

PART 1: #XR & #SpatialComputing

- Noah_A_S.

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 - https://medium.com/@Noah_A_S/ - My Medium
- 1.

Ideas

XR Development Hurdles And Concepts | What We Want To See In #XR And Must Overcome To Get There

Near-Term Adoption (Gamers, Tech Enthusiasts)

- [Variable focal depth](#)
- Much better ergonomics in headsets - half the weight and none of the cables.
- 25% of current cost
- [Better daytime viewing](#)
- [Improved FOV](#)
- [Improved controls](#)
- A way to use photogrammetry / meshing to scan in real objects from the real world into a device and create a digital asset with them to be uploaded everywhere else that can be used / animated with.
- Hand / body occlusion
- Easy to dev as a n00b ¹⁰⁰
 - Thorough tutorials *and* API documentation
 - Easier to configure development workflow
- Improved hand tracking, even when hands not in view (need more cameras)
- Or all cameras condensed into one camera. I.e. more advanced cameras with less viewable amounts or less of them.

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Widespread Adoption (Regular Consumer, Daily Use)

- Built-in GPS and 4G/5G
- MiniMap / HUD Functionality
- Advanced object recognition
- Ability to create Prisms using Unity/UE4
- Diminished reality mode for room meshing
 - Removes things from the mesh based on whether they move or not or whether they are likely to be objects and not part of walls, floor
- Fast, simple (Aruco marker) detection -
https://docs.opencv.org/3.1.0/d5/dae/tutorial_aruco_detection.html
- Robust support for general [fiducial marker](#) recognition.
- QR Code and Barcode detection and conversion (low hanging fruit?)
- All different types of Experimental Tags i.e. <ml-model></ml-model> (was it?)
- Coins that fall off of, trees with a sigil on them? You can recognize the coin by the sigil it will mean what coin / token it is if it's a wallet address.
- Hidden easter eggs all over the world, physically bound to location (or not). If it is physically bound to the location of the easter egg then it is
 - Like image tracking without having to pre-supply an image
 - When enabled, returns location and pose of bar or QR code along with a decoded blob of data containing the codes contents
- Climate and landscape detection
- Cloud meshing, or shared mesh processing
- [Object recognition](#)
- Advanced speech-to-text, virtual keyboard, other mechanism for easy text input, hopefully using Google's backend for speech detection
- [AI improvements](#)
- [Deep Learning improvements](#)
- Improvements in procedural generation, and a system so holograms know where to spawn in virtual space.
- Having a digital lightfield object spawn within a space using a special parameter. I.E. a cool thing happens and then the image shows up also in a cool way.
- Viable multiplayer interaction between users
- [Selective dimming to avoid image ghosting](#)
- Completely reliable Landscape detection (can't lose your virtual workspace)
 - Ability to give a 'hint' that you are in a specific landscape
 - Visibility into stored landscape mechanism

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- Ability to recognize landscape by image tracking a specific picture on your wall
- Life has an XP bar / Reality is Gamified: Everything you do gives you XP in the fact that it is gamified.

Use as Primary Computing Device

- Full-day battery life i.e. [Better Batteries Through Chemistry | UCI](#)
- [Wearable in public](#)
- Any fiction / NonFiction Character / Person as an AI I like this idea about procedural generated images for display
- generating content using A.I.
- Portable across platforms
- JARVIS, the A.I. Butler (the one from the Iron Man Movies / Comics built into the OS) I want a SMART house built with JARVIS running from my mixed reality headset, and a jarvis I can take anywhere. Alternatively, Mica is an assistant I'd like palm size like in a Cortana type way. JARVIS too on some level.
- Art you can walk into (this should be possible at museums)
- Museums that come to life at Night ;)
- Games that pass from the 2D medium to the 3D (a way to pass them)
- Procedurally generated MMORPG games, that use different landscapes as biomes
- Any form of AI choice or action-based simulator.
- Games that intertwine with each other, or reward items/AI companions that can be used in a greater multiplayer experience. EX: Winning over AI companions in one game, may allow them to travel over to a different multiplayer experience. Or completing a horror game may award users with items that can be used in whatever the big "hit multiplayer experience" is. (There's bound to be one EXTREMELY popular multiplayer game that other games can benefit from.)
- Game Shows that take place in a scene specifically designed for mixed reality devices. (Ex: an ACTUAL mansion) VR players can also be involved as virtual avatars present in the mansion's pre-meshed environment. They'll likely play as "evil" characters, whereas mixed reality players will try to survive as innocent clueless characters. Playing in VR may require a long waiting list, whereas actual game show players will find it a lot harder to participate. Genres include Murder

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Mystery, Zombie survival, Paranormal activity, and the list goes on. Mystery, Zombie survival, Paranormal activity, and the list goes on.

