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(54) **VIRTUAL PERSONAL INTERFACE FOR CONTROL AND TRAVEL BETWEEN VIRTUAL WORLDS**

(52) **U.S. Cl.**
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(57) **ABSTRACT**

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Methods and systems described herein are directed to a virtual personal interface (herein “personal interface”) for controlling an artificial reality (XR) environment, such as by providing user interfaces for interactions with a current XR application, providing detail views for selected items, navigating between multiple virtual worlds without having to transition in and out of a home lobby for those worlds, executing aspects of a second XR application while within a world controlled by a first XR application, and providing 3D content that is separate from the current world. While in at least one of those worlds, the personal interface can itself present content in a runtime separate from the current virtual world, corresponding to an item, action, or application for that world. XR applications can be defined for use with the personal interface to create both a 3D world portion and 2D interface portions that are displayed via the personal interface.

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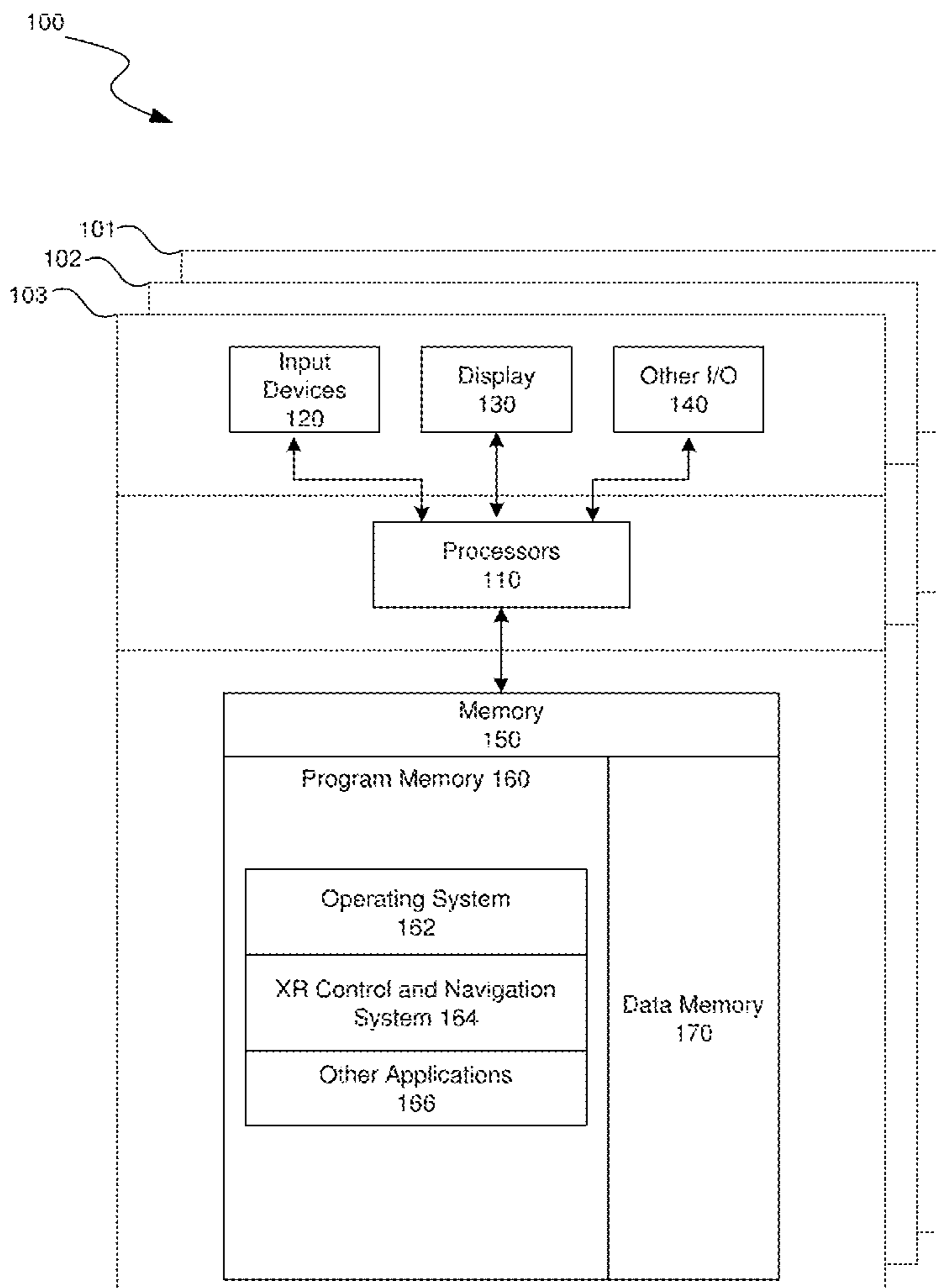
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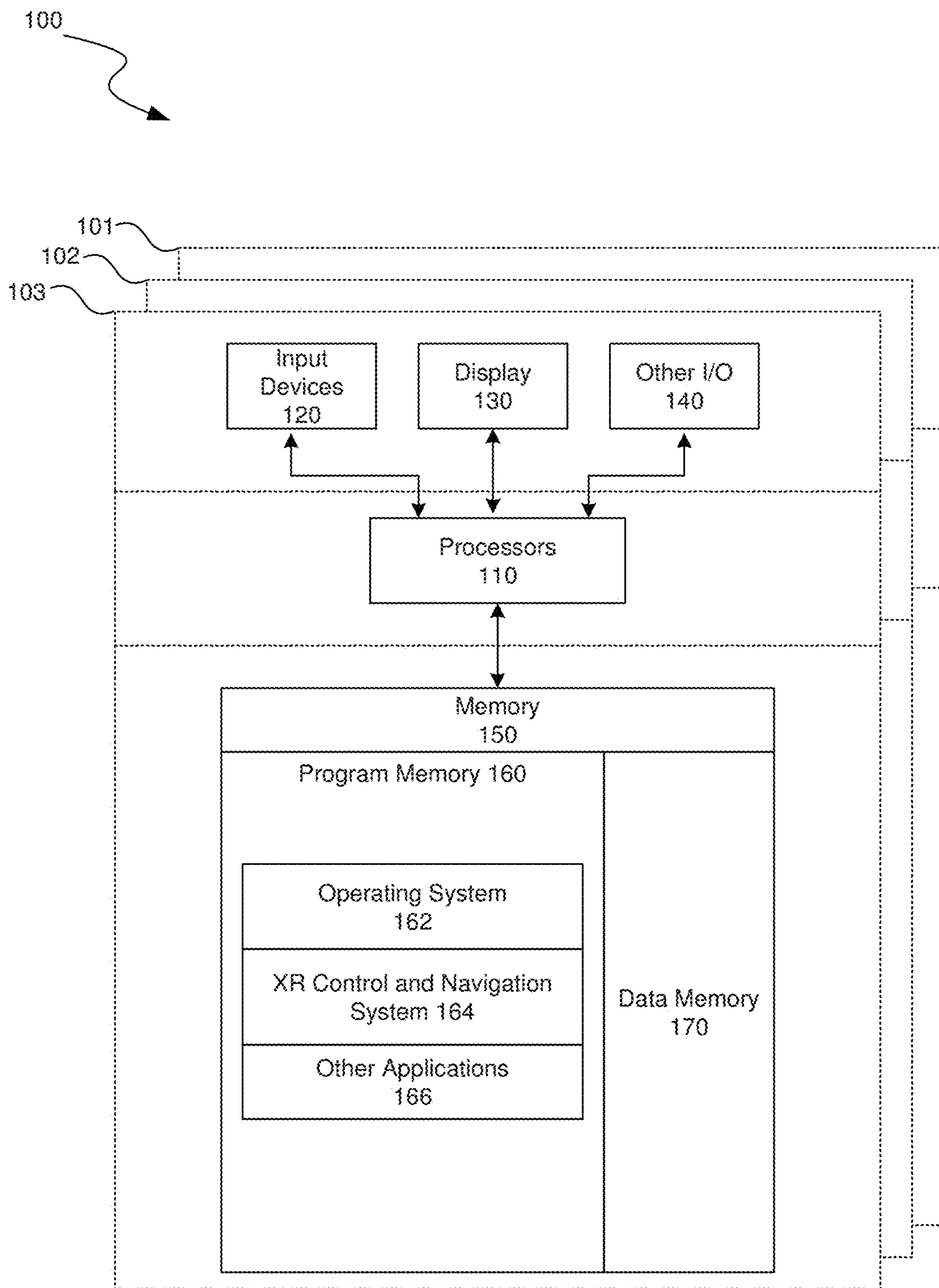


