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BEYOND REMOTE

Tools for a Hybrid Worklife

2021

the WHY

In 2020, a group of curious people met regularly to explore VR- and 3D-worlds with the emphasize on virtual meetings and events.

In 2021, the journey of the #VRExplorer team continues; now testing new tools.

Our approach is to test new possibilities for online meetings and collaboration. While the world got used to meet in 2D-tools like Zoom, Webex, MS Teams etc. during the pandemic, we think the next step will follow soon: To gather, communicate and collaborate in VR- and 3D-environments.

We are passionate explorers of new possibilities with the aim to share our knowledge - because #sharingiscaring.

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VR / 3D?

While we carry the term “VR” already in our name, we don’t exclude 3D solutions at all.

Why? Because the use of VR tools is still linked to special hardware like VR headsets; equipment not every company or person can easily afford to buy.

For that, 3D tools are a welcome alternative: No extra equipment, mostly running on desktops/ mobile devices, and due to easy handling providing a low barrier of entry to use.

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what to expect

Interested in taking your meetings and events beyond video conferencing?

Then this Guidebook is for you.

You will find an introductory overview of FRAME, containing the following infos:

- Name of provider
- URL
- Description with features (incl. infos from homepage)
- Pros and cons of tool
- What are use cases the tool could be applied for?
- Screenshots with short descriptions
- Key Facts

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THE TOOLS

Overview of Various 3D and VR tools

3D
FRAME

FRAME

<https://learn.framevr.io/>

Time of testing: August 2021

Use Cases:

Training
Socializing
Sharing of content
Talking/Exchanging in small groups
Design Thinking Prototyping
Meetings
Barcamps
Conferences

FRAME is an immersive 3D environment which is ideal for coworking scenarios, meetings, events and trainings.

The **environment** is currently entirely for free and offers space for a max of 20 people (can be upgraded to 30 by request) in different rooms with various set-ups, e.g an exhibition hall, which has a standard set of furniture. The furniture and walls can be decorated with multiple elements like pictures, videos, screen sharing walls, whiteboards etc. In addition to that, 3D objects can be added from an off-the-shelf free 3D library which is connected to Frame. Users can create three different scenarios.

The avatars are operated via mouse or arrow keys on the keyboard or touchpad with easy and intuitive handling. Each avatar can be customized with either human- or robot-like traits. Users can choose between different hairstyles, colours of clothing, skin colour, glasses etc. . In addition, users are able to add a feed from their webcam.

Accessibility: Frame is made for VR Gear, but runs as well in 3D in the browser. It is an advantage, that Frame can be accessed without any local installation. This reduces the complexity of the onboarding process.

Administration: There is one room owner who can invite others. Only the owner can decorate the rooms but he can also assign as many additional room owners as he wants. Regular users only have limited functionalities available such as audio and webcam sharing, moving around the rooms and writing on the whiteboards.

FRAME

Pros and Cons

PROS

- Various settings/ frames available (e.g. expo center, ZEN office, Atrium, Campus, Island)
- Multiple tools available, which can be easily imported by the moderator/ admin, for example PDFs, whiteboards, videos, images and 3D objects
- Works very well with Ipad; whiteboards can be filled with the iPad pen
- Very easy to use for the participants
- Avatars can be customized
- Developed by the makers of Virbela: A lot of experience with 3D worlds already
- Can be used with laptops but also VR gear
- Groups can be easily split into different sub groups as there are spacial audio areas

CONS

- Technical problems with Safari
- You cannot see your avatar from the front
- Avatars not “human-like”
- Location of server: US → data security?
- No direct customer support (for events)

FRAME

Screenshots



Decorate your environment



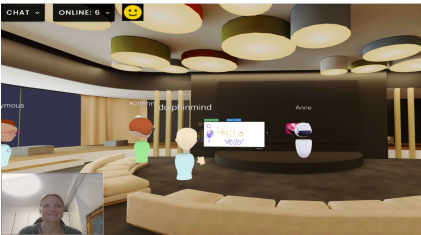
Roboter-avatar or more human-like? Your choice



Different opportunities to style your human-like avatar



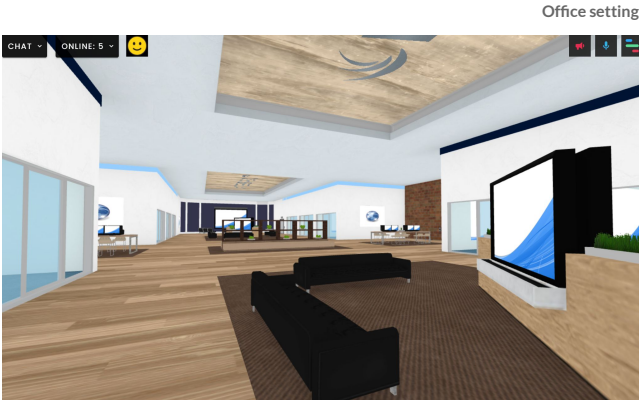
Whiteboards can be placed throughout the room



Mutual work at a whiteboard including webcam feed



Whiteboard functionality



Office setting

FRAME: Key Facts

at a glance

Type of tool	System requirements	Access	Devices	Server/ Data Security	Maximum number of participants	Pricing Model (September 2021)*
3D	<p>Windows or Mac</p> <p>Keyboard, mouse or touchpad for navigation</p> <p>Browser: Google Chrome, Edge, Safari, Firefox</p>	<p>One owner of a FRAME account is needed as host.</p> <p>All other participants can enter the rooms via link in browser.</p>	Windows or Mac Desktop	Server located in US	<p>Max of 20, can be enhanced to 30 by request</p> <p>Update for large scale interactions is planned</p>	<p>Right now FRAME is in beta, so we aren't charging anything for basic usage. We do put a few limits on the numbers of Frames you can create, the number of people that can be in a certain FRAME at once, and the size and number of the assets you can import.</p> <p>We do currently have contracts with clients who are paying for custom features, 3D designs, or large-scale usage. If interested in that, email hello@framevr.io</p> <p>Later this year, we are leaving beta and launching a freemium model that will still have a robust free plan, but which will also include premium plans that open up more scale, features, and asset storage.</p>

*Screenshot "Pricing Model" has been taken on September 23rd, 2021