- “Fun Radar” - A software that allows users to locate any participating group of players currently involved in a multiplayer game experience. For example, if a group of 15 participating players open up their game of Vampires vs Humans to the Fun Radar, then any Mixed Reality players will be able to locate such multiplayer experiences and traverse over to them. There may be an option to use either in-game currency, or real currency to advertise your game to a larger demographic via this software.
- “The Ghost Realm” is A game concept that takes a virtual scan of living people, pets, and family near you throughout the day, and turns them into a ghostlike replica during nighttime. A great nighttime game to play at home when your family is asleep, and their “ghosts” come to haunt you.
- All kinds of Harry Potter inspired Magic Spells and other kinds of user inspired Magic / Summoning
- Battling Familiars like in Ni No Kuni: Wrath Of The White Witch / Pokemon
- An app where you can have physical from the 2D Flat-Web memes that just walk around your place
- The ability to instantly meme anything at any given time in any way you want in 3-Dimensions, with a system that can use hand tracking to take pictures in order to allow anything you capture to be utilized as a meshable, interactable 3D asset. (Think converting what you take a picture of using hand tracking into a 3D viewable environment or just select what you want to become an asset and have it ask you if you'd like it auto-uploaded to your Google Drive, for access later)
- Faction System! (Factions may tie in with whatever the massive “MMORPG” will be, so members of factions or guilds can initiate wars. They can be viewed offline and you can see your Faction Points as well without opening the games. There'll need to be a high skill cap, since this is a “worldwide thing” LET'S NOT FORGET ABOUT VIRTUAL FORTS AND BASES + AI GUARDS AI companions could probably be won over from multiple different single-player games. Maybe some users can play the part of an AI by playing in VR? VR allows more complex maneuverability. Meshing would need to be spot on though as well as visual fidelity for VR to cross over with AR / MR for cross-compatibility.
- Companion System - Some AI companions should be really, REALLY hard to obtain. Only 1 in 1000 players may have it. And there should be story-driven prerequisites so that you can “Satisfy” them enough to want to join your cause. Whatever that might be.
- Other types of tactile/haptic totems example: the gripper stone is not the only one: The gripper stone is the currently available totem available for ML1: Creator's Edition. <https://www.docdroid.net/o8vbuRZ/61845907-1-0.pdf> - page 185 of the pitch deck and onward
- All other parts of the pitch deck should also apply! We want this to be real!

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- A way of taking any website and instantly porting it to XR in 3D / The Spatial Web / MetaVerse / MagicVerse Oasis'
- People can make money doing everything they already do having FUN! This is important
- Location should Ideally become irrelevant
- "Uber like" sharing economy for goggles - stations that you can pick up and pay by the minute. login to with your own private keys and then the goggles would use netboot to load in a custom interface. Basically, you can configure your AR or HUD with custom skins. You would be able to customize with a JSON pack. For instance I might prefer red color over blue that would be preloaded into my HUD.
 - IPFS:
 - Login => Privatekey
 - Res => hash
 - Api call:
 - {

```
"name": "$value",
"version": "2.0.0",
"description": "0x Starter Project",
"scripts" : {
  "welcome_msg": "Welcome $name! /n You have entered the
metaverse"
},
"config": {
  "text_bg_color": "#006CFF" //blue,
  "text_color" : "#fff"
},
```

Variable Focal Depth

- Foveated rendering, or a different mechanic mimicking lightfields (as seen in Avegant's headset) allows users to focus on images at varying focal planes naturally. Similar to how one would interpret 3D in real life.

Selective Opacity

- A method of selective dimming, enabling virtual images to overlay onto the real world with full opacity. One method of achieving this could be by using a cheap monochromatic LCD panel that can selectively dim at different levels, and use a system to identify which particular pixels coincide with the generated hologram and dim those, in particular, making them more vibrant and real-looking.

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- Such technology can also be used to create artificial shading -- another feature necessary for increasing realism.
- If not the above, some way to make it useable outside in the daylight.

Improved FOV

- Current FOV is very small in current AR headsets. Until it increases to a degree closer to modern VR, massive adoption is highly unlikely. One potential solution to bring FOV closer to 70-80 degrees is to use light of different polarizations to expand the field of view, without interfering with mirror oscillations. This would involve the use of a second laser to project images.

Improved Controls

- Future mixed reality devices will need to be more controller friendly. Some apps are best run via advanced hand tracking, dual controller support, eye tracking, and other advanced forms of user input.
- 6DOF tracking of controllers needs to be extremely precise and not go out of sync
- Or If you prefer complete hand tracking with eye-tracking involved. This ensures that things like what you see in the [Magic Leap Original Concept Video](#) can take place

AI / Deep Learning

- Deep learning, object recognition, and AI are three major fields that XR can greatly benefit from. Specifically mixed reality.
- One use case of object recognition may be determining the best possible positions for objects to spawn via procedural generation, and how players or objects interact with natural objects. All three of these fields will need to be greatly advanced in order to further improve navigation technology.

Design / Style

- Completely miniaturized and made stylish, like normal glasses. Something you want to be seen wearing in public.
- Like the difference between using a 1980's carphone and having iPhone earbuds / AirPods in
- 1960 - 2018 contact lenses or Lasik surgery.