FIG. 1

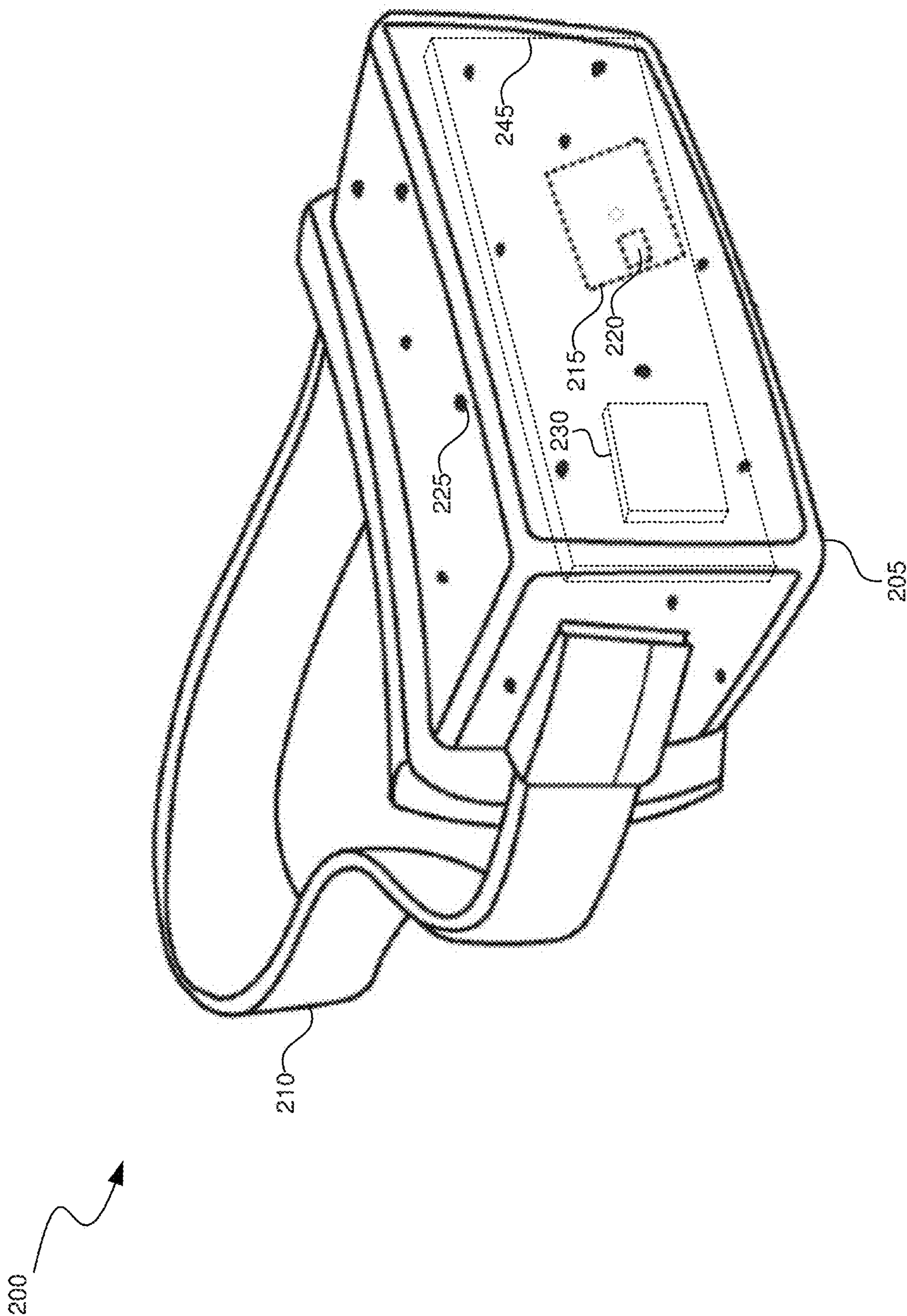


FIG. 2A

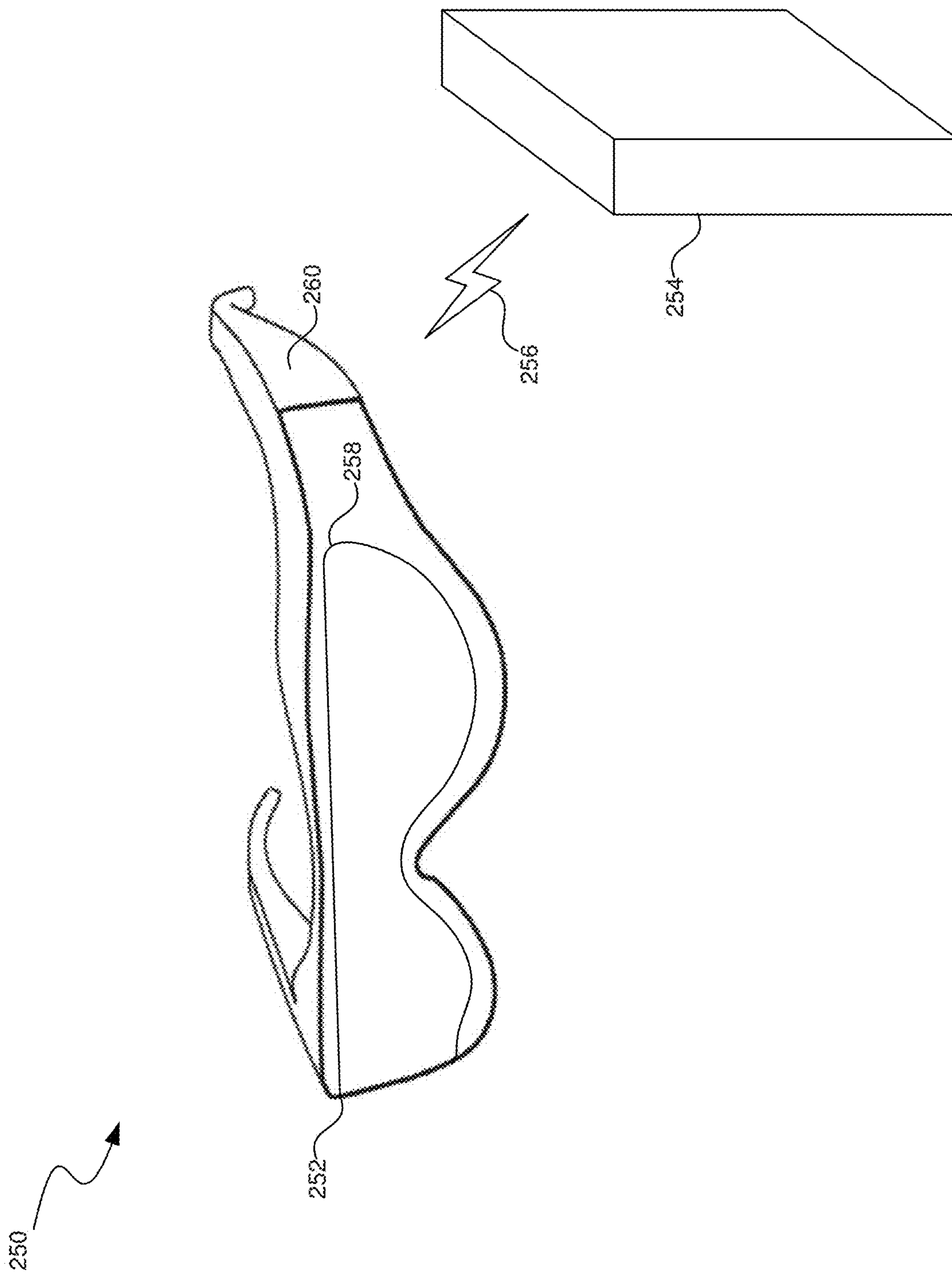
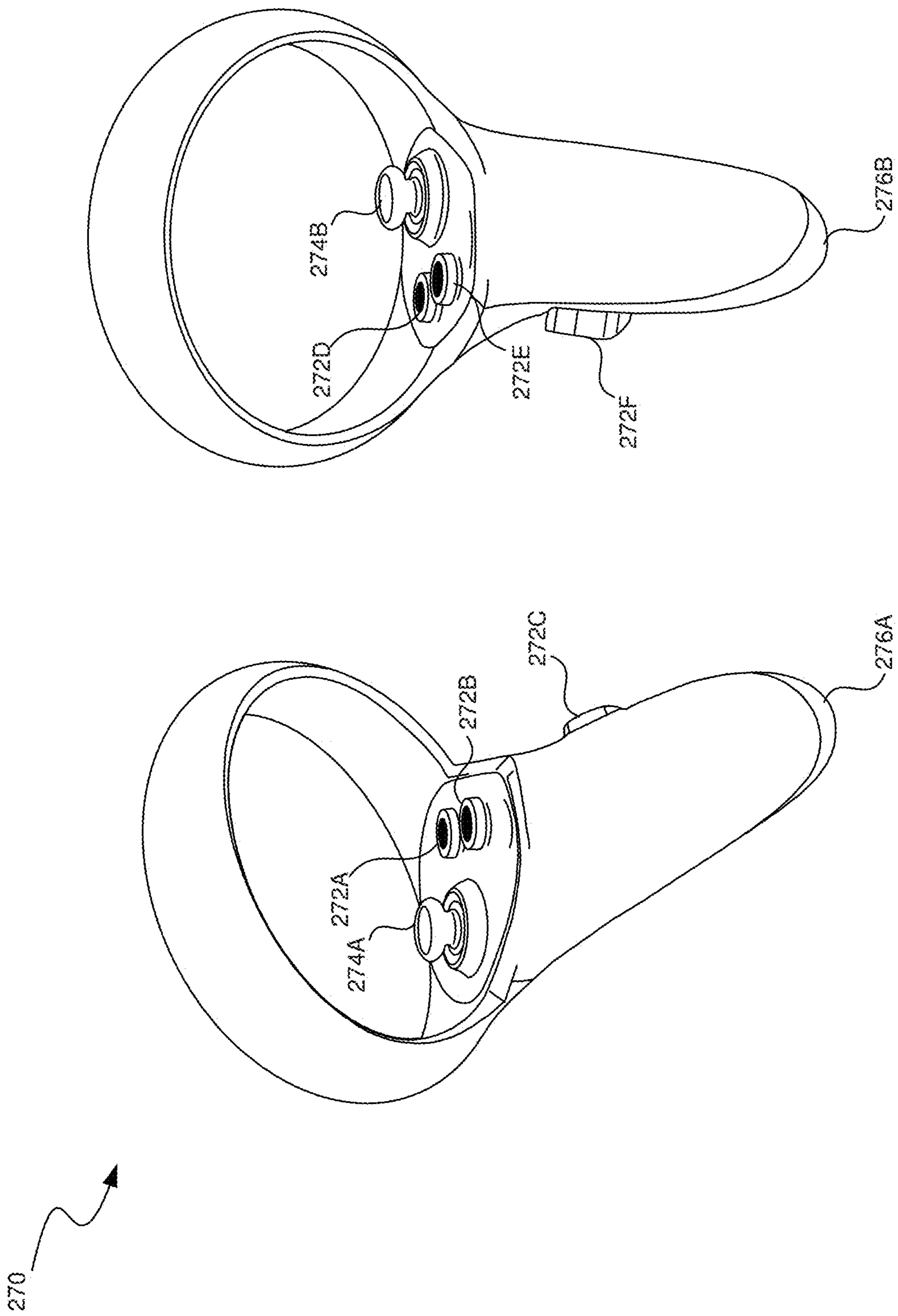


