



## **The State of OpenXR**

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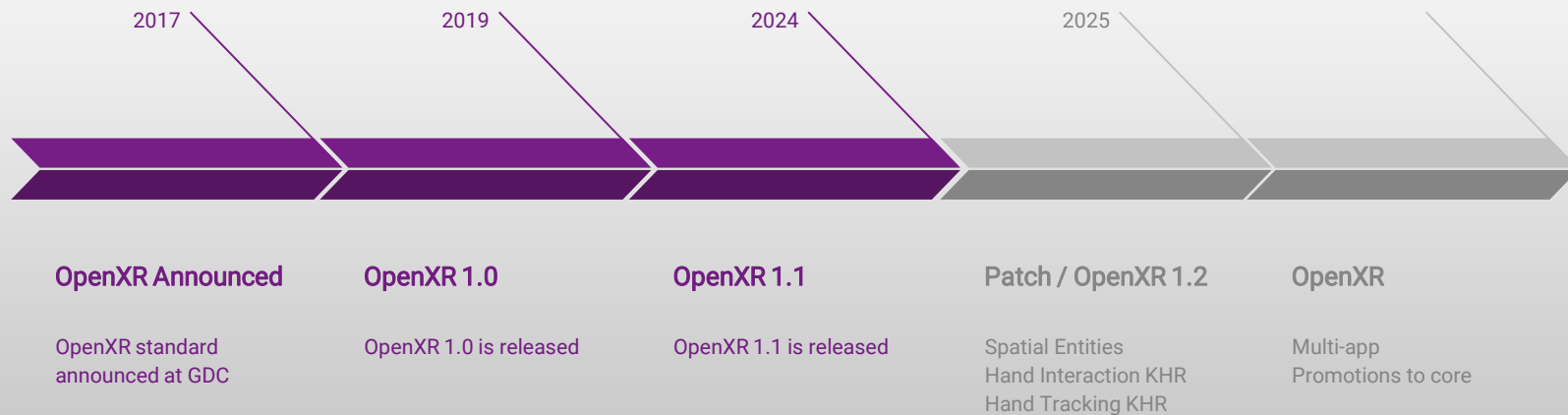
Chair OpenXR working Group  
Distinguished Engineer Magic Leap

# 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



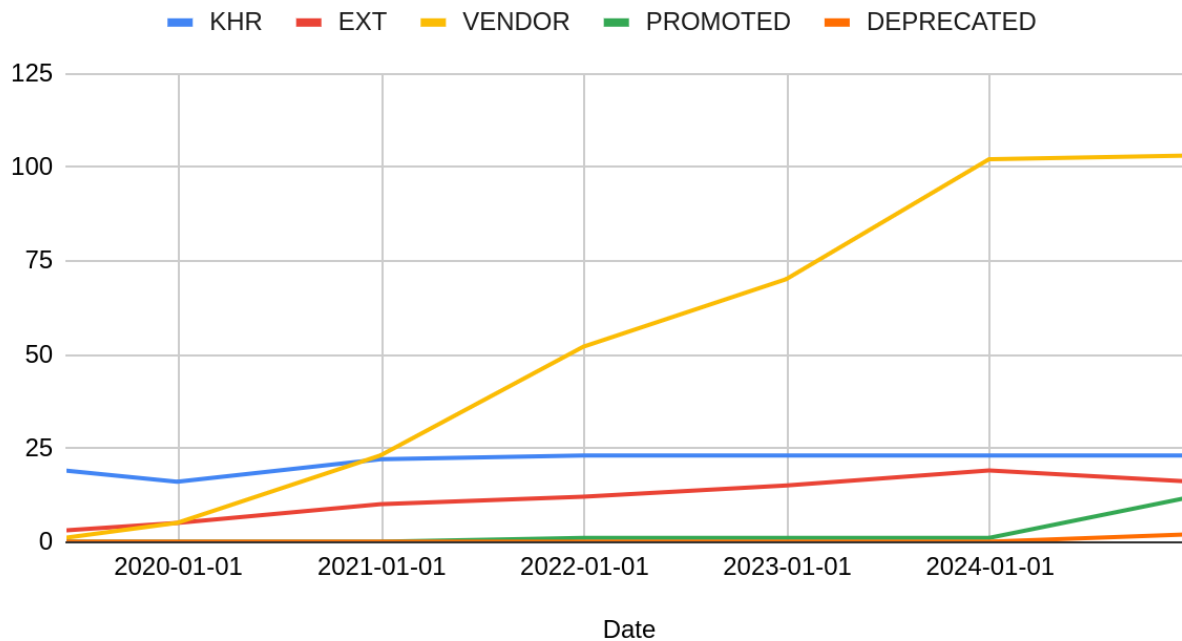
# OpenXR 1.1

- 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

## OpenXR Extensions



# Conformant Products



# 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>