

# **Khronos Godot Integration Project: Building the Open OpenXR implementation in Godot**

# About me: Bastiaan Olij

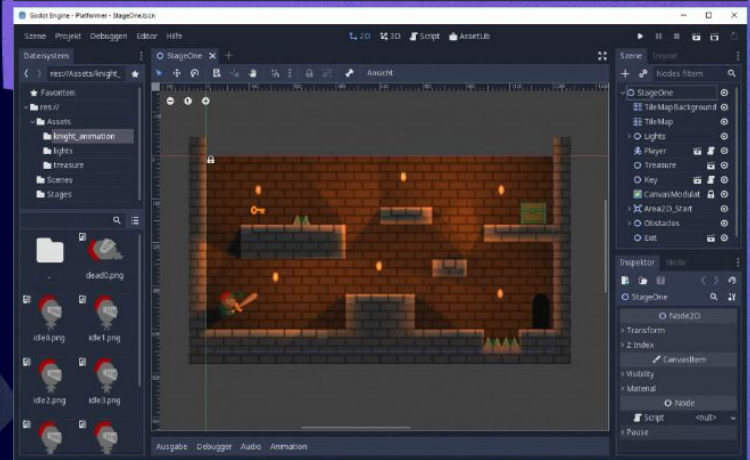
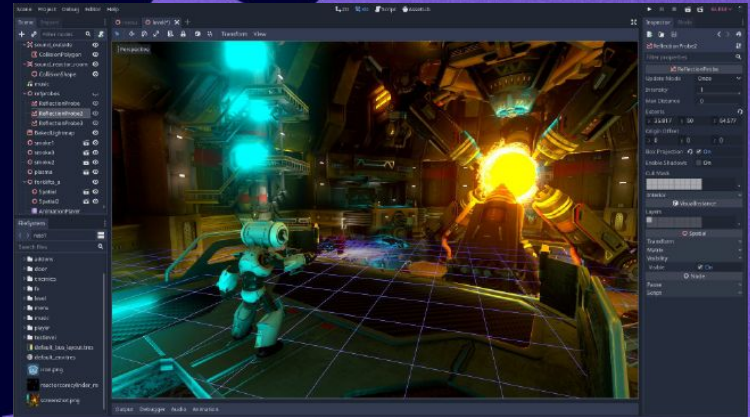
- Lead XR developer of Godot Game Engine
- Introduced core XR support in Godot
- Godot Foundation board member
- Full time contributor
- Based out of Sydney Australia

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# About Godot

- Game engine for 2D, 3D and XR development
- Open Source since 2014
- MIT licensed - completely free
- Small footprint (<60Mb download)
- Vulkan centric but with DX12, Metal and OpenGL support
- Written in C++
- Native support for GDScript and C#, other languages through plugins
- Console support through third parties







iOS

pank0



Windows

Kivano Games



Windows  
Nintendo Switch  
Xbox

Bytten Studio



Windows

Chasing Carrots



Windows  
Apple  
Nintendo Switch

2Dynamic Games



iOS

Poke the Ant



Windows

Save Sloth Studios



Windows  
Apple  
Nintendo Switch

Miziziziz



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Bippinbits



Windows

Blobfish



Windows  
Apple  
Nintendo Switch

Perfoon



Windows

Raffaele Picca



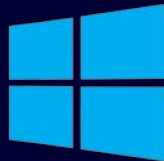


# Godot XR support

- XR supported since 2018
- WebXR and OpenXR supported in core <sup>1)</sup>
- Other SDKs supported through plugins (OpenVR, TiltFive)
- XR support on DX12 and Metal <sup>2)</sup> coming soon