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Visuals

- Visuals like in the concept pictures
- Whale - Elephant level imagery of Magic Leap

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Apps Required or Desired

(Millions of game ideas / other cool apps go here use pictures and concept art when necessary!!)

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1. Stardust (the whole thing)
 - a. XR Linux System UI
 - i. Linux requires a compositor and system UI to take all the applications and send them to a display as well as forward inputs to those applications
 - ii. Stardust is a modular UI designed from the ground up to work on AR/VR headsets
 - b. Specs
 - i. OpenXR 1.0
 - ii. Qt 5.14.0beta2
 - iii. Qt Quick 3D
 - iv. Linux
 - c. Modularity
 - i. Able to swap out modules at will to allow for compatibility, backwards compatibility, and efficiency
2. Stardust Database
 - a. Contains links or downloads of all modules and source code in 1 unified place
 - b. Compatible with a module market module to install/remove modules
3. Core
 - a. OpenXR compatibility
 - b. Qt Quick 3D rendering
 - i. Offscreen surface
 - ii. Stereo Viewports
 - iii. OpenGL for now and later on Vulkan
 - c. Recovery
 - i. libinput
 1. <https://www.freedesktop.org/wiki/Software/libinput/>
 2. Connecting physical keyboards
 3. Gets input from any keyboard connected
 - ii. Virtual terminals
 1. Auto-connects to keyboard via libinput
 2. Tiling panels all around user's head
 - iii. 3DoF tracking
 1. Will likely work even in recovery mode
 2. Good enough for AR or VR in a short time frame
 - d. API
 - i. Panel
 1. Used for displaying 2D content
 2. Flexible surface (not just a plane)
 3. Custom interaction method modules define how it is used
 4. Different types of panel
 - a. Main panel
 - i. Used for the central focus of the application
 - b. Sub-panel

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- “The Hour Blue” - A mythical “magicverse” or mass Mythopoeia (Metaverse) wherein everything is magic or superpowered and anything is possible and your wildest dreams exceed some else's expectations and vice versa. Of course, it's all still just photons.
- The problems listed are included but are not limited to:
 - Computing Issues
 - Creating new forms of computing
 - & others
 - I.E. displayless computing photonics, etc.
 - Nanotech etc.... ...
 - Etc... ...
 - Layer-3 and beyond Blockchain with a purpose
 - Games with a purpose
 - Gamification of life, Reality, & learning (If life had an experience bar...)
 - BCI & BMI, such as neural link, and eventually the neural-lace
 - Glasses-less Displays & 3D/4D neuromorphic computing controlled by BCI/BMI

Games

1. Magic Spells - Harry Potter, Pokemon Go!, Summoning, Casting, Conjuring, Librams, Tomes, Scrolls, Holocrons.
2. Fictitious worlds and realms from your favorite genres like Kingdom Hearts, Star Wars, Fallout, Warcraft, Hearthstone, The Legend Of Zelda, Metroid Prime, etc.

Apps

1. Music visualizer
2. Coliseums / Domes / Stadiums (Centers of activities where Users can perform activities like Games, Tournaments, Movies, Etc. Think of it as a VR Server)

Simulation

1. Driving simulation
2. Giant Fighting Robot Simulator (watch only)
3. Dancing Divas like Hatsune Miku made from Anime
4. Minecrafting for tokens

Architecture

3. Procedurally Generated Worlds
4. Source Code Apartments / Towers - Places meant for specific things. (Singular Structures meant and dedicated for Users to operate a particular task or activity in that

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environment: EG a Tower meant for video development, a Tower for Orchestra/Ensemble, Art Classes or even Schooling, ETC.)

5. Changing Reality's Channel

Shopping

6. Shopping (Virtual shopping centers, think of it as eBay on an Auction House format)
7. "The Looking Glass" Or "Legacy" - A means for someone that is in the MagicVerse to step away and go back to a more basic browser format on their own accord. Can be used inside of their Apartments or Cafe/Business centers

Location-Based

1. Actual World Sites: Step inside of a structure similar to the Empire State Building, and it is fitted out with the layout of a certain website that caters to the whims of the Browser and User.
2. Go to a Park for a community project in the open to anyone like making a movie or writing a song.
3. If you go to a place to a place should have websites to match.
4. Other forms of layouts may include:
5. Fandom Space Sites: ??? Not sure how this will be implemented, aside from the... weird, beautiful, inventive and creative Fandoms and Fanmade Content that entails.

ART

1. Virtual Louvre / Smithsonian Tour
2. Moving paintings (Harry Potter Esque)
 - The mixer app should have an interactive mode where users place objects in the environment of the streamer.
 - Same for Twitch.
 - Donations and patreon support should be done through the blockchain.

Part I: Cool Stuff!

