Extended Reality on Meta Quest Devices

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Short description:

What is augmented reality? What is mixed reality? What is extended reality? This talk will introduce mixed and virtual reality on the Meta Quest 3 platform, show some use cases, and discuss the enabling computer vision and computer graphics technologies in the Meta Presence Platform that support development for mixed reality, including scene models, scene anchors and scene mesh.

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More about Karla Brkic:

Dr. Karla Brkić earned her Ph.D. in Computer Vision from the University of Zagreb, Faculty of Electrical Engineering and Computing in 2013. She conducted research as a visiting scholar at the Technical University of Graz and the Technical University of Vienna in Austria. Transitioning from academia to industry in 2017, she contributed her expertise to several computer vision and machine learning startups. Since 2022, she has been a part of Meta Reality Labs in Zurich, Switzerland, focusing on developing enabling computer vision technologies for Meta Quest devices. She is an active computer vision expert for the European Commission.