

Second Life, High Fidelity, and beyond

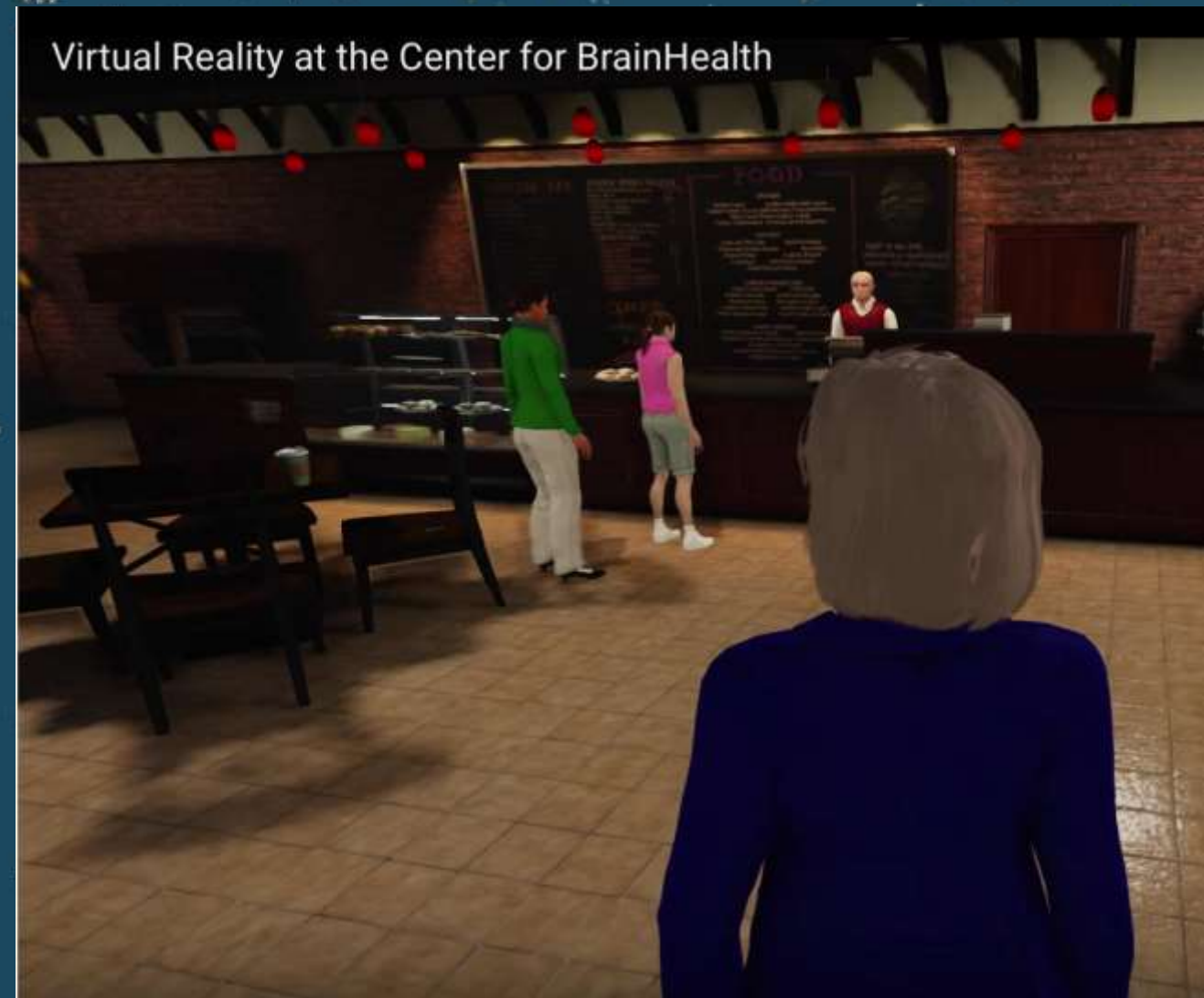
Philip Rosedale

Founder, *Second Life* & Co-Founder, *High Fidelity*



SECOND LIFE:

One million active users
\$700M USD annual transactions
1,600 Km²
25,000 servers



SECOND LIFE:

Distance Education

Language Learning

Autism Therapy



**18 Degrees
of Freedom**



**2 Degrees of
Freedom**



SCREEN REPLACEMENT



HIGH FIDELITY





To get you started,
we've built this little home
for you. Look around and
you'll find lots of fun things
that demonstrate how
things work and show you
what you can create in
High Fidelity.