FIG. 2B



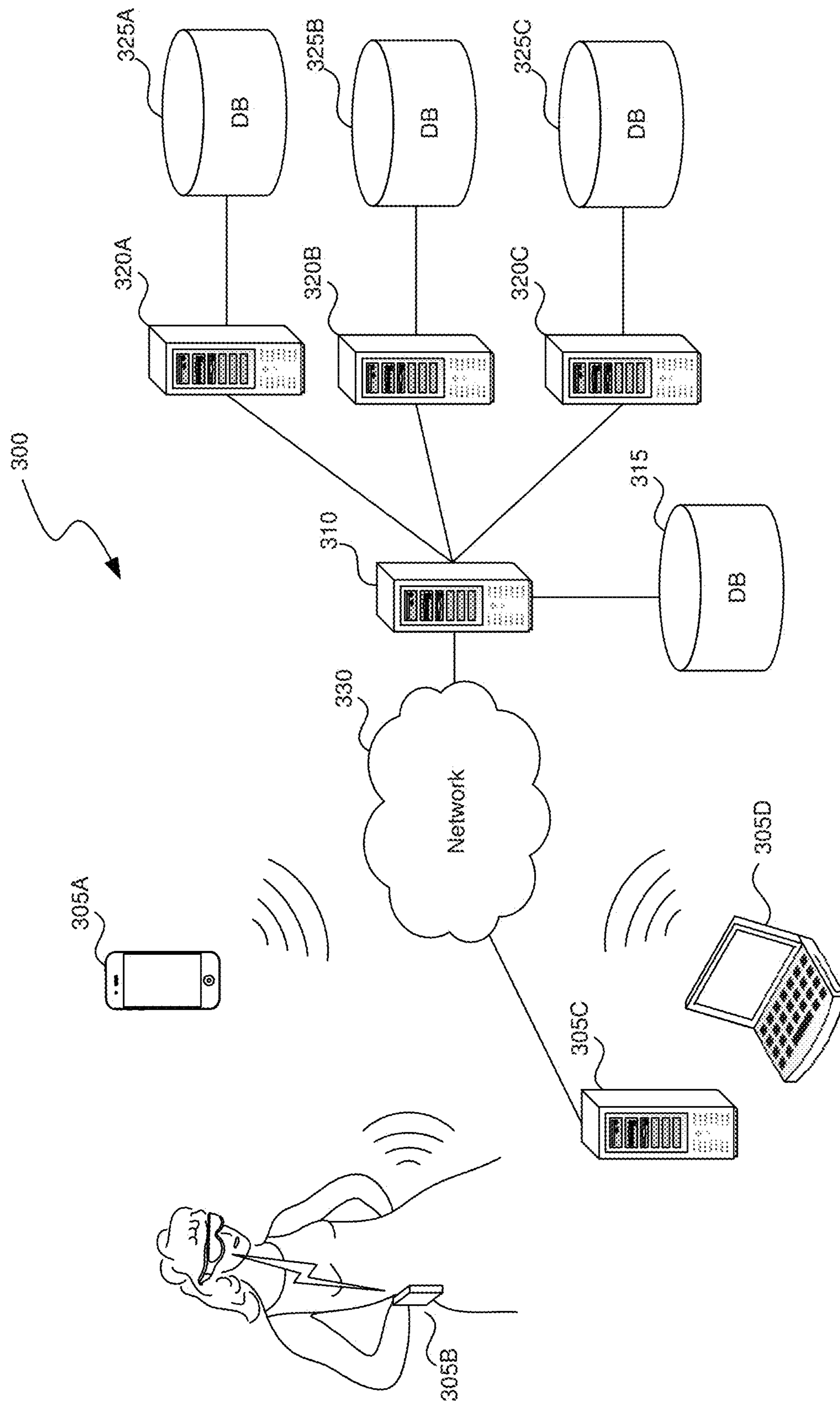


FIG. 3

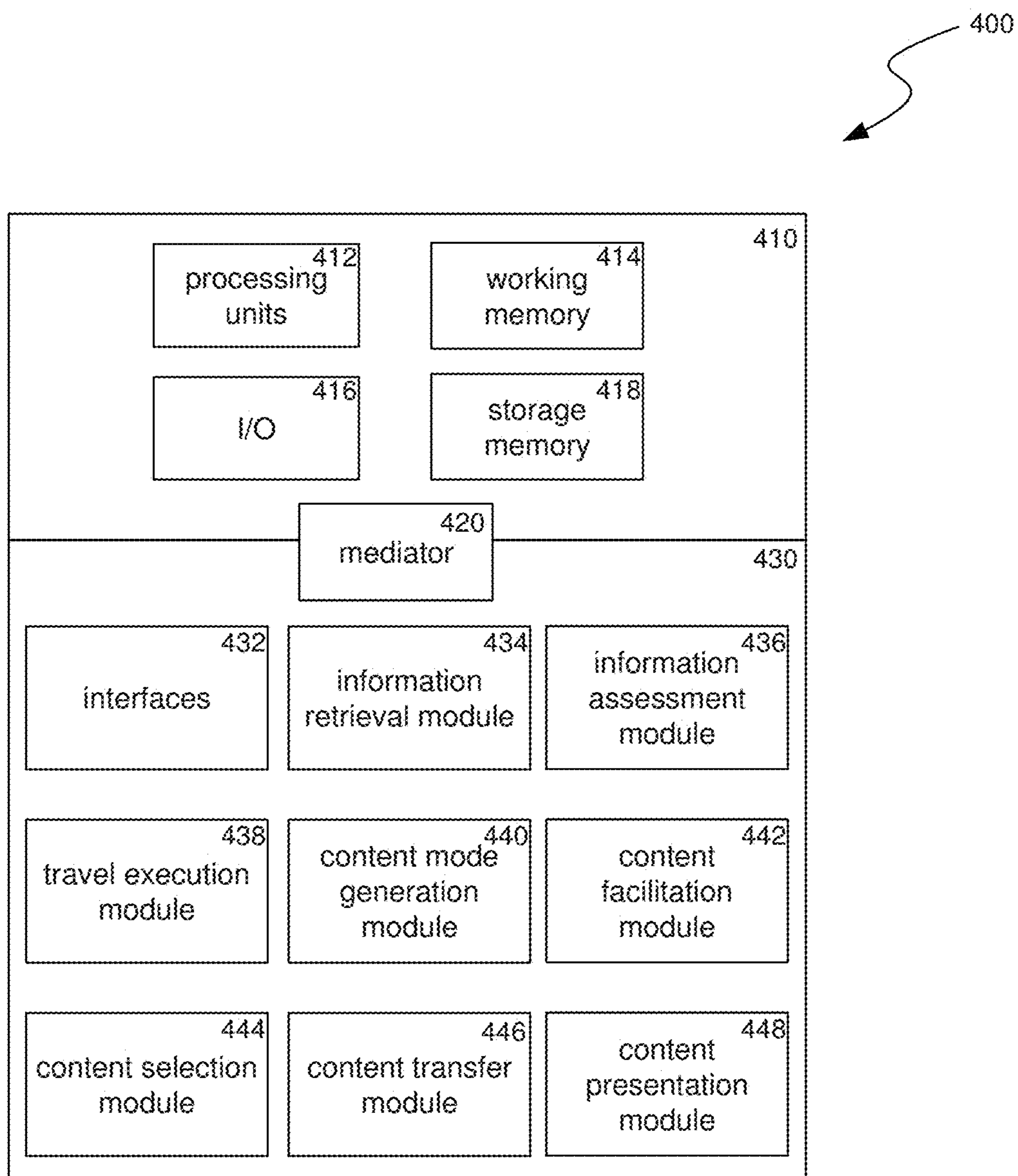


FIG. 4

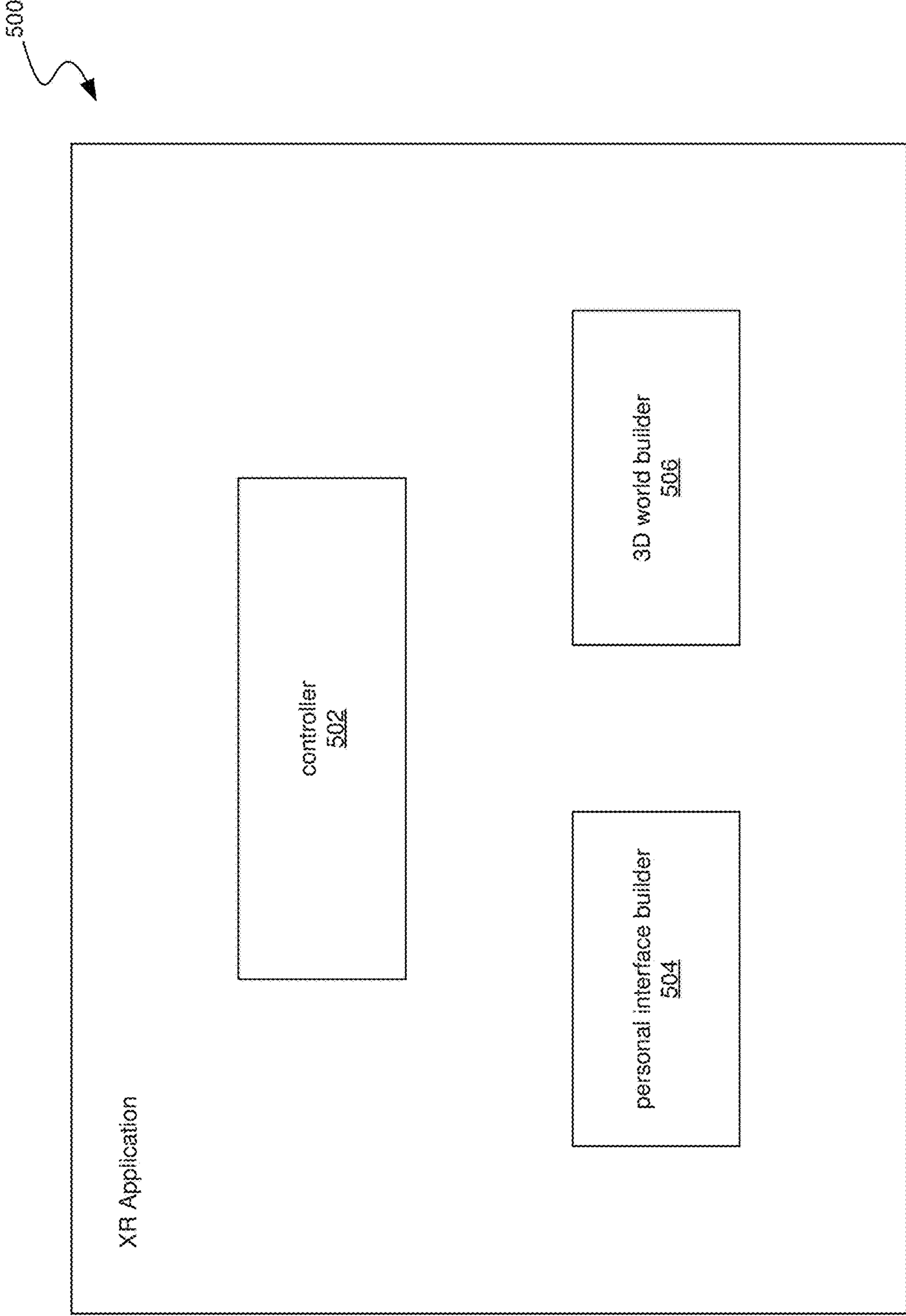


FIG. 5

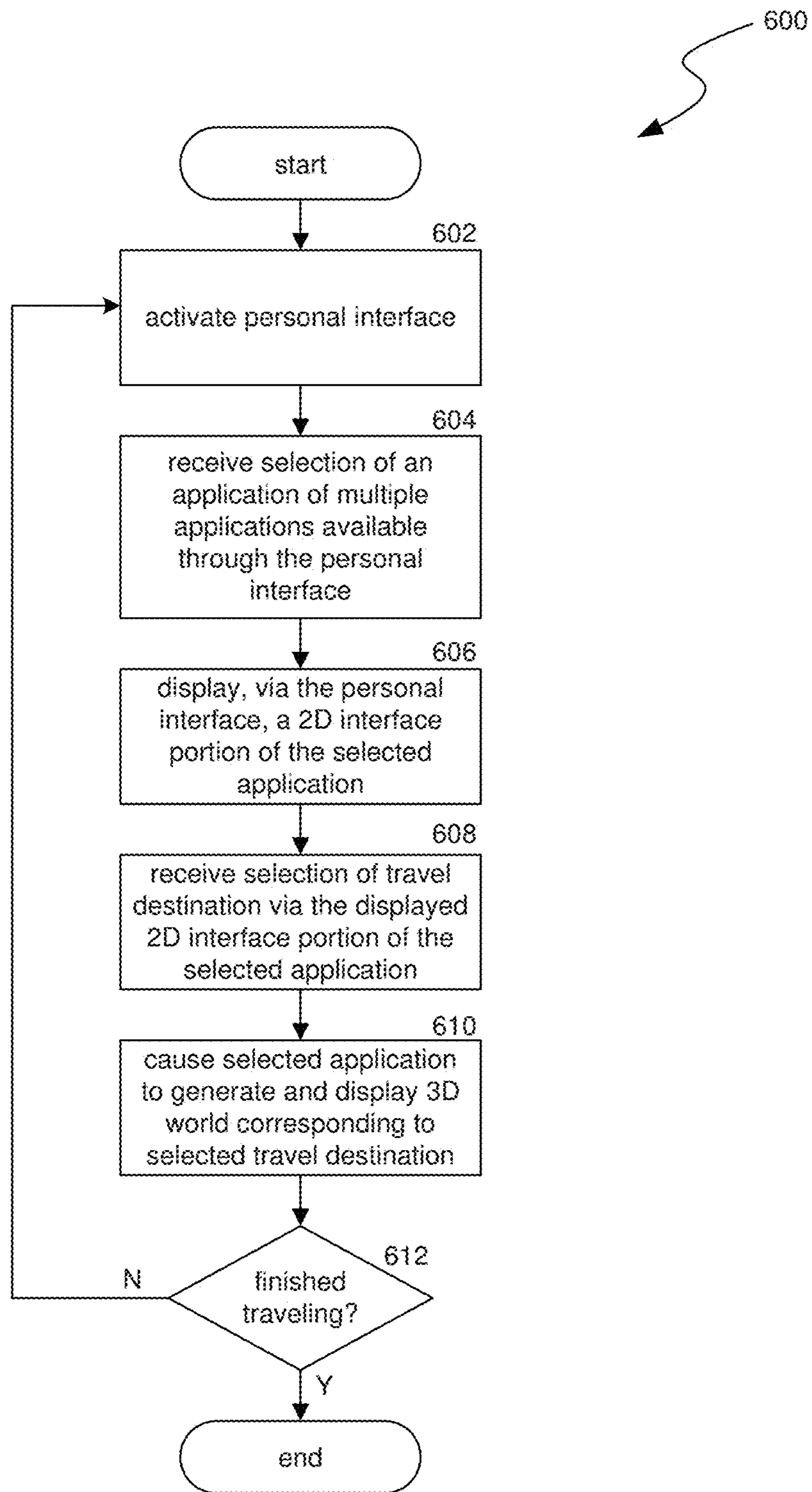


FIG. 6

700

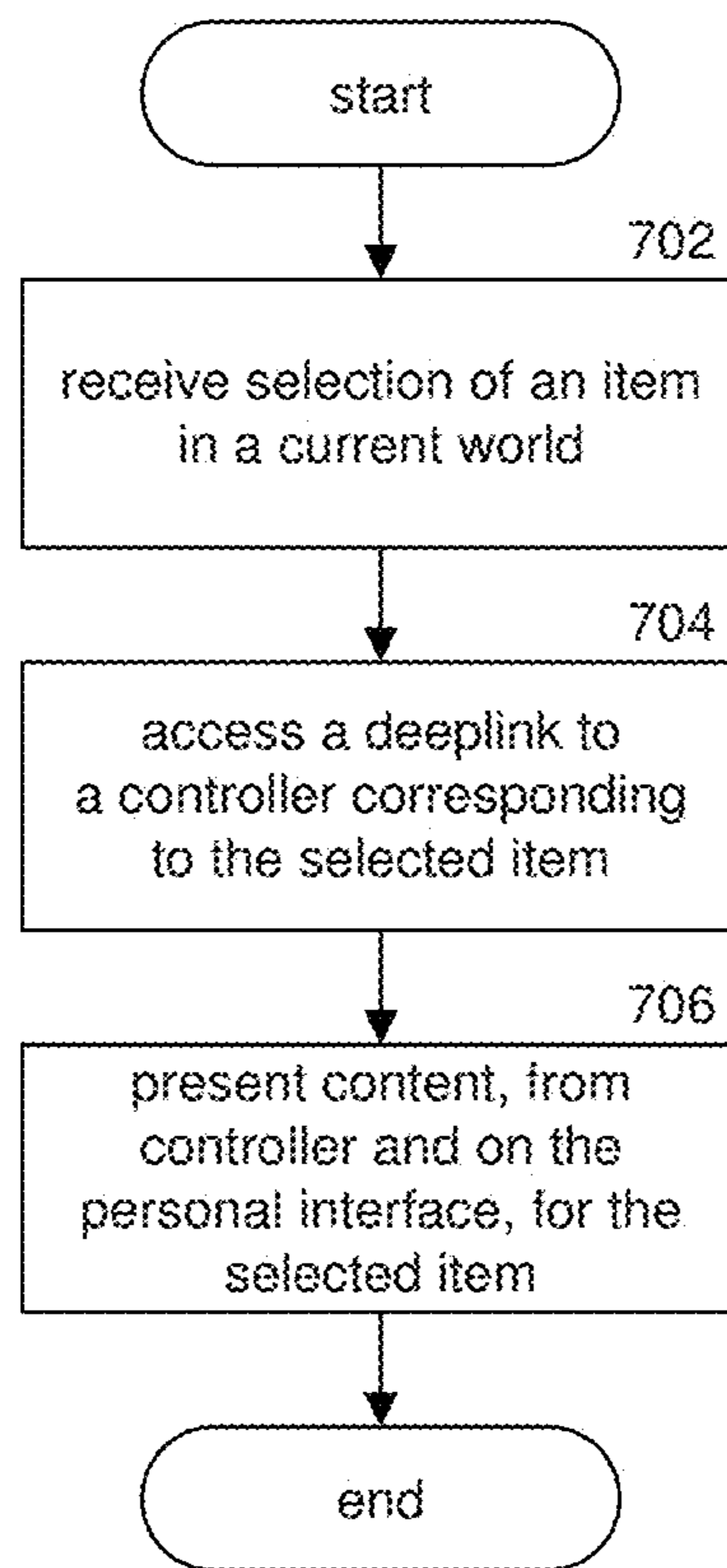


FIG. 7

800

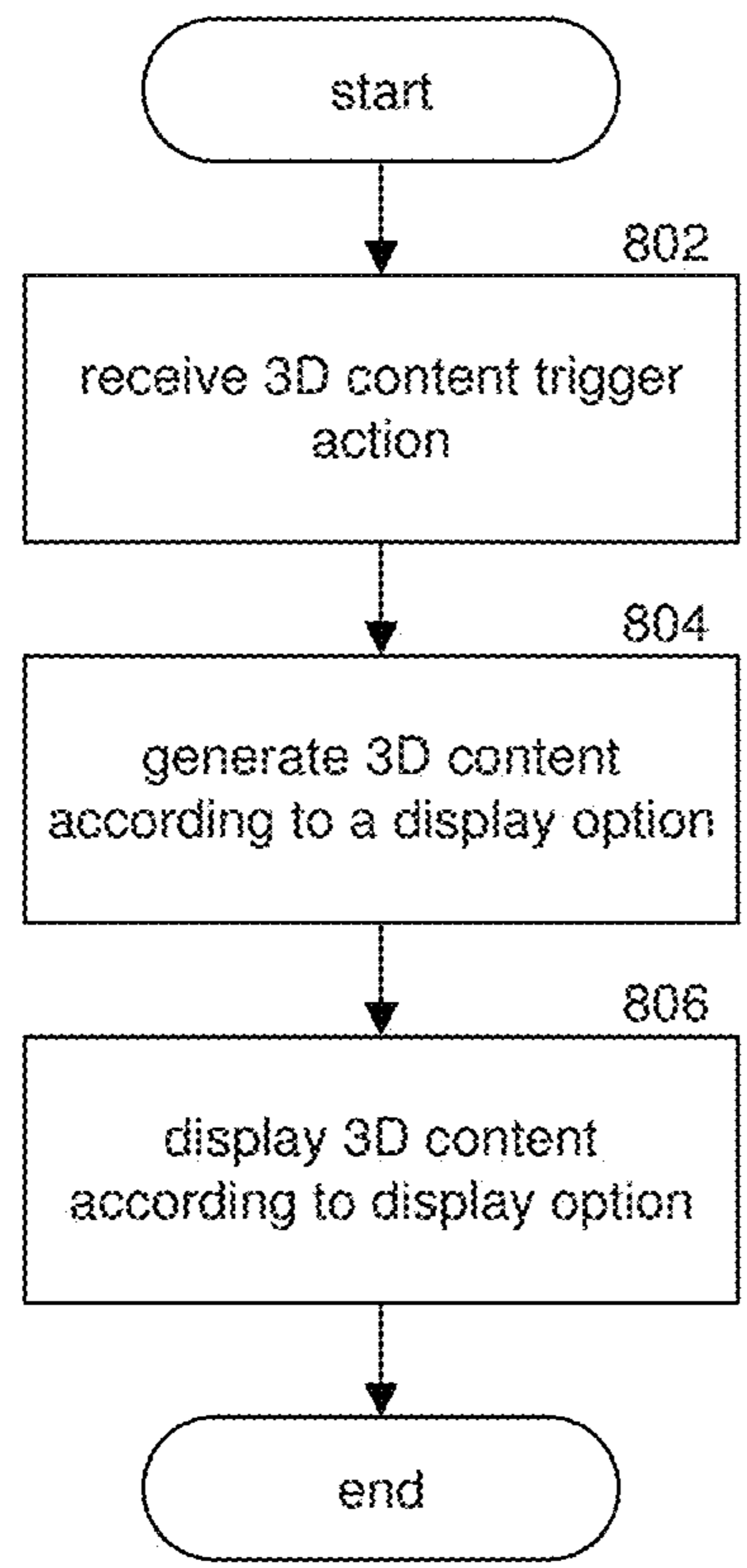


FIG. 8

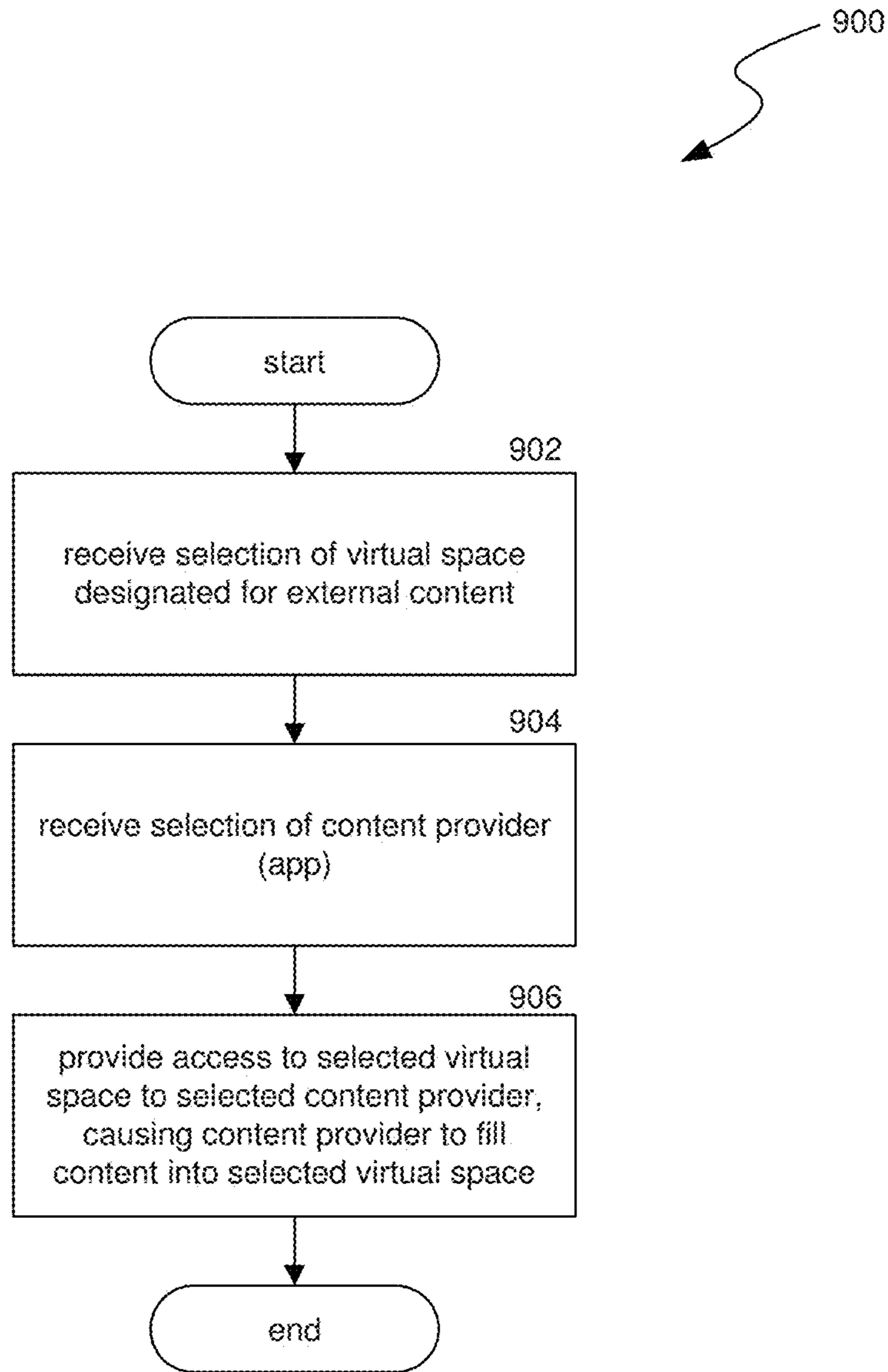


FIG. 9

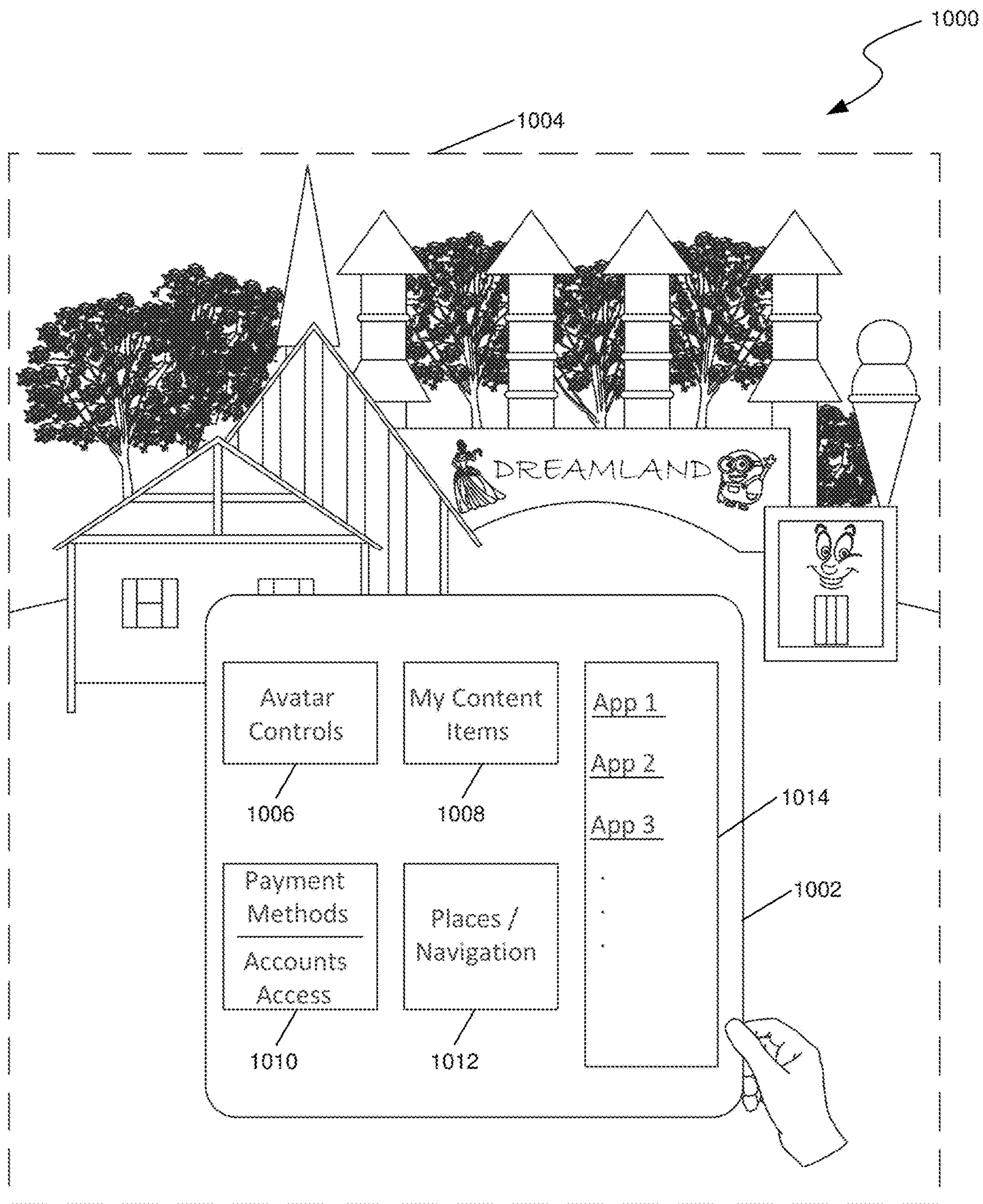


FIG. 10

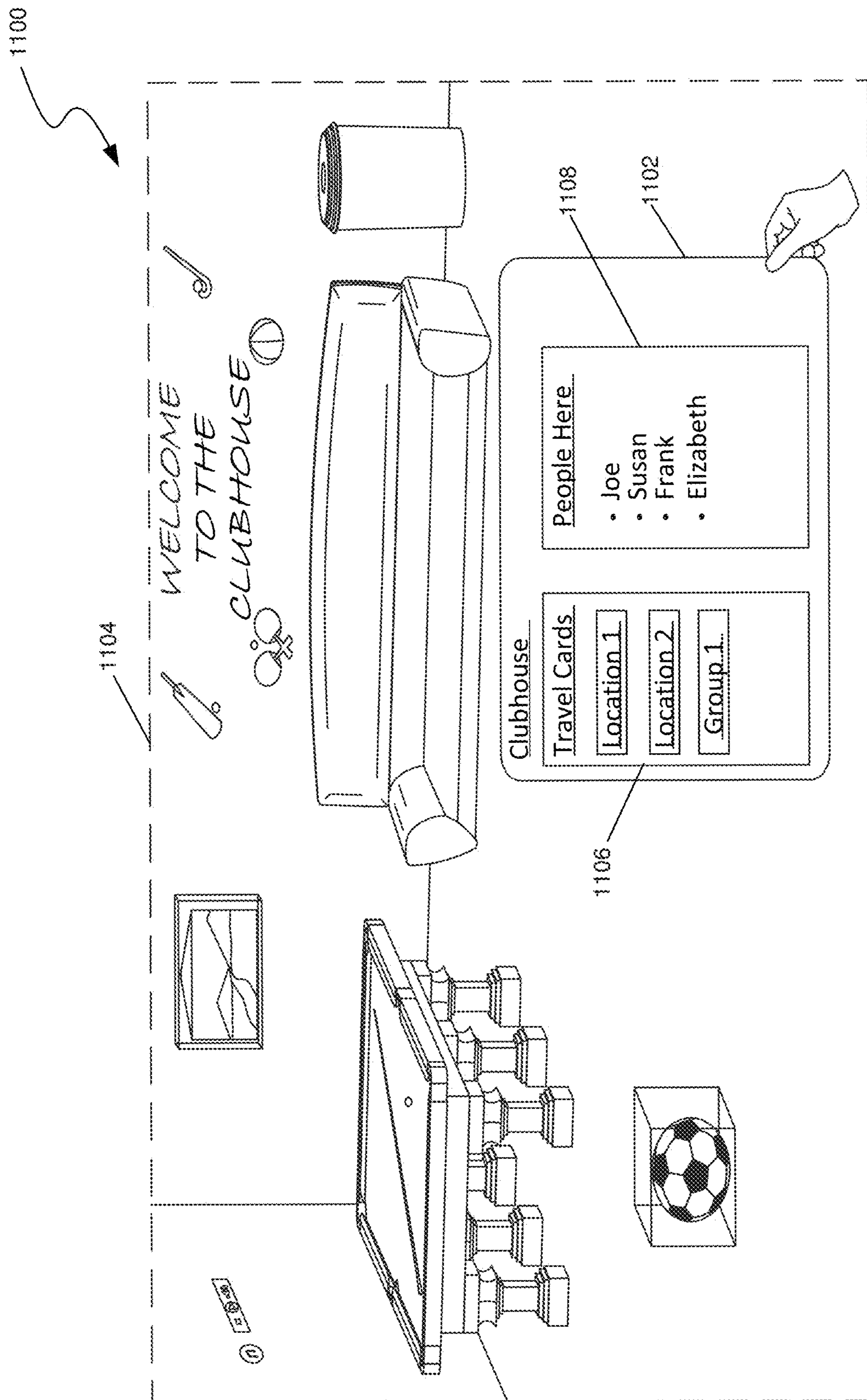


FIG. 11

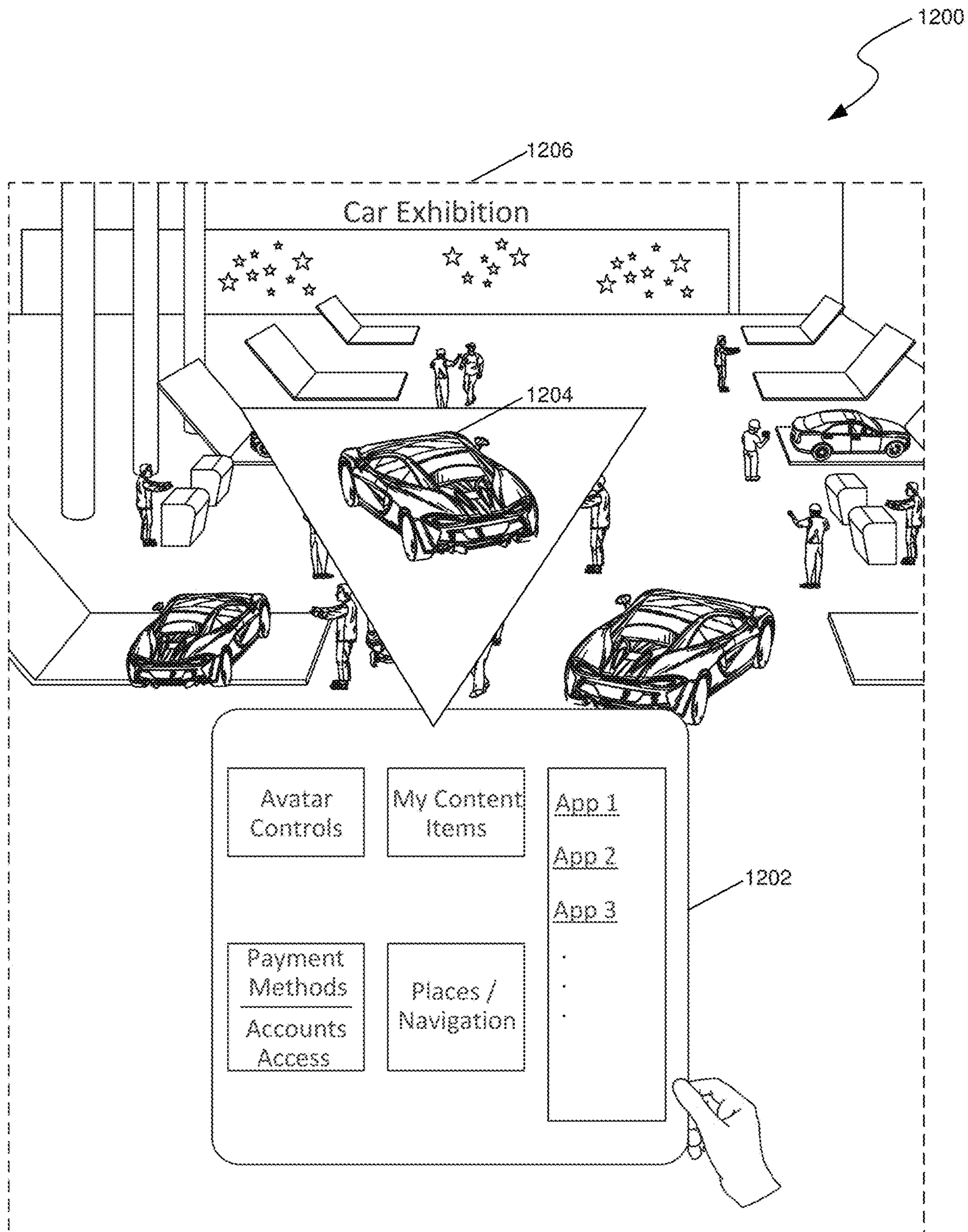


FIG. 12A

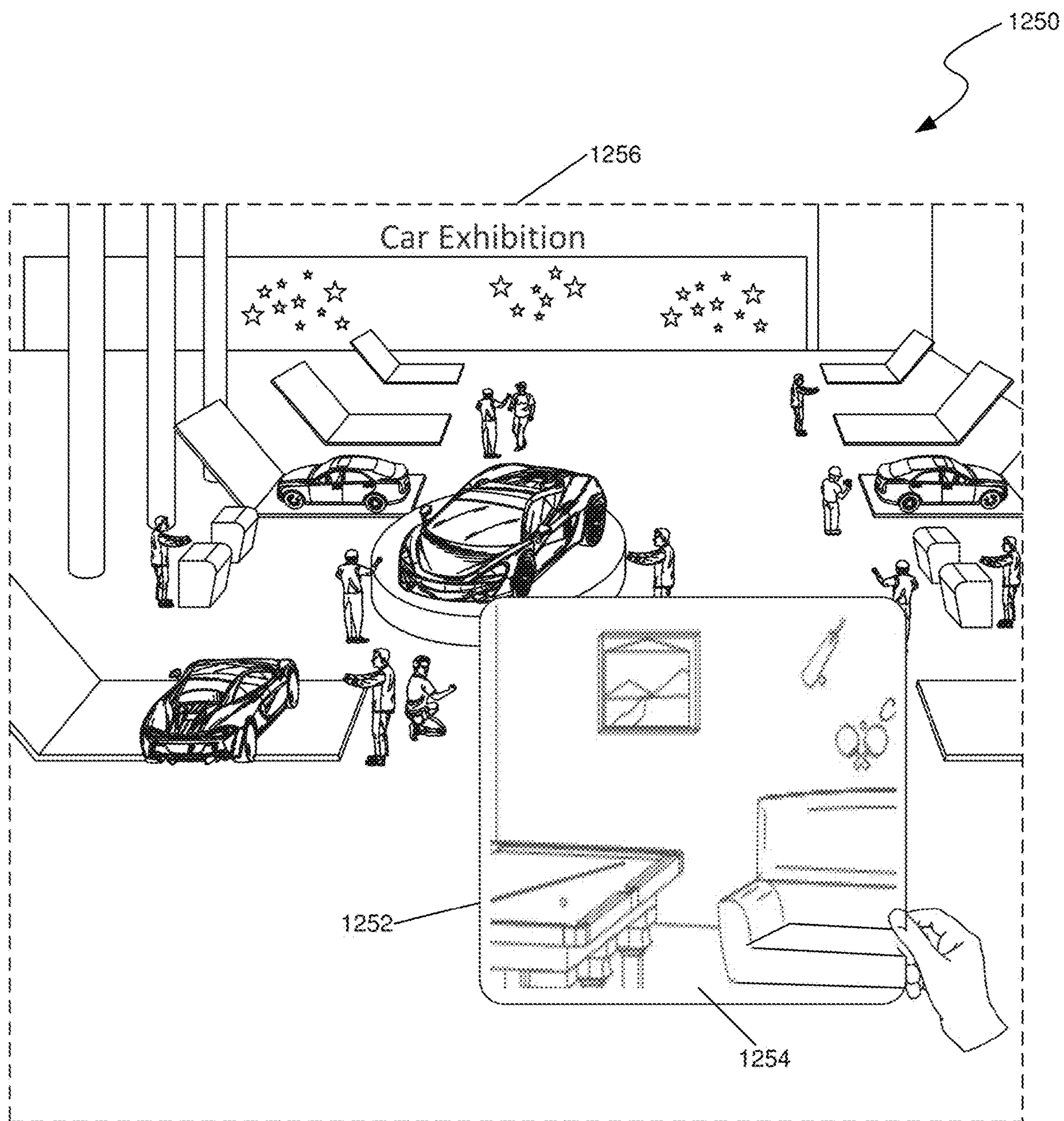


FIG. 12B

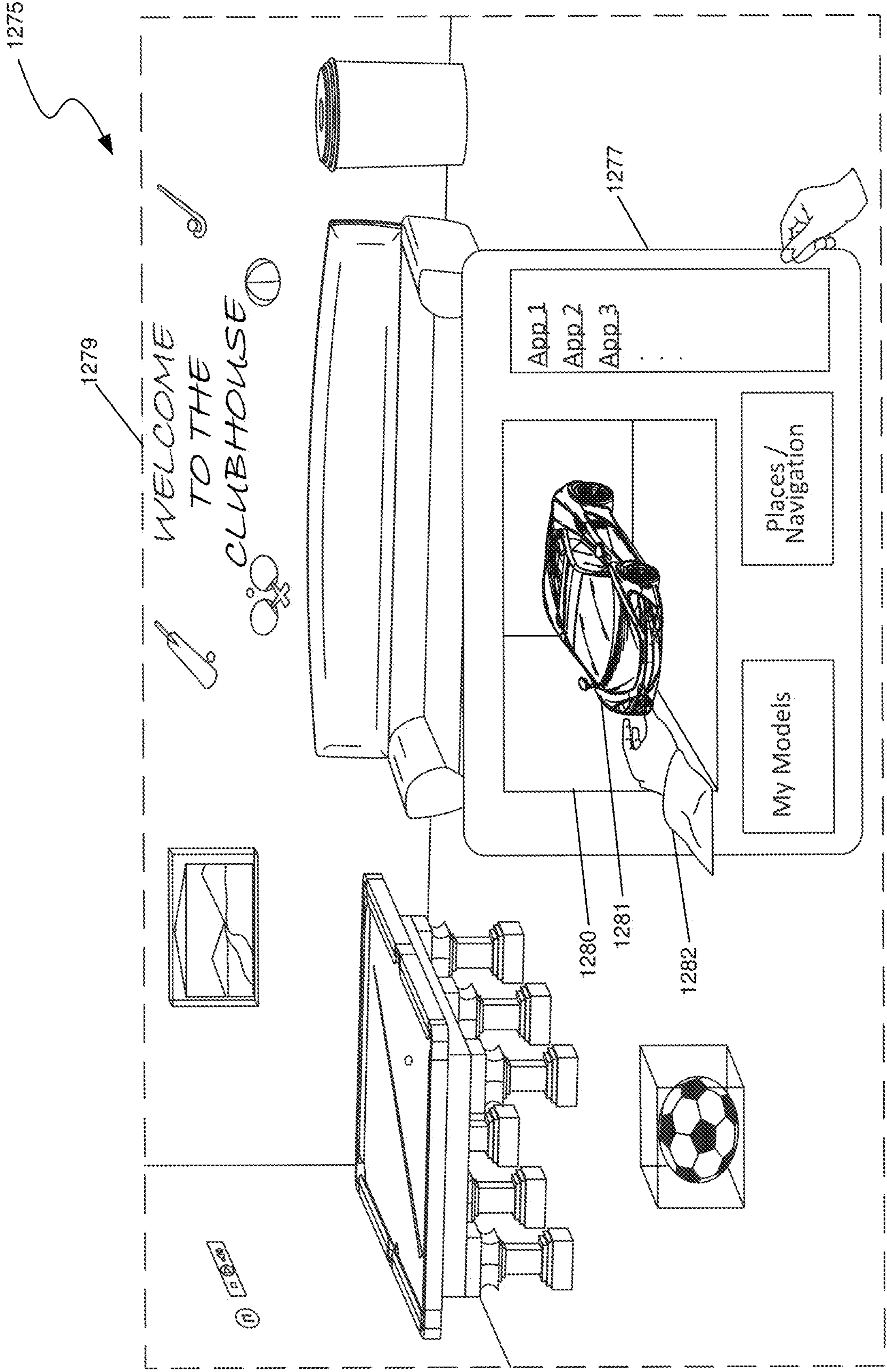


FIG. 12C

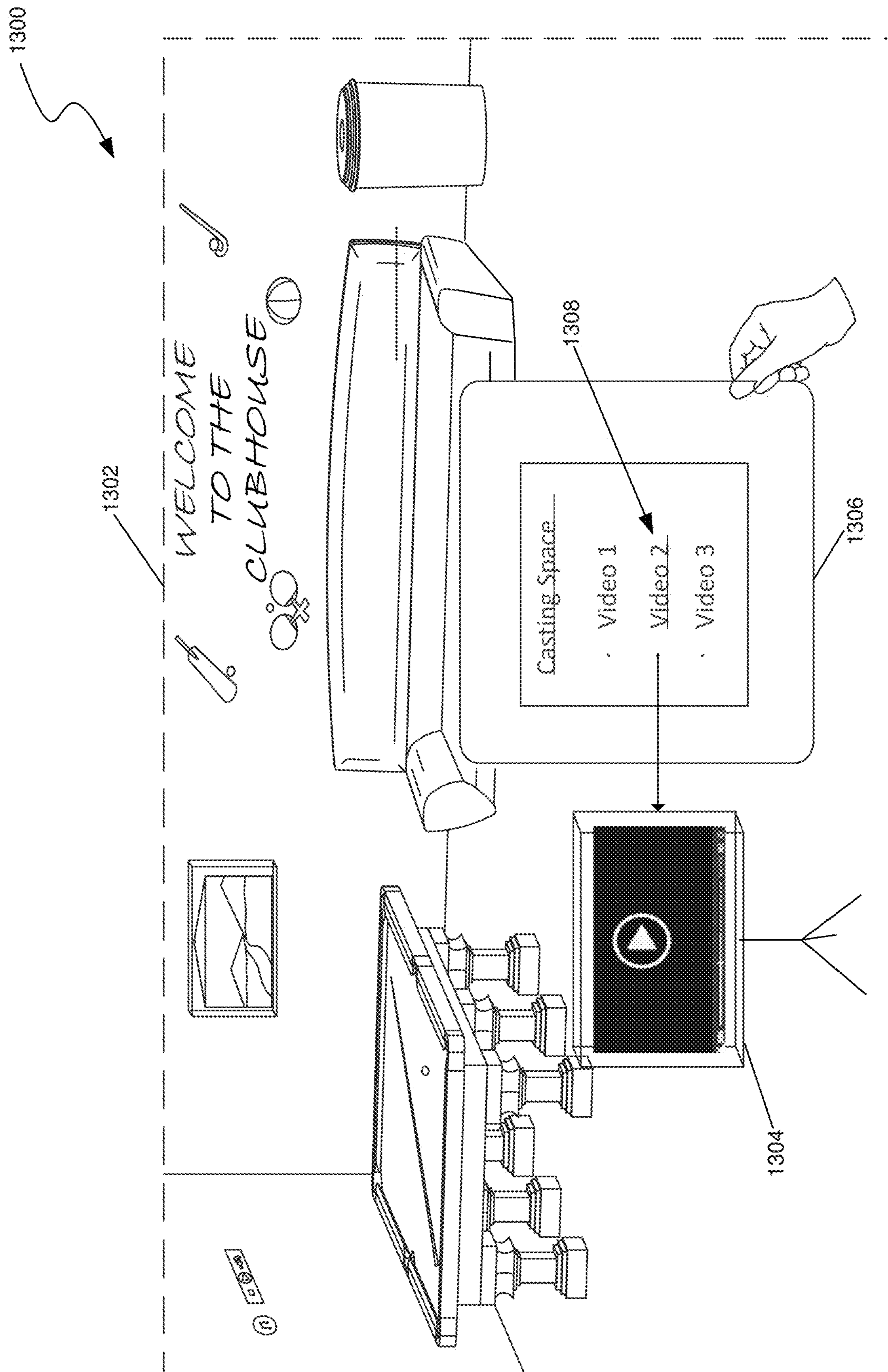


FIG. 13

VIRTUAL PERSONAL INTERFACE FOR CONTROL AND TRAVEL BETWEEN VIRTUAL WORLDS

TECHNICAL FIELD

[0001] The present disclosure is directed to methods and systems for controlling and navigating between multiple virtual worlds in artificial reality without having to transition in and out of a home lobby.

BACKGROUND

[0002] Artificial reality systems offer a user a plethora of opportunities to experience what it might be like to visit desired places, participate in certain events, interact with particular individuals, etc. Often, these activities occur within the context of a virtual world delivered by an artificial reality application designed to simulate real-life encounters. For instance, such a virtual world can depict scenes for locations that can be controlled to immerse a user in the happenings within the world as if the user were actually there.