Project "Zeo"

<https://github.com/webmixedreality/zeo>

A procedurally generated sandbox MMORPG concept that is essentially the "big multiplayer MR experience" of the medium. Via cloud computing, procedural generation

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optimized for the user's environment, advanced AI enemies, and multiplayer combat mechanics, players will have many different possibilities. Users will have the ability to build their territory, fight and tame monsters, initiate magic duels with members of opposing "guilds or factions", go on quests, fight massive bosses or raids, and even fight entire enemy guilds with the aid of AI companions. Items and AI companions can be achieved either through in-game conquest or via the completion of tasks in third-party games or apps. There are of course other roundabout options for this.

"Fun Radar"

- A software that allows users to locate any participating group of players currently involved in a multiplayer game experience. For example, if a group of 15 participating players opens up their game of Vampires vs Humans to the Fun Radar, and as a result, any Mixed Reality players will be able to locate such multiplayer experiences and traverse over to them. *(This will likely need to incorporate a navigation app specific to mixed reality.)* There may be an option to use either in-game currency or real currency to advertise your game to a larger demographic via this software.

"MR Game Shows"

This concept involves virtual game shows that take place in a scene specifically designed for mixed reality devices. (Ex: an ACTUAL mansion) VR players may also be involved as virtual avatars present in the mansion's pre-meshed environment. They'll likely play as "evil" characters given the nature of VR's gameplay changes, whereas mixed reality players will try to survive as innocent characters. Playing in VR may require a long waiting list, whereas actual game show players will find it a lot harder to participate. Genres include Murder Mystery, Zombie survival, Paranormal activity, and the list goes on. Game show environments will need to be created specifically for MR and potentially VR in mind, with an extremely accurate map of the environment, and objects in the environment.

"The Ghost Realm"

A game concept that takes a virtual scan of living people, pets, and family near you throughout the day, and turns them into a ghostlike replica during nighttime. A great nighttime

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game to play at home when your family is asleep, and their “ghosts” come to haunt you.

Gameplay may vary, but the concept goes as follows. Probably possible with Andy Serkis Tech.

“Web Spaces/Web Space Interface Changer”

An interface selector, that is built for you in your custom way by you. It's an “Android Launcher Selector”, that allows you to choose your own experience when it comes to what you see and what you don't, when, where, why, and how you want.

Reality Tabs Will be persistent in EVERY Web Space nonetheless.

“Collectable Reality Tabs WITH Persistent BUT Movable & Spatial Favicons”

This idea takes advantage of that, “Hey wasn't there an H.C.A.I., (Human Centered AI) or a town here, a few weeks ago?” feel, to its fullest extent. It uses Spatial Favicons to make the Reality Tab ‘Collectable’ by walking up to them and interacting with them. This adds them to your search bar, or bookmarks, or something like that. It also opens the Reality Tab's Universe and adds it to your history. So that you can access it later.

“Dev Tools + Editor & Shell Terminal/Console Window”

This one was obvious. It was obvious that if we were going to transcend the 2D monitor + screens we'd need a way to make all new content we'd need a way to build all the new content on the 3D platforms and #XR Devices.

Forums

- <https://creator.magicleap.com/home>
- <https://github.com/webmixedreality/exokit>
- <https://www.reddit.com/r/magicleap/>
- https://new.reddit.com/r/AR_MR_XR
-

Wikis / Guide

- https://magic-leap.wikia.com/wiki/Magic_Leap_Wiki

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FAQs

- <https://www.reddit.com/r/magicleap/comments/85w7tn/faq/>

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Notes

GitHub Repositories

- <https://github.com/webmixedreality/exokit>

Companies

- Augmented Reality / Spatial Computing / Mixed Reality / Extended Reality / Virtual Reality _____
- Microsoft HoloLens Kinect / Magic Leap / Google Glass ARCore Lens Soli Daydream / Apple ARKit / - Facebook Spark AR Oculus Quest / Samsung Gear VR / HTC Vive / Sony SmartEyeglass / Niantic Real World Platform / Amazon Sumerian / Daqri Smart Glasses / Vuzix Blade / nreal Light / Epson Moverio / Kopin SOLOS / Vuforia / North Focals / Realmax 100 / Rokid / Snap Spectacles Lens Studio / Huawei / Leap Motion / ETC...

Communities

- [XR & VR Discords](#)

Websites

- <https://www.magicleap.com/>
- <https://www.magicleap.com/404>
- <https://auth.magicleap.com/signin>
- <https://www.reddit.com/r/magicleap/>
- [Magic Leap | crunchbase](#)
- [GPU of the Brain](#)
- [Imagineality - Beyond The Screen](#)
- [Magic Leap Expectations Poll : magicleap](#)
- [Karl Gutttag on Technology | Innovation Anticipating Users' Needs](#)
- [VRFocus – The Reality of Virtual RealityVoices of VR Podcast](#)
- [I am Rony Abovitz, CEO of Magic Leap, AMA!](#)
- [I wrote the new Forbes cover story about Magic Leap. Ask me \(almost\) anything!](#)
- [I'm Reed Albergotti, The Information reporter behind this week's Magic Leap in-depth piece. AMA!](#)

