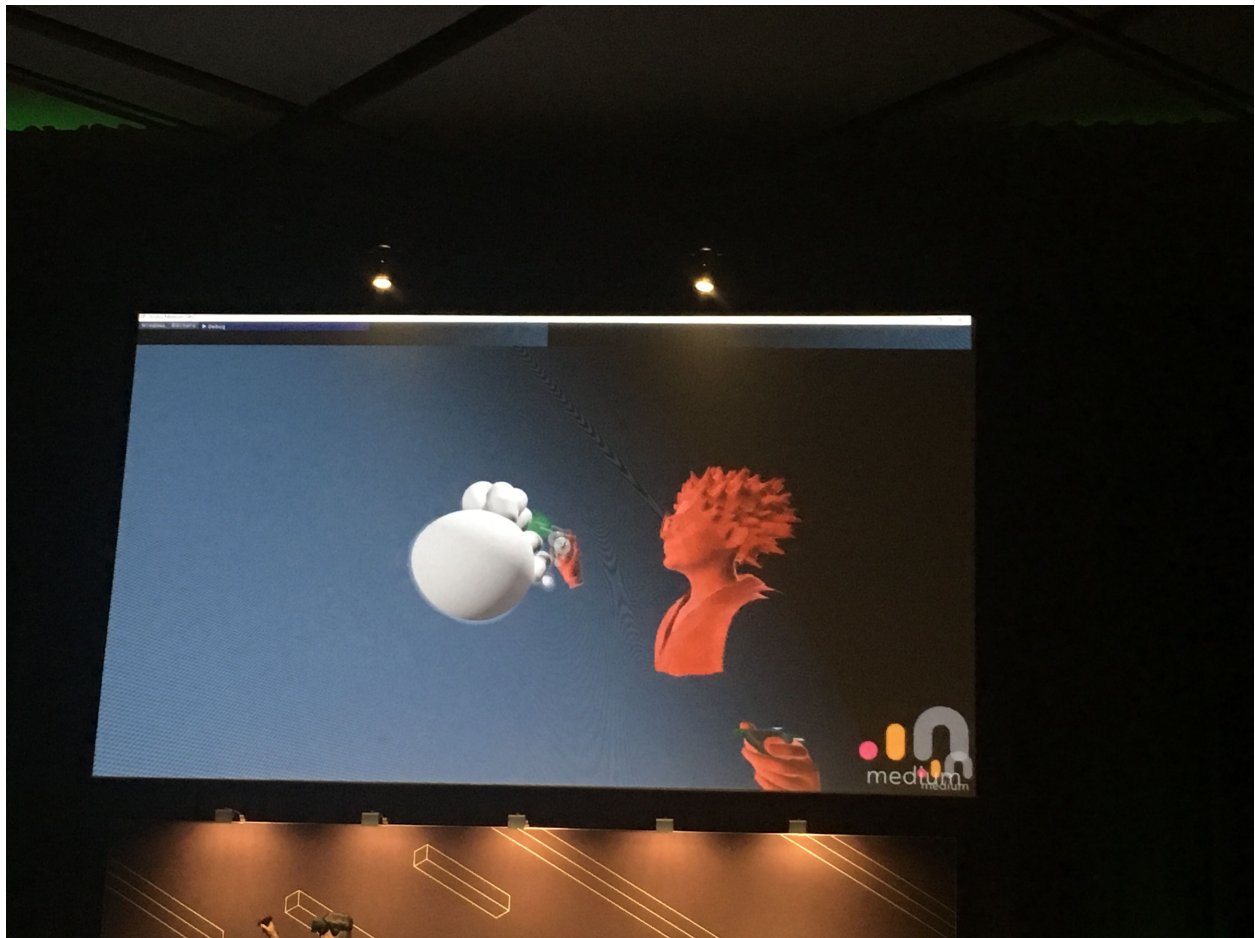


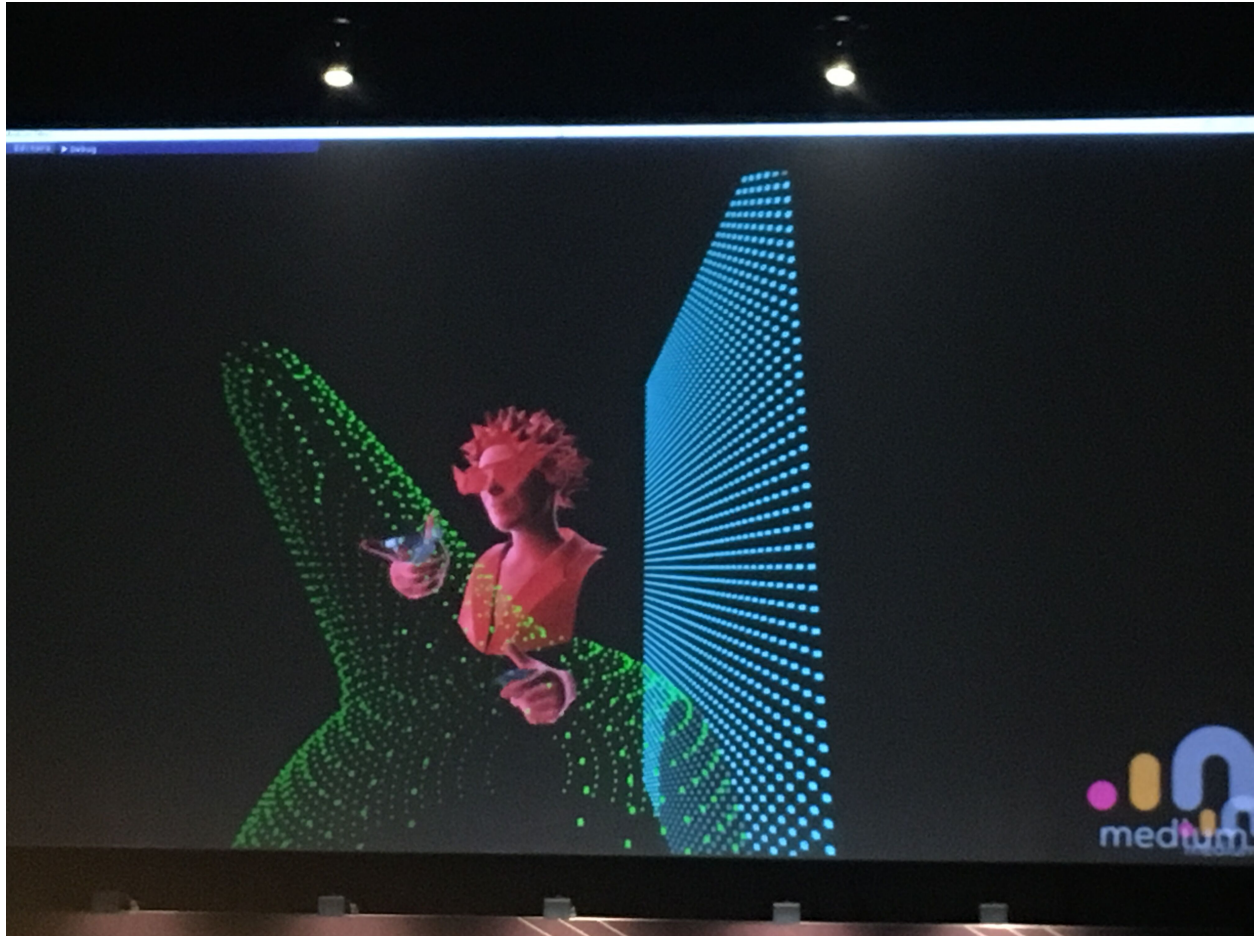
Art + Algorithms: Oculus Medium, Data Visualization, and Developing in VR

Creating 3D content in VR is better than doing it on a 2D monitor. That's why we made Medium. As the tool continues to evolve, we've realized VR is also better for developing 3D data structures and algorithms. Being able to walk freely through a data set and use your hands to manipulate it in VR frees us from the cognitive overhead of translating from 2D back to 3D. This presentation will cover some surprising use cases, including code and design reviews in VR.