[0003] In some scenarios, a user may like to travel to a subsequent virtual world as a result of being intrigued by activities or things experienced in a current world. Otherwise, such a travel desire may be the result of a user having concluded a virtual world event or merely becoming more interested in a diversity of artificial reality offerings.

[0004] In an artificial reality environment, some objects a user sees and interacts with are “virtual objects,” i.e., computer generated object representations. Virtual objects can be presented, e.g., by a head-mounted display, mobile device, projection system, etc. Often, users can interact with virtual objects using controllers and/or hand gestures. In systems that include hand tracking, images of the user’s hands can be interpreted to create 3D models of the user’s hands or to otherwise estimate hand postures. In some systems, user hand gestures can perform “interactions” with virtual objects that can include selecting, moving, rotating, resizing, actuating controls, changing colors or skins, defining interactions between real or virtual objects, setting virtual forces to act on virtual objects, or any other action on or change to an object that a user can imagine.

BRIEF DESCRIPTION OF THE DRAWINGS

[0005] FIG. 1 is a block diagram illustrating an overview of devices on which some implementations of the present technology can operate.

[0006] FIG. 2A is a wire diagram illustrating a virtual reality headset which can be used in some implementations of the present technology.

[0007] FIG. 2B is a wire diagram illustrating a mixed reality headset which can be used in some implementations of the present technology.

[0008] FIG. 2C is a wire diagram illustrating controllers which, in some implementations, a user can hold in one or both hands to interact with an artificial reality environment.

[0009] FIG. 3 is a block diagram illustrating an overview of an environment in which some implementations of the present technology can operate.

[0010] FIG. 4 is a block diagram illustrating components which, in some implementations, can be used in a system employing the disclosed technology.

[0011] FIG. 5 is a conceptual block diagram illustrating an exemplary artificial reality (XR) application which, in some implementations, can be used to separately generate and control personal interface and 3D world content.

[0012] FIG. 6 is a flow diagram illustrating a process used in some implementations of the present technology for using a personal interface of an artificial reality (XR) navigation system to directly navigate between multiple virtual worlds.

[0013] FIG. 7 is a flow diagram illustrating a process used in some implementations of the present technology for using the personal interface to present content from a controller corresponding to a selected item for a virtual world.

[0014] FIG. 8 is a flow diagram illustrating a process used in some implementations of the present technology for generating and displaying 3D content via the personal interface.

[0015] FIG. 9 is a flow diagram illustrating a process used in some implementations of the present technology for populating a dedicated space within a virtual world with content sourced by an application external to that virtual world.

[0016] FIG. 10 is a diagram illustrating an exemplary personal interface.

[0017] FIG. 11 is a diagram illustrating an exemplary personal interface depicting virtual world destinations which can be executable by a user upon selection of an XR application on the personal interface.

[0018] FIG. 12A is an exemplary diagram illustrating the personal interface providing 3D content separate from a world currently traveled by a user.

[0019] FIG. 12B is an exemplary diagram illustrating the personal interface providing a window into a virtual world other than a world currently traveled by a user.

[0020] FIG. 12C is an exemplary diagram illustrating the personal interface providing a portal to view and interact with 3D content that is separate from a world currently traveled by a user.

[0021] FIG. 13 is an exemplary diagram illustrating populating a dedicated space within a virtual world with content sourced by an application external to that virtual world.

