IMMERSIVE EXPERIENCES

Bringing Augmented Reality and Virtual Reality to the Liferay Platform

Pier Paolo Ramon Head of Digital, SMC

Giulio ZausaResearcher, SMC



IMMERSIVE EXPERIENCES



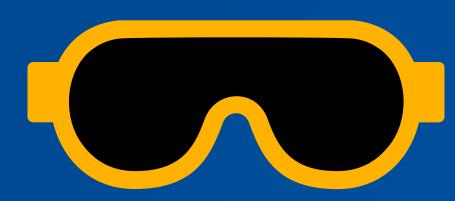


Niantic Pokémon Go

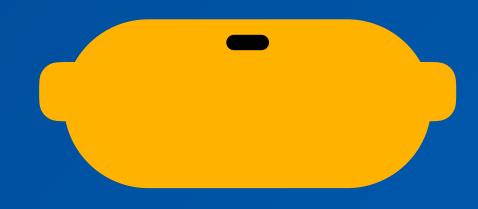
Microsoft HoloLens Facebook
Oculus



AR
Augmented
Reality



MR Mixed Reality

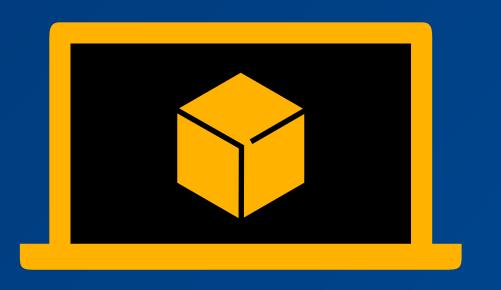


VR Virtual Reality

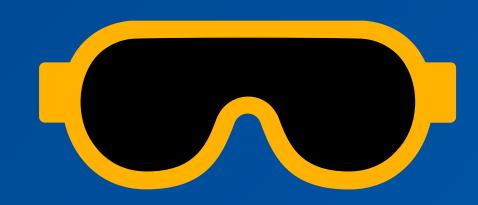


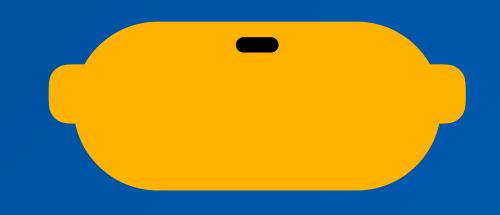












Immersive Web

AR Augmented Reality

MR Mixed Reality

VR Virtual Reality













Intimate

Tangible

Empowering

Efficient

Fluid



Facebook Oculus	2016	300€
Apple ARKit	2018	Native
Microsoft HoloLens	2019	3.5K€ / leasing
Android ARCore	2019	Native
Amazon AR	2020	Native

state-of-the-art



commodity



Sy Models and Marie States and Marie Sta 0.0. 8/K3/ 1/5K Narrens 1

S

AUTHOUS



How can Liferay Platform enable us to create Immersive Experiences?

(without waiting for a planetary conjunction)



How does an Immersive CMS look like?

Authoring

Composition

Web Facilities

Collaboration

Commerce

Internet of Everything



How does an Immersive CMS look like?

