

Monado: Open Source Augmented & Virtual Reality

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VR took off for the consumer with the release of Oculus consumer hardware. But the hardware lacked open source drivers and Linux support in general. The OpenHMD project was created to solve this issue. The consumer VR space has now grown from a kickstarter campaign into a large industry. But this growth has its down sides, multiple companies have their own APIs competing. Luckily these companies have agreed to work on a single API under the Khronos umbrella. Now that provisional spec of OpenXR has been released, the Monado project has been launched, a follow up to OpenHMD.

In this talk, Jakob will cover Monado and Khronos' OpenXR standard, give an overview about the current state of open source VR and what lies ahead.

Jakob works for Collabora with graphics and virtual reality, XR Lead at Collabora and a member of the OpenXR working group. He has worked with Linux graphics since 2006, starting with Tungsten Graphics and moving into VMware. In 2013 he along with a friend started the OpenHMD project, then in the spring of 2019 was involved in launching both Monado and OpenXR at GDC.

Code of Conduct

Yes

GSoC, EVoC or Outreachy

No

Travel Sponsoring

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