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- [Magic Leap "It's like dreaming" ... bringing virtual reality to life](#)
- [Google news portal for Magic Leap](#)
- https://en.wikipedia.org/wiki/Magic_Leap
- [Dr Grordbort's Infallible Aether Oscillators - Where Science Meets Violence](#)
- [VRWiki - Magic Leap](#)
- [Product Development for Medical, Life Sciences & Consumer Health | FarmPD | Magic leap](#)

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- [Inside Magic Leap, The Secretive \\$4.5 Billion Startup Changing Computing Forever](#)
- [The Untold Story of Magic Leap, the World's Most Secretive Startup | WIRED](#)
- [Rony Abovitz on Magic Leap: 'We're trying to make science fiction real'](#)
- [Report: Magic Leap Buys Game Developer FuzzyCube Software](#)
- [Why Magic Leap's CEO is happy Google, Facebook are in the VR game](#)
- [Hatching a tech future: South Florida startups are gaining strength](#)
- [Report: Magic Leap Acquires Dacuda 3D Tech](#)
- [DICE 2017: Magic Leap's Graeme Devine on Ghost Girl Murder Mystery Game Concept](#)
- [\(Update\) Photo Shows Magic Leap 'Test Rig' NOT Prototype AR Headset](#)
- [Magic Leap—it's coming... And it's Going To Change Your 'Perspective' On Reality! Through The Eyes Of a Young Man Who Aspires To Be Like Rony Abovitz](#)
- [Magic Leap—An Adventure In Mixed Reality: The Four Pillars | Change is Imminent](#)
- [Magic Leap :: Next Reality » Bringing the impossible worlds of our imagination to life.](#)
- [Magic Leap may call its mixed reality device the Magic Leap One | TechCrunch](#)
- [Here's your first look at the world of Steven Spielberg's 'Ready Player One'](#)
- [Filmmaker Doug Trumbull is creating a 21st Century movie theater experience - Business Insider](#)
- [FULL WIRED Interview From #WiredBizCon 6/16/2016](#)
- [Magic Leap's Next Move? Bringing C-3PO to Your House | WIRED](#)
- [While Magic Leap won't appear at TED2015, we do have this ... | TED Blog](#)
- [10 Mysteries in Magic Leap's Infamous TEDx Talk—That You Might Have Missed — Medium](#)
- [Demystifying Magic Leap: What Is it and How Does it Work?](#)
- [What The Binary ACTUALLY Means from the TedX Talk on Magic Leap from 2013 : magicleap](#)

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- [Magic Leap is getting ready to test its reportedly game-changing technology in the real world — Quartz](#)
- [Brenda Freeman Joins Magic Leap As Chief Marketing Officer](#)
- [Magic Leap's former marketing chief is leaving to work with Andy Rubin - Recode](#)
- [Magic Leap 核心技术揭秘](#)
- [Magic Leap's R&D Office in Austin: The Mixed Reality Tech Company is Growing Fast | Austin Inno](#)
- [What's the Difference Between HoloLens, Meta & Magic Leap? « Mixed Reality News :: Next Reality](#)
- [New Magic Leap Videos Shows AR Shopping and Voice Control](#)
- [Alibaba Talk | Magic Leap - FULL](#)
- [Apple hires Oculus researcher, Magic Leap engineer - Business Insider](#)
- [Magic Leap Announces Its Augmented Reality Developer Platform](#)
- [Magic Leap's Latest Job Posting Shows They're Getting Ready for Mass Production « Magic Leap :: Next Reality](#)
- [Magic Leap has single supply chain, is expected to ship in mid-2017](#)
- [Magic leap on Machinima | watch at the end of the video | About 15:06 in](#)
- [Magic Leap will not launch its secret AR glasses at CES, but could still launch in 2017](#)
- [Multibillion-dollar startup Magic Leap is so stealthy that its engineers use a secret code for their notes](#)
- [4 Predictions for Mixed Reality from Magic Leap](#)
- [Magic Leap releases videos every six months - Discussion](#)
- [Magic Leap Has an ANDROID Base OS!?](#)
- [Magic Leap says its patent drawings are “not at all representative” of its VR product](#)
- [Magic Leap will let 10 developers build apps for its mysterious augmented reality tech](#)
- [Secretive Startup Magic Leap Loses Top Marketing Executive](#)
- [Looks like Magic Leap is working on another mysterious buzzword technology](#)
- [MAGIC LEAP DREAMS BIGGER WHILE SOUTH FLORIDA GETS REAL](#)
- [Molecular Imprints Becomes A Virtual Reality Company](#)
- [Magic Leap Needs to Engineer a Miracle](#)
- [Podcast From the Editor - May 2016 by WIRED | Free Listening on SoundCloud](#)
- [The Information's 411 — "A Magic Leap" by The Information Podcasts | Free Listening on SoundCloud](#)
- [Magic Leap Updates Site in Preparation for the “journey to launch”](#)
- [Is Magic Leap Having a Nervous Breakdown or Making an Announcement?](#)
- [Magic Leap's new website has some bizarre easter eggs for you to decipher](#)
- [Magic Leap Chief Game Designer Talks Internal Demos and “Everyday Adventure” Format for AR](#)