Draw on this whiteboard:



Pull trigger
to draw

Squeeze
and hold to
grab marker

(VIVE CONTROLLER)



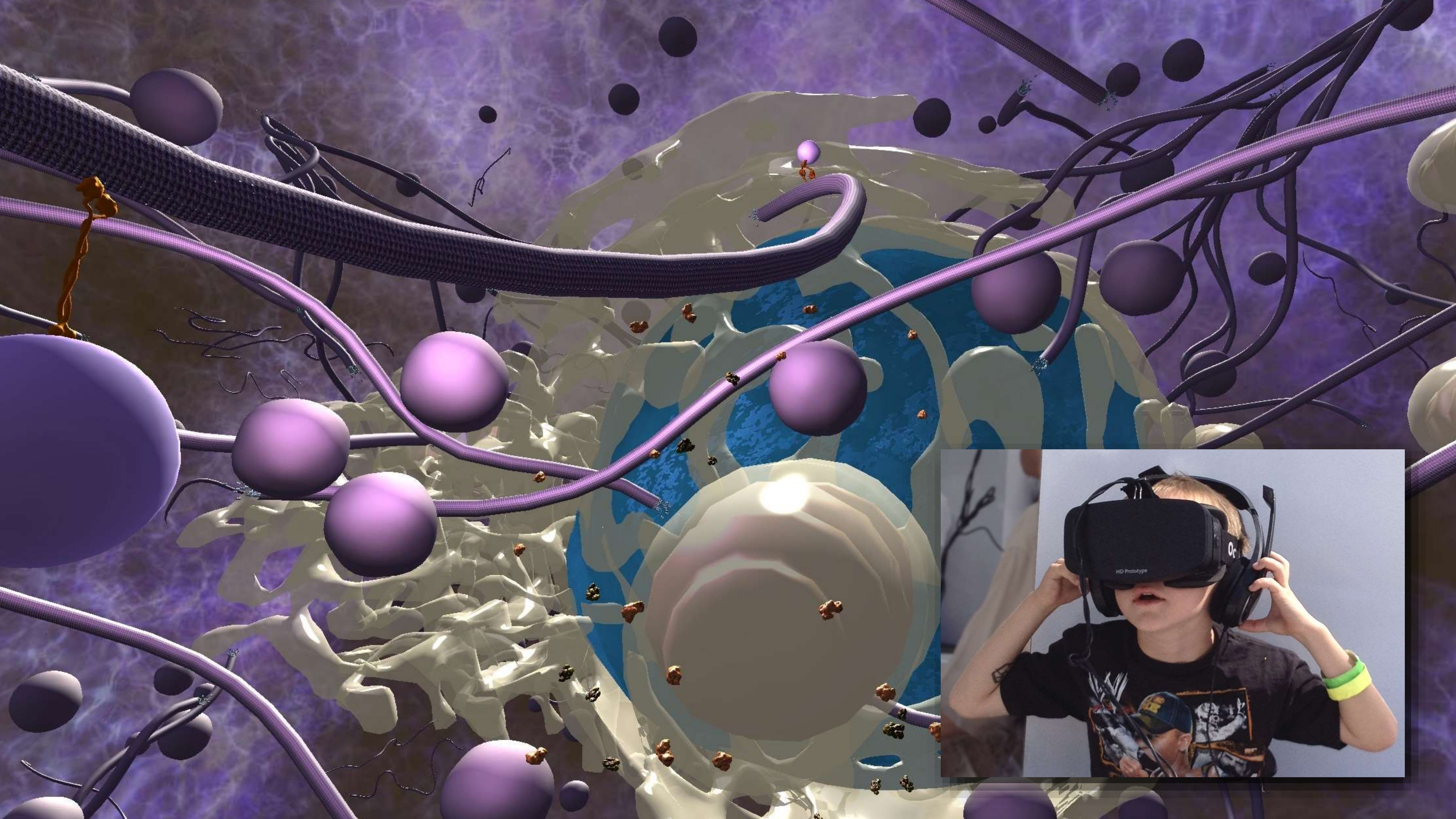
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EARLY USE CASES:

