FOSS XR Conference 2022

Wednesday 05 October 2022

<u>Afternoon session</u> - Schulze Hall (13:20-18:00)

time	[id] title	presenter
13:20	[4] Update on the state of FOSS XR	BORNECRANTZ, Jakob
13:45	[3] Frame Timing and Pacing in XR	BORNECRANTZ, Jakob
14:10	[8] Project North Star: Powered by Community	RODDA, Charlton
14:45	[2] Stardust: a better display server for XR	KING, Nova
15:30	Break	
16:00	[6] Introducing Monado's Optical Hand Tracking	TURNER, Moses
16:50	[17] ILLIXR: Illinois Extended Reality Testbed	ADVE, Sarita
17:40	[14] LucidGloves: Mom said we have VR Gloves at home	DE BONET, Lucas

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13:45	[7] StereoKit, an Open Source Mixed Reality Engine	KLINGENSMITH, Nick
14:10	[18] spatialfree, setting spatial interactions free	MERCHANT, Ethan
14:35	[10] OpenXR on Android - Source Included	PAVLIK, Ryan
15:00	[16] Intuitive Shapes	RYAN, Niko
15:20	Break	
15:50	[5] Visual-inertial tracking for Monado	DE MAYO, Mateo
16:40	[19] Godot Engine 4: a completely free XR creation platform	HORN, Patrick
17:20	[21] Immersive Visualization with the ParaView Open Source Visualization Tool	SHERMAN, William
18:00	[26] FOSSXR closing session	PLOURDE, Frederic