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Demos

- [Magic Leap | Original Concept Video](#)
- [Magic Leap | Demos: Everyday Magic with Mixed Reality](#)
- [Magic Leap | Demos: Waking Up with Mixed Reality](#)
- [Magic Leap | News: Joining Forces with Lucasfilm](#)
- [Alibaba's Mixed Reality Shopping App on Magic Leap \[Chinese\]](#)

Staff (former & current)

- ["magic leap inc" | Search | LinkedIn](#)
- [Magic Leap: Overview | LinkedIn](#)
- [Latest tweets! \(all\)](#)
- <https://twitter.com/magicleap/>
- <https://twitter.com/rabovitz/>
- <https://twitter.com/Yeraze>
- <https://twitter.com/zaphodgjd>
- <https://twitter.com/sannabh>
- <https://twitter.com/AndyFouche>
- <https://twitter.com/bcfree002>
- <https://twitter.com/devinz>
- https://twitter.com/GST_naomi
- <https://twitter.com/RileySpiller>
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- <https://twitter.com/BrienBuckman>
- <https://twitter.com/jamese>
- <https://twitter.com/MugOfPaul>
- <https://twitter.com/guspinto>
- <https://twitter.com/danibrownart>

Tweets To Do With Magic Leap

- <https://twitter.com/magicleap/status/524688074115411968>
- https://twitter.com/Noah_A_S/status/860773874698379265
- <https://twitter.com/i/moments/860767623276929024>
- <https://twitter.com/B7U3C50SS/status/745524988225028096>
- https://twitter.com/Noah_A_S/status/927245834365759488
- <https://twitter.com/magicleap/status/752540648323026944>
- <https://twitter.com/videogamedreamz/status/723056241661063169>
- <https://twitter.com/inversedotcom/status/746142063691968512>
- <https://twitter.com/magicleap/status/722367582959964160>
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- <https://twitter.com/akashjatangi/status/773037962858594304>
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- <https://twitter.com/rabovitz/status/871924513080049665>
- <https://twitter.com/OhKatSchneider/status/872120019236388869>
- https://twitter.com/Leal2_G/status/871931259949375489
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- <https://twitter.com/kaavepour/status/885909929797791744>
-

Patents

- [Patents | updated weekly - Fresh Patents](#)
- [MAGIC LEAP Trademark of Magic Leap, Inc.. Serial Number: 86310426 :: Trademarkia Trademarks](#)
- [Magic Leap, Inc. Trademarks :: Justia Trademarks](#)
- [AppFT: Applications - Published since March 2001](#)
- [PatFT: Patents - Full-Text from 1976](#)

Concepts

- [Magic Leap PDF'S.rar](#)
- <https://www.docdroid.net/o8vbuRZ/61845907-1-0.pdf.html>
- [61845907_1_0.pdf](#)
- [All concepts gathered so far by Noah_A_S](#)

Videos

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- [Magic Leap Search Results On YouTube](#)
- [Magic Leap | YouTube](#)
- [Alibaba's Mixed Reality Shopping App on Magic Leap \[Chinese\]](#)
- [The Untold Story of Magic Leap, the World's Most Secretive Startup](#)
- [A LEAP INTO MIXED REALITY | Fortune - YouTube](#)
- [Andre Iguodala has tried Magic Leap. What's it like? - YouTube](#)
- [The HH Podcast #12: MS Build, Magic Leap Drama, Future of AR - YouTube](#)
- ["Into the Future" with Magic Leap's Graeme Devine - YouTube](#)
- [Magic Leap Concept Explored Part 1 - YouTube](#)
- [Magic Leap Concept Explored Part 2 - YouTube](#)
- [Magic Leap Concept Explored Part 3 - YouTube](#)
- [AR, VR, MR: Making Sense of Magic Leap and the Future of Reality - YouTube](#)
- [Unite 2014 - A Rocketship for the Mind - YouTube](#)
- [2015 EmTech Digital - Magic Leap - YouTube](#)
- [Magic Leap - The Top Secret Mixed Reality Startup Explained - YouTube](#)
- [Magic Leap on Fox Business - YouTube](#)
- [eMERGE AMERICAS - YouTube](#)
- [Future of Magic Leap - YouTube](#)
- [Inside a company creating mixed-reality technology](#)
- [The Dawn of Mixed Reality](#)
- [Keynote - Into the Future, with Magic Leap's Graeme Devine](#)
- [3D in Review for 1/30 - 2/5, 2016 "Magic Leap's Reality Distortion Field"](#)
- [Rony Abovitz and Jon Hirschtick talk Magic Leap at HAR/VRD - 9/29/2016](#)