**Distance Education
Events / Conferences
Simulation / Training
Creative Workspaces**



STILL NEEDED, IN WORKS:

Facial feature detection

Eye tracking

Body Tracking beyond head + hands



REQUIRED:

Identity (across servers)

Hyperlinks

Shared Content

Large Audiences

LIKELY:

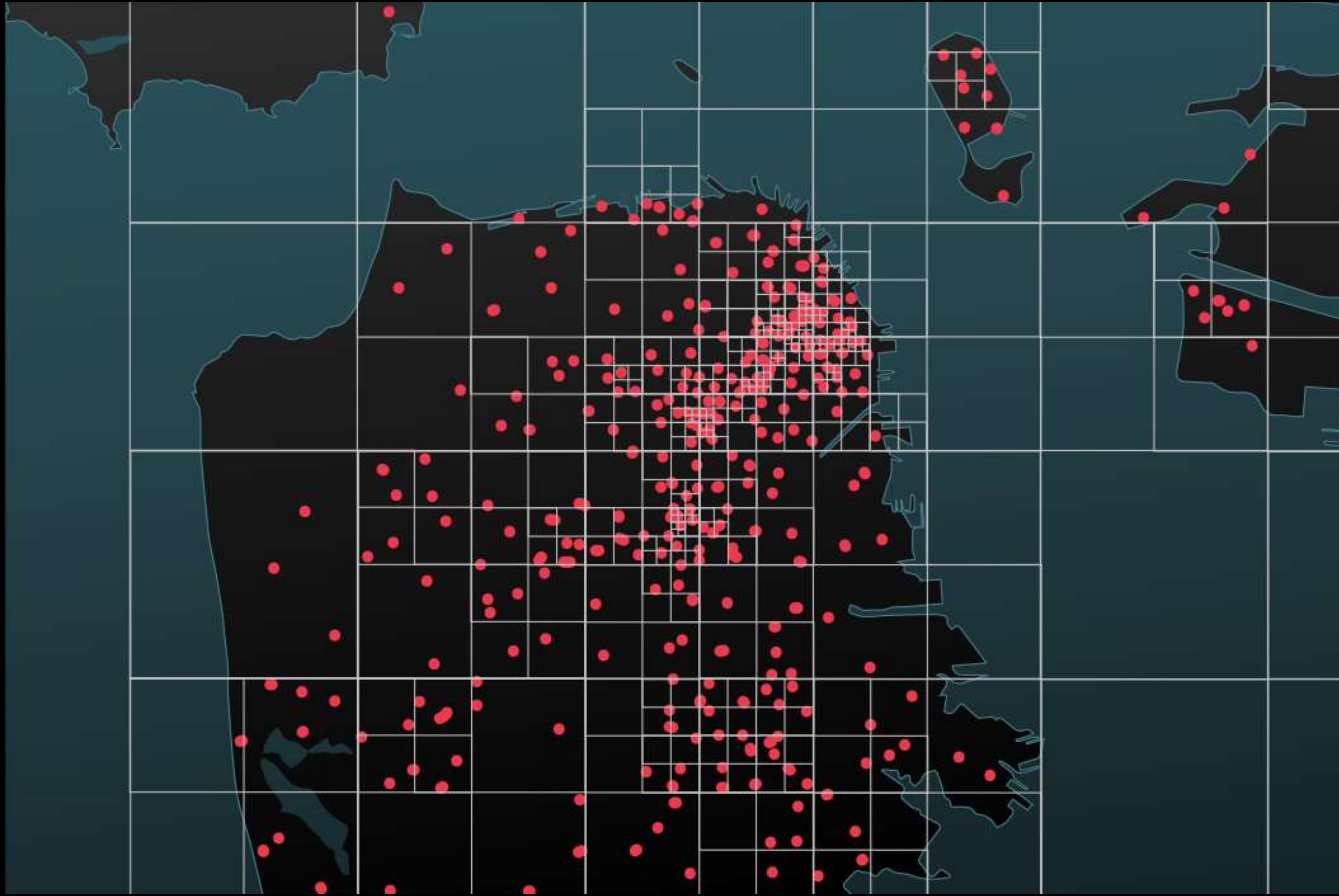
Open Source

Common Formats

Standard Protocols

Distributed Servers









HIGH FIDELITY

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