[0022] The techniques introduced here may be better understood by referring to the following Detailed Description in conjunction with the accompanying drawings, in which like reference numerals indicate identical or functionally similar elements.

DETAILED DESCRIPTION

[0023] Aspects of the present disclosure are directed to a virtual personal interface (herein “personal interface”) for controlling an artificial reality (XR) environment, such as by providing user interfaces for interactions with a current XR application, providing detail views for selected items, navigating between multiple virtual worlds without having to transition in and out of a home lobby for those worlds, executing aspects of a second XR application while within a world controlled by a first XR application, and providing 3D content that is separate from the current world. The personal interface can be separate from a current virtual world, allowing it to appear consistently in multiple virtual worlds and to display controls from either the XR application in control of the current virtual world or elements and controls for other VR worlds, such as controls that enable virtual world selection and transport.

[0024] For instance, an XR system can define a platform for XR applications, where XR applications can each include a controller, a system for providing output in the personal interface and a system for providing a 3D world. For example, while a user is in a first virtual world, she can access the personal interface, and can navigate within the personal interface to the personal interface output for the XR application in control of the current world or the personal interface output from another XR application. This personal interface output from such another application in some cases is referred to herein as a 2D interface, but in some cases can include 3D content. The 2D interface can allow the user to teleport directly to one or more locations in a 3D world controlled by that other application. When such a teleportation control is activated, the 3D world building portion of the corresponding XR application can be activated to create that world into which the user is taken. That is, the personal interface can host a 2D interface from a personal interface builder of an application, where that 2D interface can enable teleportation to a 3D world and/or control of 3D content for a corresponding virtual world. In some cases, the personal interface builder and/or 3D world builder can cause the display of the 2D interface and/or 3D world through the orchestration of content either hosted by a server for a respective application and/or stored locally by the personal interface.

[0025] When a user desires to travel from a current to a subsequent virtual world, she can simply select a desired application on the personal interface (i.e., via the 2D interface from the personal interface builder of that application) and select a teleport control in order to be transported to the corresponding virtual world. In such a case, a current virtual world can be displayed concurrently with the personal interface, which can be providing the 2D interface from the selected other application, and until such time that the 2D interface is used to change the world via the corresponding 3D world builder of that other application. In some implementations, the personal interface can present, as part of a 2D interface for an application, various specific destinations within a corresponding virtual world to which a user can be directly transported. For example, such destinations can be designated by one or more travel cards implemented as deeplinks to places, events, or people within the respective virtual world. This way, the personal interface can facilitate traveling directly between virtual worlds in artificial reality. In response to selection of one of such links, the 3D world building portion corresponding to the selected application can responsively (i.e., be caused to) then construct a 3D world corresponding to the selected destination.

[0026] In some implementations, the personal interface can define various controls that can be applicable across each of the virtual worlds corresponding to applications. For instance, the controls can orchestrate avatar movement and/or appearance, navigation to a particular area within a virtual world, personal content available to be included in a virtual world, access to credit needed to transact payments, etc. In these ways, the personal interface can provide a full suite of controls that can be similarly applied no matter the virtual world in which a user is operating. Said alternatively, the personal interface can, by providing these controls universally across virtual worlds, bridge these spaces to allow them to be experienced in an unfettered manner from the perspective of a user.

[0027] As can be understood from the above, the personal interface can serve as an output medium for content sourced from an application corresponding to a current virtual world. In some implementations, however, the personal interface can also provide content sourced from an external application, i.e., content not specifically prescribed by or known to the application in control of the current virtual world. In some cases, the personal interface can even provide 3D content that is not under the control of the application controlling the current virtual world. In some cases, the personal interface can provide controls for augmenting a dedicated area of a virtual world with content from another application. For example, a virtual world can include a dedicated broadcast (e.g., casting) space (e.g., 2D or 3D area), the personal interface can coordinate providing a deeplink for that space to a third party application, which can then cast its content into the dedicated space. As a result, a user can select a content provider (i.e., the third party application) on the personal interface that can then cause content to be relayed to the dedicated broadcast space.

[0028] In some implementations, the personal interface can, for other user-selected items in a virtual world, display various corresponding content. For example and where a selectable item is selected by a user and deeplinked to a controller for that item (e.g., a same application as the application for the virtual world being traveled, another application, a system controller such as a people profile manager or social graph module, etc.), the personal interface can access that deeplink to obtain and display the corresponding content from the controller. This way, a user can explore the corresponding content to, for instance, learn additional information about the selected item.

[0029] In some implementations, the personal interface can generate 3D content that is exclusive of (i.e., not controlled by) an application for a current virtual world in which a user is traveling. To do so, the 2D interface in control of the personal interface can react to a 3D content trigger action of a user to cause the personal interface to access and display 3D content for the action. Exemplary content trigger actions can include user proximity to or selection of a particular item in a virtual world, a gaze or stare at a particular item in a virtual world or on the personal interface, selection of an item on the personal interface, navigating a website in a virtual world, presence in a virtual world that is detected by its controlling application (to provide content designated by the application), selecting one or more personal content items that a user desires to include in a virtual world, etc. In response to receiving the 3D content trigger action, the personal interface can display corresponding 3D item content in a vicinity of the personal interface, the personal interface can become a window into another virtual world, or the personal interface can provide portal for a volume extending through the personal interface and enabling the user to see and interact with 3D content provided in the volume but may not be under the control of the application corresponding to the current virtual world. In these ways, the personal interface can offer a user an opportunity to preview an item for the 3D content trigger action that can serve to initially inform the user about the item or enhance already existing knowledge, without that 3D content being provided through or accessible by the application in control of the current virtual world. In some cases, the type of preview that the personal interface can provide (vicinity, window, portal) can be a function of the

item and its controller (e.g., a corresponding application). This way, the personal interface can optimize the scope and degree to which informative information for the item can be conveyed to a user.

[0030] Embodiments of the disclosed technology may include or be implemented in conjunction with an artificial reality system. Artificial reality or extra reality (XR) is a form of reality that has been adjusted in some manner before presentation to a user, which may include, e.g., virtual reality (VR), augmented reality (AR), mixed reality (MR), hybrid reality, or some combination and/or derivatives thereof. Artificial reality content may include completely generated content or generated content combined with captured content (e.g., real-world photographs). The artificial reality content may include video, audio, haptic feedback, or some combination thereof, any of which may be presented in a single channel or in multiple channels (such as stereo video that produces a three-dimensional effect to the viewer). Additionally, in some embodiments, artificial reality may be associated with applications, products, accessories, services, or some combination thereof, that are, e.g., used to create content in an artificial reality and/or used in (e.g., perform activities in) an artificial reality. The artificial reality system that provides the artificial reality content may be implemented on various platforms, including a head-mounted display (HMD) connected to a host computer system, a standalone HMD, a mobile device or computing system, a “cave” environment or other projection system, or any other hardware platform capable of providing artificial reality content to one or more viewers.

[0031] “Virtual reality” or “VR,” as used herein, refers to an immersive experience where a user’s visual input is controlled by a computing system. “Augmented reality” or “AR” refers to systems where a user views images of the real world after they have passed through a computing system. For example, a tablet with a camera on the back can capture images of the real world and then display the images on the screen on the opposite side of the tablet from the camera. The tablet can process and adjust or “augment” the images as they pass through the system, such as by adding virtual objects. “Mixed reality” or “MR” refers to systems where light entering a user’s eye is partially generated by a computing system and partially composes light reflected off objects in the real world. For example, a MR headset could be shaped as a pair of glasses with a pass-through display, which allows light from the real world to pass through a waveguide that simultaneously emits light from a projector in the MR headset, allowing the MR headset to present virtual objects intermixed with the real objects the user can see. “Artificial reality,” “extra reality,” or “XR,” as used herein, refers to any of VR, AR, MR, or any combination or hybrid thereof.

[0032] Existing manners of presenting, navigating, and controlling virtual worlds in artificial reality provide discrete avenues for determining and reaching those worlds. For example, the worlds can be targeted for access and manipulation only through transfer through a home lobby. That is, the home lobby can be akin to a mental switch that redirects a user to a subsequent virtual world from a currently world being traveled only after transitioning through the lobby. In these ways, the home lobby presents an obstacle to being able to seamlessly navigate worlds for items of interest in the current world and otherwise. That is, travel between virtual worlds in artificial reality has required a user to transition

between those worlds via a home lobby where a current world is closed and a new one is opened. In other words, seamless movement between worlds not involving this transitioning step has eluded presently available architectures. As a result, the corresponding artificial reality experience can be unnecessarily frustrating, distracting, and time-consuming. By contrast, implementations of the present technology offer a user an ability to uninterruptedly transition to between virtual worlds, whether or not associated with a particular item of interest. That is, such uninterrupted transition can, for instance, provide the user the ability to retain a mental association for prior and future virtual worlds. For instance, the applicable transition can be enabled by a deeplink for the interested item that can allow a user to directly travel to a virtual world. Accordingly, such instances of direct travel can be programmatically formulated to enhance travel between virtual worlds so as to enable a user of an artificial reality navigation system to, unlike existing systems, specifically remember relative associations for virtual worlds and items contained within/defined for those worlds. Further, implementations of the present technology can, by enabling such direct travel, conserve system resources (e.g., battery power) and reduce processing time for an artificial reality system since it is unnecessary to load, store, and access a home lobby.

[0033] Another way in which implementations of the present technology are unlike existing systems includes an ability to provide increased security for user content via a personal interface runtime that operates independently of any application in control of a virtual world. As a result, the risk of access to user content and potential manipulation of such content (e.g., credit cards, inventory items, etc.) by such an application is substantially eliminated.

[0034] Yet another way in which implementations of the present technology improve upon existing artificial reality systems includes the ability to provide multiple avenues for the introduction and display of 3D content, thus demonstrating increased useability and flexibility over those current systems. For instance and whereas existing systems are limited to providing 3D content merely from a single application at any given time, the present technology can provide 3D content via the personal interface as well as from an application that is external to a current virtual world (e.g., a casting application).

[0035] Still further, implementations of the present technology can enable direct access to content that can be shown in the personal interface. For example, the current implementations can provide a system of deeplinks between selectable entities and corresponding controllers, thus allowing third-party systems to provide contextual and control information without requiring a user to filter through another external system to access and obtain that information.

[0036] Several implementations are discussed below in more detail in reference to the figures. FIG. 1 is a block diagram illustrating an overview of devices on which some implementations of the disclosed technology can operate. The devices can comprise hardware components of a computing system 100 that enables controlling an artificial reality (XR) environment, such as by providing user interfaces for interactions with a current XR application, providing detail views for selected items, navigating between multiple virtual worlds without having to transition in and out of a home lobby for those worlds, executing aspects of a second XR application while within a world controlled by

a first XR application, and providing 3D content that is separate from the current world. In various implementations, computing system **100** can include a single computing device **103** or multiple computing devices (e.g., computing device **101**, computing device **102**, and computing device **103**) that communicate over wired or wireless channels to distribute processing and share input data. In some implementations, computing system **100** can include a stand-alone headset capable of providing a computer created or augmented experience for a user without the need for external processing or sensors. In other implementations, computing system **100** can include multiple computing devices such as a headset and a core processing component (such as a console, mobile device, or server system) where some processing operations are performed on the headset and others are offloaded to the core processing component. Example headsets are described below in relation to FIGS. **2A** and **2B**. In some implementations, position and environment data can be gathered only by sensors incorporated in the headset device, while in other implementations one or more of the non-headset computing devices can include sensor components that can track environment or position data.

[0037] Computing system **100** can include one or more processor(s) **110** (e.g., central processing units (CPUs), graphical processing units (GPUs), holographic processing units (H P Us), etc.) Processors **110** can be a single processing unit or multiple processing units in a device or distributed across multiple devices (e.g., distributed across two or more of computing devices **101-103**).

[0038] Computing system **100** can include one or more input devices **120** that provide input to the processors **110**, notifying them of actions. The actions can be mediated by a hardware controller that interprets the signals received from the input device and communicates the information to the processors **110** using a communication protocol. Each input device **120** can include, for example, a mouse, a keyboard, a touchscreen, a touchpad, a wearable input device (e.g., a haptics glove, a bracelet, a ring, an earring, a necklace, a watch, etc.), a camera (or other light-based input device, e.g., an infrared sensor), a microphone, or other user input devices.