Authoring

Composition

Web Facilities

Collaboration

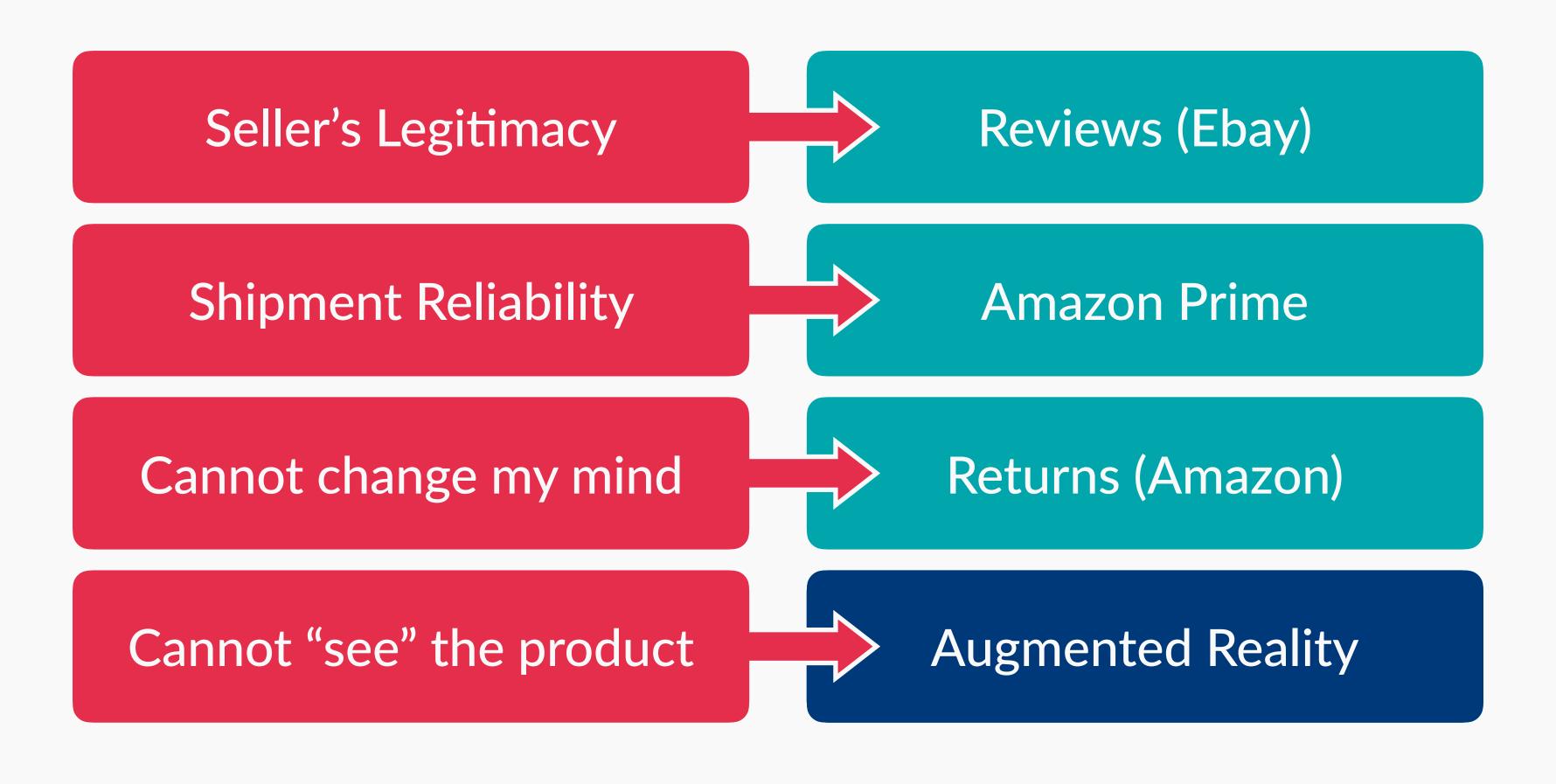
Commerce

Internet of Everything



Online Commerce Challenges

Buyer Fears and Platform Answers



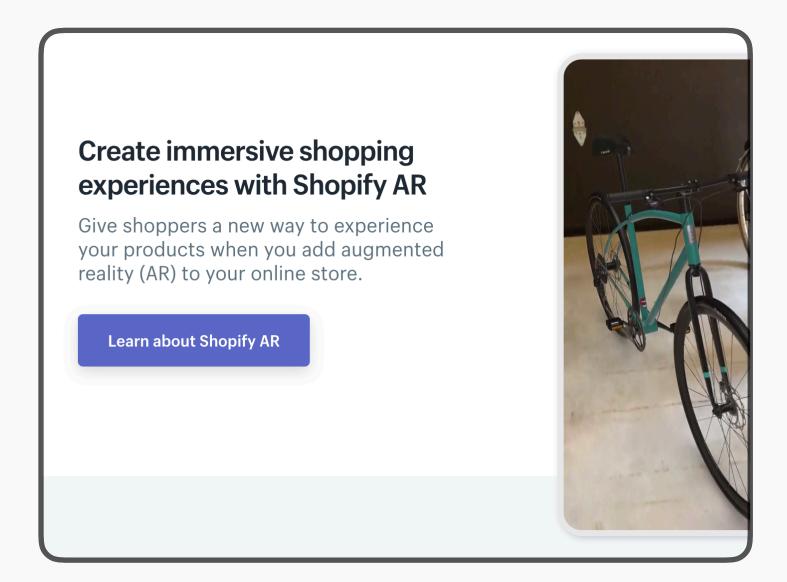


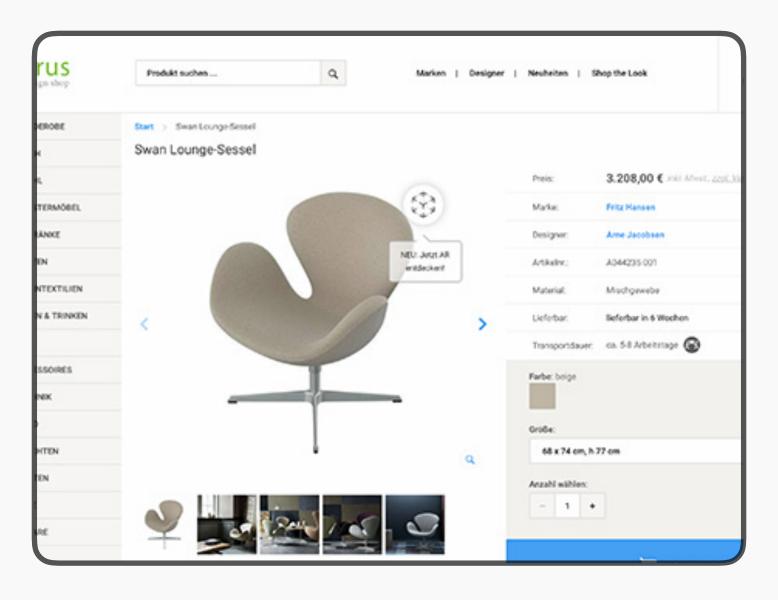
IKEA 2013

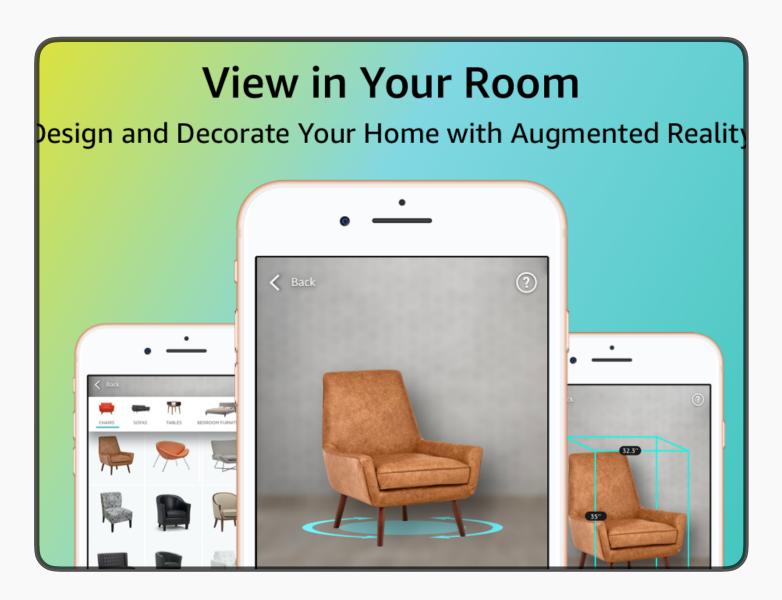
