoph (Collabora)

Session Classification: Lightning talks

Track Classification: Lightning Talk