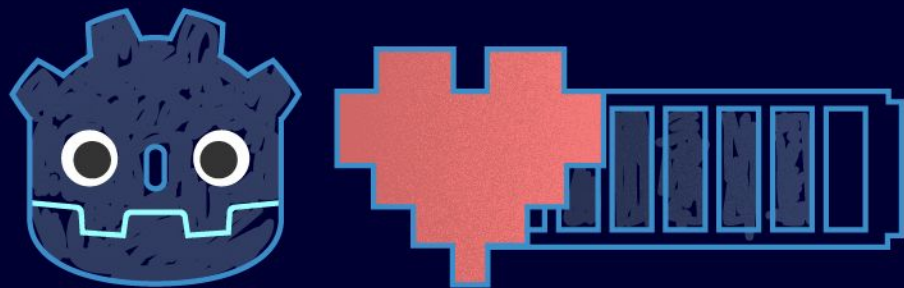
1) OpenXR Android requires a plugin that supplies loaders

2) Metal over MoltenVK is currently supported



macOS





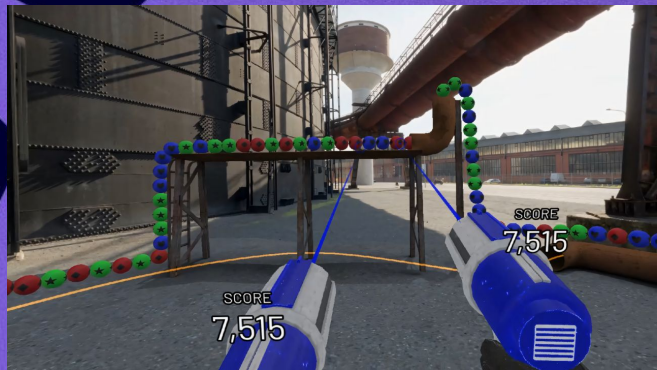
KHRONOS<sup>®</sup>  
GROUP



# Godot Integration Project

## Reasons and goals

- OpenXR is an open standard, it needs open implementations
- Monado as an Open XR runtime implementation
- Godot as an Open XR game/app implementation
- Showing real world examples of using the API



Badaboom - Decasis / Quest



Friday Night Funkin' VR -  
ThisIsBennyK / PCVR + Quest

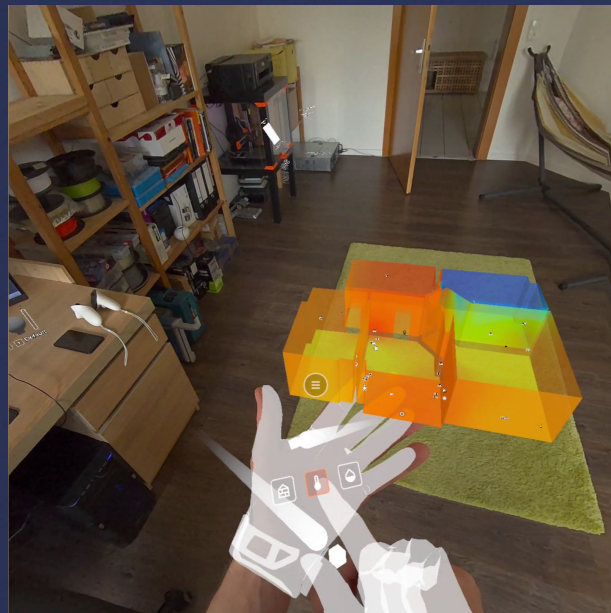




# Godot Integration Project

## Reasons and goals (cont.)

- Theoretical API discussions only reveal so much
- Requirement to verify the viability of APIs through runtimes
- but lack of a game engine to discover practical issues
- Early implementation of APIs in a game engine will improve quality of OpenXR APIs



Immersive Home - Nitwel / Quest

# Godot Integration Project

## Reasons and goals (cont.)

- Early availability of implementation in a game engine promotes vendor adoption
- Godot can be used as a test bed to validate consistent behavior of OpenXR APIs between runtimes



Assemble! -  weltfern / PCVR

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Check out the website  
for more information:  
**godotengine.org**