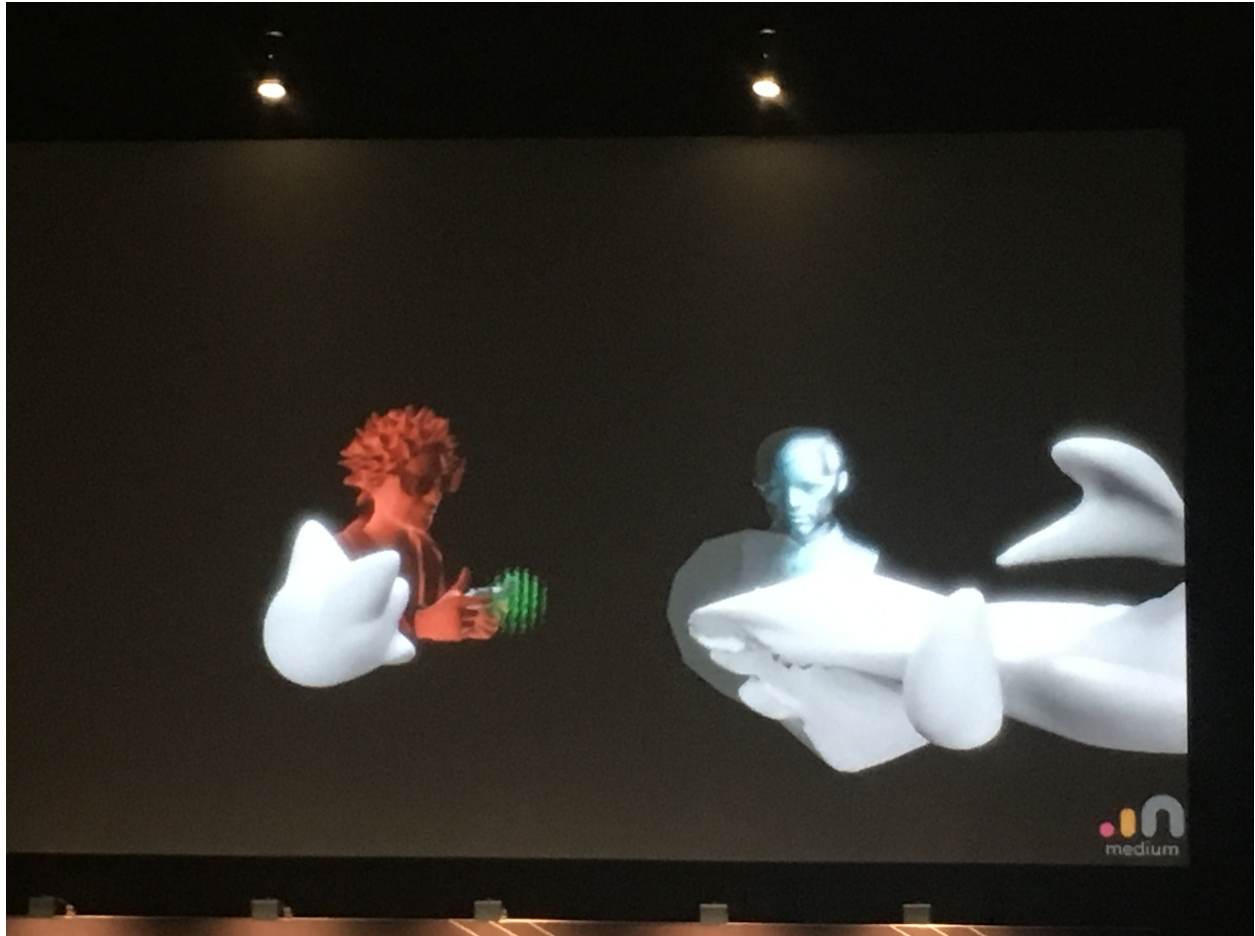
3D draw:



The 3D shape could be changed arbitrarily. Drag the ball to change the shape to that shown in the figure below:



Collaboration in VR:



Videos:

Draw, move, zoom and show numbers:

<https://www.dropbox.com/s/yj642tf0ah5ir1t/Video%20Oct%2012%2C%205%2009%2000%20PM.mov?dl=0>

Draw and drag:

<https://www.dropbox.com/s/y6pj0iw5uisqw31/Video%20Oct%2012%2C%205%2012%2059%20PM.mov?dl=0>

3D debug of mesh:

<https://www.dropbox.com/s/y6pj0iw5uisqw31/Video%20Oct%2012%2C%205%2012%2059%20PM.mov?dl=0>

Potential problem:

Memory!

Complex shapes.