Images

- https://assets.wired.com/photos/w_1200/wp-content/uploads/2016/04/ff_magic_leap-eric_browy.jpg
- https://www.magicleap.com/img/structured-data/open_graph_logo.png
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- https://www.knightfoundation.org/media/uploads/media_images/Magic_Leap_whale.jpg
- https://www.stereoscopynews.com/images/stories/1_140/Magic-Leap.jpg
- https://blogs-images.forbes.com/davidewalt/files/2016/11/1031_magic-leap-prototype-headset_1200x675.jpg
- https://www.stereoscopynews.com/images/stories/1_140/Magic-Leap.jpg
- https://blogs-images.forbes.com/davidewalt/files/2016/11/1031_magic-leap-r2-d2-c-3po_1200x675.jpg
- <http://deltatgame.com/wp-content/uploads/2016/09/Magic-Leap-Screen1.png>
- <http://lightfield-forum.com/wordpress/wp-content/uploads/2015/04/magic-leap-promo-video-teases-augmented-reality-headset-2.jpg>
- <https://thatsmart.ru/wp-content/uploads/2015/03/Screen-Shot-2015-03-19-at-12.06.00-PM.png>

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- <http://www.roadtovr.com/wp-content/uploads/2015/10/magic-leap-whale-jump.jpg>
- <https://blogs-images.forbes.com/theopriestley/files/2015/10/magicleap2-e1445706411111.jpg>
- <https://s.aolcdn.com/hss/storage/midas/e391bbc3722cce42e4c674c2b48073f1/201605812/magic-leap.jpg>
- https://i.ytimg.com/vi/GmdXJy_IdNw/maxresdefault.jpg
- http://imagescdn.tweaktown.com/news/5/7/57531_09_magic-leap-worth-billion-apple-ar.jpg
- <http://static1.squarespace.com/static/5769341bf7e0ab978ac733a5/576ada9c197aea8202342797/579a3bd12e69cf4d3e49ef94/1470162798555/mlGalaxy.jpg?format=1000w>
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- <https://www.s1t2.com.au/blog/app/uploads/2016/04/magicleaplightfieldchip.0.0.jpg>
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- http://www.popsci.com/sites/popsci.com/files/styles/medium_1x/public/magic_leap_star_wars.jpg?itok=p2qEBRJ4
- http://static1.businessinsider.com/image/56b0e4c8c08a80d7118be71f-2000-1125/magic_leap_constellations.jpg
- <https://www.wareable.com/media/images/2017/02/magicleap4-1486985037-acgn-column-width-inline-1487603959-k5Lp-column-width-inline.jpg>
- <https://www.wired.com/wp-content/uploads/2015/01/magic-leap-hp.jpg>
- <http://s.newsweek.com/sites/www.newsweek.com/files/styles/lg/public/2016/04/20/magic-leap-augmented-reality-ar.jpg>
- <https://i.ytimg.com/vi/kw0-JRa9n94/hqdefault.jpg>
- [Illuminati Card Game | Magic Leap Card - Arthur C. Clark.](#)

Other Social media

- [Magic Leap on Facebook](#)
- [Search Results on FaceBook](#)
- [Magic Leap On Reddit](#)
- [Magic Leap | crunchbase](#)
- [Stories matching “magic leap” on Flipboard](#)
- [#MagicLeap - Twitter Search](#)
- [Magic Leap - YouTube](#)
- [VRWiki - Magic Leap](#)

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- [Magic Leap :: Next Reality » Bringing the impossible worlds of our imagination to life.](#)

Jobs Lists

- [Jobs at Magic Leap, Inc.](#)
- [Currently hiring jobs for Magic Leap](#)
- [Jobs At Magic Leap, Inc, On LinkedIn](#)

Developers

- [Crowdsourced database of AR/VR developers and makers by @dan_zaitsev](#)
- [Magic Leap Unofficial App List](#)
- [Major VR and AR Conferences and Tradeshowes 2019 maintained by The VR Fund](#)

Authors

- [Noah_A_S](#)
- [Karl Gutttag](#)
- [Brian Crecente](#)
- [Robert Scoble](#)
- [AR Critic](#)
- [TonyVT The Skarred Ghost](#)

Streams

- <https://www.twitch.tv/avaer>
- <https://www.twitch.tv/magicleap>
- <https://www.twitch.tv/revanish/>
- https://www.twitch.tv/vr_nima/

Videos

- [AR MR XR](#)
- [History of Magic Leap](#)
- [Magic Leap Development](#)