Shopify AR
2018

Magento AR
2019

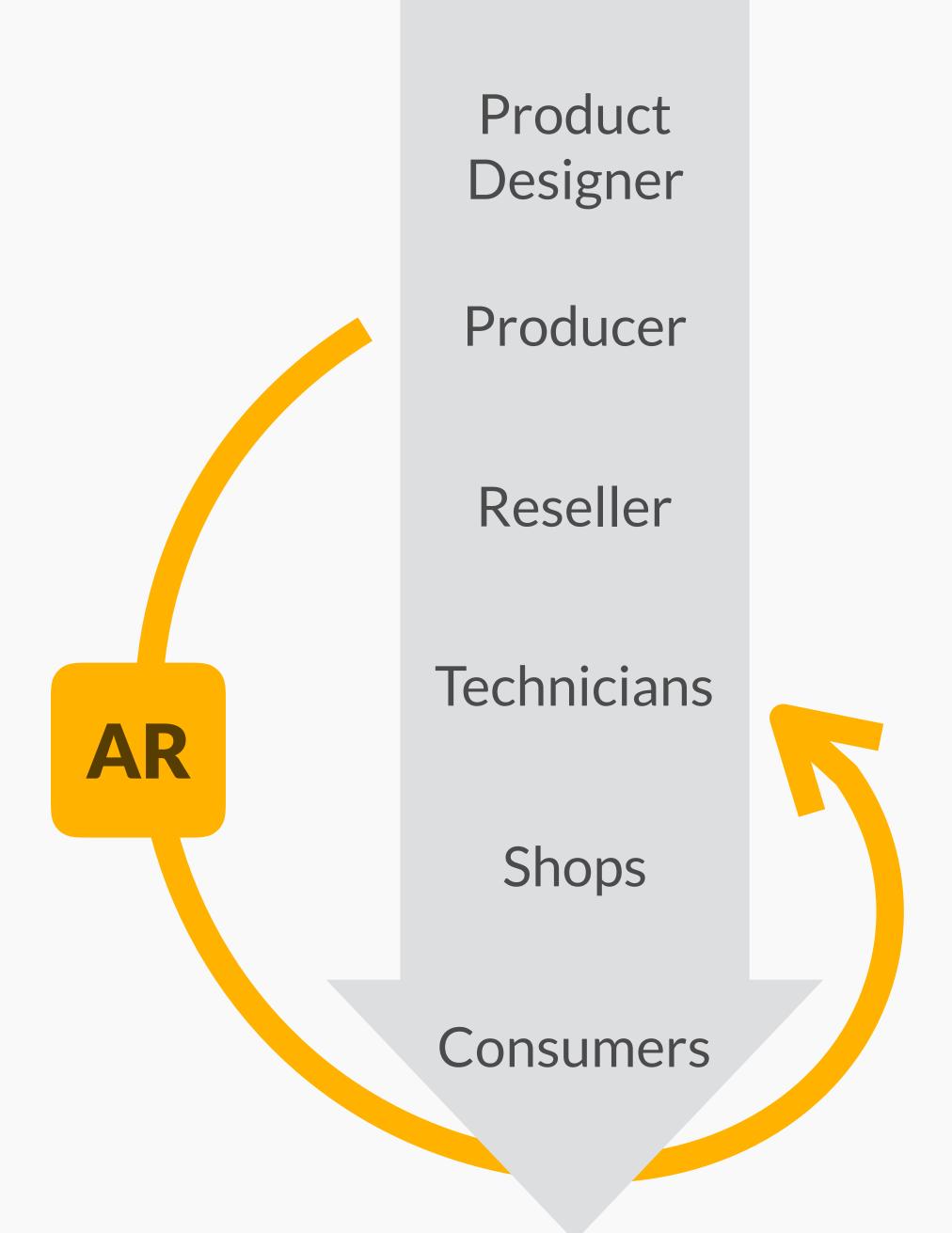
Amazon AR View 2020













Product Designer

Producer

Reseller

Technicians

Shops

Consumers



Sportswear Online Shop demo



Liferay Immersive Experience

Authoring

- Conversion
- Optimization
- Fixing and editing
- Preview
- •



Composition

- Scene composition
- Marker placement
- Behaviours
- Animations
- •

- Native (ARKit, ARCore)

Integration

Web Exp.

- Visualize
- Compose

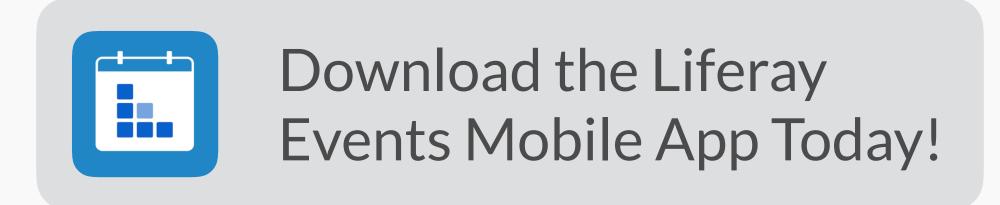


"taglibs" & utilities

Facilities



Rate Our Session!



Pier Paolo Ramon

Head of Digital, SMC

Giulio Zausa

Researcher, SMC