

The State of OpenXR

Ron Bessems

Chair OpenXR working Group Distinguished Engineer Magic Leap

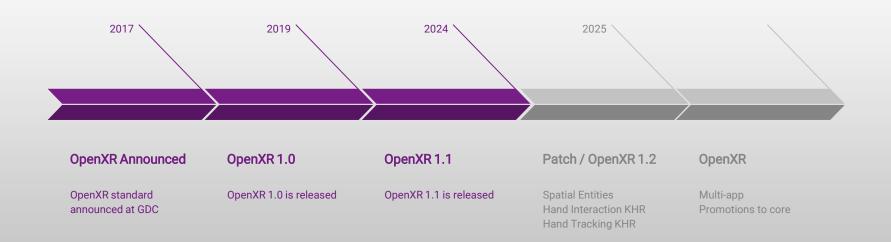
Who are we?

- Collection of ~26 companies and organizations and almost 500 engineers
- ~50 engineers participate in the weekly meetings
- Several meetings per week, 3 F2F's per year
- We are the second most active group inside Khronos
- Forums, Discord, GitHub Issues for public input





Roadmap

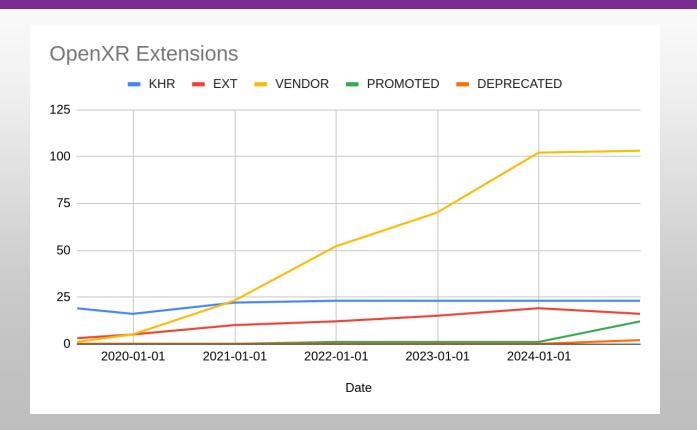


OpenXR 1.1

- 13 new interaction profiles promoted to the core spec
- 5 extensions promoted to core
 - Local Floor
 - Foveated Rendering (definition in core, availability is enumerated)
 - Grip Surface
 - XrUuid
 - XrLocateSpaces



Extensions



Conformant Products



OpenXR 1.0

OpenXR 1.0 is released

Hololens, Quest, Quest PC, Quest 2, WMR. Vive Cosmos,

Vive Wave Runtime

7 Conformant

Monado Varjo VR-1, XR-1, XR-3, VR-3, Aero Qualcomm Retina

15 Conformant

SteamVR (all headsets)

22 Conformant

VIVE Focus 3 Acer SpatialLabs **NReal Light** NReal X PICO Neo3 PICO 4 Magic Leap 2

34 Conformant

Magic Leap Remote Rend. **VIVE XR Elite VIVE Streaming** Meta XR Simulator Meta Ouest 3 Meta Quest Pro Canon MREAL MD-10, MD-20, X1, S1

Sony ELF-SR1, ELF-SR2

35 Conformant

Varjo XR-4

Spatial Entities

Goal: Creating a cross vendor spatial entity framework

First pass scope:

- Planes Tracking
- Marker Tracking
- Spatial Anchors
- Raycast

All under a common Entity Component System based API.

Questions?

Any audience questions?



https://github.com/KhronosGroup/OpenXR-Guide