Images

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Information / Wikipedia

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 - <https://twitter.com/InfiniteRetina/lists/best-people-in-spatial>
 - **Details, Descriptions, Reference Links (Link all the useful article here that you want people like Rony Abovitz and Alex Kipman, Tim Cook to see, Jeri Ellsworth, etc... ..**
 - <https://phys.org/news/2018-10-revolutionary-ultra-thin-meta-lens-enables-full-color.html#jCp>
 - <https://www.theguardian.com/technology/2018/oct/24/twisted-fibre-optic-light-breakthrough-could-make-internet-100-times-faster-magic-leap-fiber-scanning-display-fsd-the-big-con-at-the-core>
 - <https://www.kgutttag.com/2018/01/06/>
 -
 - <https://www.docdroid.net/o8vbuRZ/61845907-1-0.pdf>
- Thus the **fiber needs go 10.17 meters X 240/sec = 2,400 meters/sec**. For reference, the speed of sound is a mere ~343 meters per second (varies with temp and air density) so the fiber has to average about 7 times the speed of sound and because it is accelerating and decelerating back to zero at each end, it has to have a **peak velocity of greater than 14 times the speed of sound!!!!**
- <https://www.photonics.com/>
 - <http://echelon.permute.xyz/>
 -

SDK Tools

- <https://assetbuilder.magicleap.com/>
- <https://exokit.org/> (Exokit)

PART 2: #VR

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Game Lists

- Top 25 Games of the Year - both my Ranking and the "People's Choice Awards"
- Top 10 Games of the Year - same as above
- Top 5 Games of the Year - same as above
- Overall Game of the Year - both my ranking and "The People's Choice Awards"
- Individual Awards:
- Best Graphics
- Best 3D Sound
- Best New Developer
- Best Horror/Psychological
- Best Platformer
- Best WaveShooter
- Best Racing/Cockpit Game
- Best Puzzle Game
- Most Underrated of 2018
- Most Over Hyped of 2018
- Best New Hardware
- Best VR Accessory
- Best New VR Franchise
- Best RPG? Sorry not enough entrants, lol
- Best Story/Narrative in a VR Game
- VR Experience of the Year
- Best Prawn Experience of the Year, lol
- Best Incredibly Short VR Game
- Best Game Named Red Matter Award
- My Favorite VR Games Released in the Last 90 Days
- 1. Windlands 2 - Psytec Games - 9/12/18
- 2. Transference - SpectreVision - 9/18/18
- 3. Astro Bot - Japan Studio - 10/2/18
- 4. Jet Island - Master Indie - 9/21/18
- 5. Megaton Rainfall - Pentadimensional - 8/9/18
- 6. Vox Machinae - Space Bullet - 9/26/18

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- 7. Transpose - Secret Location - 11/6/18
- 8. Torn - Aspyr Media - 8/28/18
- 9. Creed: Rise to Glory - Survios- 9/25/18
- 10. Firewall: Zero Hour - First Contact Enter. - 8/28/18
- 11. Twilight Path - Charm Games - 10/2/18
- 12. Tin Hearts - Rogue Sun - 11/8/18
- 13. War Dust - raptor lab - 10/29/18
- 14. Blind - Tiny Bull Studios - 9/18/18
- 15. Unknown Fate - MarsLit Games - 9/6/18

- 1. First Contact - Oculus
- 2. Oculus Dreamdeck - Oculus
- 3. MiYUBi - Felix & Paul Studios
- 4. Irrational Exuberance - Buffalo Vision
- 5. Henry - Oculus Story Studio
- 6. Dispatch - Here Be Dragons
- 7. Crow: The Legend - BaoBab Studios
- 8. Senza Peso - Kite & Lightning
- 9. Dear Angelica - Oculus Story Studio
- 10. allumette - Penrose Studios
- 11. Surge VR - House of Secrets
- 12. Mission: ISS VR - Magnopus
- 13. Age of Sail - Google Spotligh

- 1:) Contractors VR
- 2:)Hellblade: Senua's Sacrafice
- 3.)Transference
- 4:)Torn
- 5:)Wipeout HD
- 6:)Red Matter
- 7:)Vox Machinae
- 8:)In-Death
- 9:)Windlands 2

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- 10:)Beat Saber
- 11:)Astro Bot
- 12:)Pixel Ripped 1989
- 13:)Moss
- 14:)Creed:RtG
- 15:)Firewall:Zero Hour
- 16:) Seeking Dawn
- 17:)Primordian
- CC: @VR Game Rankings#4159 for the lists!

PART 3: #Blockchain

- Communities
 - <https://discord.gg/yAuZQbr> (PAC | People's Alternative Coin)
 -
- login to with your own private keys and then the goggles would use netboot to load in a custom interface. Basically you can configure your AR or HUD with custom skins. You would be able to customize with a JSON pack. For instance I might prefer red color over blue that would be preloaded into my HUD.
 - IPFS:
 - Login => Privatekey
 - Res => hash
 - Api call:
 - {
"name": "\$value",
"version": "2.0.0",
"description": "0x Starter Project",
"scripts" : {
"welcome_msg": "Welcome \$name! /n You have entered the metaverse"
},
},

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```
"config": {  
  "text_bg_color": "#006CFF" //blue,  
  "text_color" : "#fff"  
},
```