[0039] Processors **110** can be coupled to other hardware devices, for example, with the use of an internal or external bus, such as a PCI bus, SCSI bus, or wireless connection. The processors **110** can communicate with a hardware controller for devices, such as for a display **130**. Display **130** can be used to display text and graphics. In some implementations, display **130** includes the input device as part of the display, such as when the input device is a touchscreen or is equipped with an eye direction monitoring system. In some implementations, the display is separate from the input device. Examples of display devices are: an LCD display screen, an LED display screen, a projected, holographic, or augmented reality display (such as a heads-up display device or a head-mounted device), and so on. Other I/O devices **140** can also be coupled to the processor, such as a network chip or card, video chip or card, audio chip or card, USB, firewire or other external device, camera, printer, speakers, CD-ROM drive, DVD drive, disk drive, etc.

[0040] In some implementations, input from the I/O devices **140**, such as cameras, depth sensors, IMU sensor, GPS units, LiDAR or other time-of-flights sensors, etc. can be used by the computing system **100** to identify and map

the physical environment of the user while tracking the user's location within that environment. This simultaneous localization and mapping (SLAM) system can generate maps (e.g., topologies, grids, etc.) for an area (which may be a room, building, outdoor space, etc.) and/or obtain maps previously generated by computing system **100** or another computing system that had mapped the area. The SLAM system can track the user within the area based on factors such as GPS data, matching identified objects and structures to mapped objects and structures, monitoring acceleration and other position changes, etc.

[0041] Computing system **100** can include a communication device capable of communicating wirelessly or wire-based with other local computing devices or a network node. The communication device can communicate with another device or a server through a network using, for example, TCP/IP protocols. Computing system **100** can utilize the communication device to distribute operations across multiple network devices.

[0042] The processors **110** can have access to a memory **150**, which can be contained on one of the computing devices of computing system **100** or can be distributed across of the multiple computing devices of computing system **100** or other external devices. A memory includes one or more hardware devices for volatile or non-volatile storage, and can include both read-only and writable memory. For example, a memory can include one or more of random access memory (RAM), various caches, CPU registers, read-only memory (ROM), and writable non-volatile memory, such as flash memory, hard drives, floppy disks, CDs, DVDs, magnetic storage devices, tape drives, and so forth. A memory is not a propagating signal divorced from underlying hardware; a memory is thus non-transitory. Memory **150** can include program memory **160** that stores programs and software, such as an operating system **162**, artificial reality (XR) control and navigation system **164**, and other application programs **166**. Memory **150** can also include data memory **170** that can include, e.g., virtual world location data, virtual world item location data, configuration data, settings, user options or preferences, etc., which can be provided to the program memory **160** or any element of the computing system **100**.

[0043] Some implementations can be operational with numerous other computing system environments or configurations. Examples of computing systems, environments, and/or configurations that may be suitable for use with the technology include, but are not limited to, XR headsets, personal computers, server computers, handheld or laptop devices, cellular telephones, wearable electronics, gaming consoles, tablet devices, multiprocessor systems, microprocessor-based systems, set-top boxes, programmable consumer electronics, network PCs, minicomputers, mainframe computers, distributed computing environments that include any of the above systems or devices, or the like.

[0044] FIG. **2A** is a wire diagram of a virtual reality head-mounted display (HMD) **200**, in accordance with some embodiments. The HMD **200** includes a front rigid body **205** and a band **210**. The front rigid body **205** includes one or more electronic display elements of an electronic display **245**, an inertial motion unit (IMU) **215**, one or more position sensors **220**, locators **225**, and one or more compute units **230**. The position sensors **220**, the IMU **215**, and compute units **230** may be internal to the HMD **200** and may not be visible to the user. In various implementations, the IMU **215**,

position sensors **220**, and locators **225** can track movement and location of the HMD **200** in the real world and in an artificial reality environment in three degrees of freedom (3DoF) or six degrees of freedom (6DoF). For example, the locators **225** can emit infrared light beams which create light points on real objects around the HMD **200**. As another example, the IMU **215** can include e.g., one or more accelerometers, gyroscopes, magnetometers, other non-camera-based position, force, or orientation sensors, or combinations thereof. One or more cameras (not shown) integrated with the HMD **200** can detect the light points. Compute units **230** in the HMD **200** can use the detected light points to extrapolate position and movement of the HMD **200** as well as to identify the shape and position of the real objects surrounding the HMD **200**.

[0045] The electronic display **245** can be integrated with the front rigid body **205** and can provide image light to a user as dictated by the compute units **230**. In various embodiments, the electronic display **245** can be a single electronic display or multiple electronic displays (e.g., a display for each user eye). Examples of the electronic display **245** include: a liquid crystal display (LCD), an organic light-emitting diode (OLED) display, an active-matrix organic light-emitting diode display (AMOLED), a display including one or more quantum dot light-emitting diode (QOLED) sub-pixels, a projector unit (e.g., microLED, LASER, etc.), some other display, or some combination thereof.

[0046] In some implementations, the HMD **200** can be coupled to a core processing component such as a personal computer (PC) (not shown) and/or one or more external sensors (not shown). The external sensors can monitor the HMD **200** (e.g., via light emitted from the HMD **200**) which the PC can use, in combination with output from the IMU **215** and position sensors **220**, to determine the location and movement of the HMD **200**.

[0047] FIG. 2B is a wire diagram of a mixed reality HMD system **250** which includes a mixed reality HMD **252** and a core processing component **254**. The mixed reality HMD **252** and the core processing component **254** can communicate via a wireless connection (e.g., a 60 GHz link) as indicated by link **256**. In other implementations, the mixed reality system **250** includes a headset only, without an external compute device or includes other wired or wireless connections between the mixed reality HMD **252** and the core processing component **254**. The mixed reality HMD **252** includes a pass-through display **258** and a frame **260**. The frame **260** can house various electronic components (not shown) such as light projectors (e.g., LASERs, LEDs, etc.), cameras, eye-tracking sensors, MEMS components, networking components, etc.

[0048] The projectors can be coupled to the pass-through display **258**, e.g., via optical elements, to display media to a user. The optical elements can include one or more waveguide assemblies, reflectors, lenses, mirrors, collimators, gratings, etc., for directing light from the projectors to a user's eye. Image data can be transmitted from the core processing component **254** via link **256** to HMD **252**. Controllers in the HMD **252** can convert the image data into light pulses from the projectors, which can be transmitted via the optical elements as output light to the user's eye. The output light can mix with light that passes through the display **258**, allowing the output light to present virtual objects that appear as if they exist in the real world.

[0049] Similarly to the HMD **200**, the HMD system **250** can also include motion and position tracking units, cameras, light sources, etc., which allow the HMD system **250** to, e.g., track itself in 3DoF or 6DoF, track portions of the user (e.g., hands, feet, head, or other body parts), map virtual objects to appear as stationary as the HMD **252** moves, and have virtual objects react to gestures and other real-world objects.

[0050] FIG. 2C illustrates controllers **270** (including controller **276A** and **276B**), which, in some implementations, a user can hold in one or both hands to interact with an artificial reality environment presented by the HMD **200** and/or HMD **250**. The controllers **270** can be in communication with the HMDs, either directly or via an external device (e.g., core processing component **254**). The controllers can have their own IMU units, position sensors, and/or can emit further light points. The HMD **200** or **250**, external sensors, or sensors in the controllers can track these controller light points to determine the controller positions and/or orientations (e.g., to track the controllers in 3DoF or 6DoF). The compute units **230** in the HMD **200** or the core processing component **254** can use this tracking, in combination with IMU and position output, to monitor hand positions and motions of the user. The controllers can also include various buttons (e.g., buttons **272A-F**) and/or joysticks (e.g., joysticks **274A-B**), which a user can actuate to provide input and interact with objects.

[0051] In various implementations, the HMD **200** or **250** can also include additional subsystems, such as an eye tracking unit, an audio system, various network components, etc., to monitor indications of user interactions and intentions. For example, in some implementations, instead of or in addition to controllers, one or more cameras included in the HMD **200** or **250**, or from external cameras, can monitor the positions and poses of the user's hands to determine gestures and other hand and body motions. As another example, one or more light sources can illuminate either or both of the user's eyes and the HMD **200** or **250** can use eye-facing cameras to capture a reflection of this light to determine eye position (e.g., based on set of reflections around the user's cornea), modeling the user's eye and determining a gaze direction.

[0052] FIG. 3 is a block diagram illustrating an overview of an environment **300** in which some implementations of the disclosed technology can operate. Environment **300** can include one or more client computing devices **305A-D**, examples of which can include computing system **100**. In some implementations, some of the client computing devices (e.g., client computing device **305B**) can be the HMD **200** or the HMD system **250**. Client computing devices **305** can operate in a networked environment using logical connections through network **330** to one or more remote computers, such as a server computing device.

[0053] In some implementations, server **310** can be an edge server which receives client requests and coordinates fulfillment of those requests through other servers, such as servers **320A-C**. Server computing devices **310** and **320** can comprise computing systems, such as computing system **100**. Though each server computing device **310** and **320** is displayed logically as a single server, server computing devices can each be a distributed computing environment encompassing multiple computing devices located at the same or at geographically disparate physical locations.

[0054] Client computing devices **305** and server computing devices **310** and **320** can each act as a server or client to other server/client device(s). Server **310** can connect to a database **315**. Servers **320A-C** can each connect to a corresponding database **325A-C**. As discussed above, each server **310** or **320** can correspond to a group of servers, and each of these servers can share a database or can have their own database. Though databases **315** and **325** are displayed logically as single units, databases **315** and **325** can each be a distributed computing environment encompassing multiple computing devices, can be located within their corresponding server, or can be located at the same or at geographically disparate physical locations.

[0055] Network **330** can be a local area network (LAN), a wide area network (WAN), a mesh network, a hybrid network, or other wired or wireless networks. Network **330** may be the Internet or some other public or private network. Client computing devices **305** can be connected to network **330** through a network interface, such as by wired or wireless communication. While the connections between server **310** and servers **320** are shown as separate connections, these connections can be any kind of local, wide area, wired, or wireless network, including network **330** or a separate public or private network.

[0056] FIG. 4 is a block diagram illustrating components **400** which, in some implementations, can be used in a system employing the disclosed technology. Components **400** can be included in one device of computing system **100** or can be distributed across multiple of the devices of computing system **100**. The components **400** include hardware **410**, mediator **420**, and specialized components **430**. As discussed above, a system implementing the disclosed technology can use various hardware including processing units **412**, working memory **414**, input and output devices **416** (e.g., cameras, displays, IMU units, network connections, etc.), and storage memory **418**. In various implementations, storage memory **418** can be one or more of: local devices, interfaces to remote storage devices, or combinations thereof. For example, storage memory **418** can be one or more hard drives or flash drives accessible through a system bus or can be a cloud storage provider (such as in storage **315** or **325**) or other network storage accessible via one or more communications networks. In various implementations, components **400** can be implemented in a client computing device such as client computing devices **305** or on a server computing device, such as server computing device **310** or **320**.

[0057] Mediator **420** can include components which mediate resources between hardware **410** and specialized components **430**. For example, mediator **420** can include an operating system, services, drivers, a basic input output system (BIOS), controller circuits, or other hardware or software systems.

[0058] Specialized components **430** can include software or hardware configured to perform operations for controlling an artificial reality (XR) environment, such as by providing user interfaces for interactions with a current XR application, providing detail views for selected items, navigating between multiple virtual worlds without having to transition in and out of a home lobby for those worlds, executing aspects of a second XR application while within a world controlled by a first XR application, and providing 3D content that is separate from the current world. Specialized components **430** can include an information retrieval mod-

ule **434**, an information assessment module **436**, a travel execution module **438**, a content mode generation module **440**, a content facilitation module **442**, a content selection module **444**, a content transfer module **446**, a content presentation module **448**, and components and APIs which can be used for providing user interfaces, transferring data, and controlling the specialized components, such as interfaces **432**. In some implementations, components **400** can be in a computing system that is distributed across multiple computing devices or can be an interface to a server-based application executing one or more of specialized components **430**. Although depicted as separate components, specialized components **430** may be logical or other nonphysical differentiations of functions and/or may be submodules or code-blocks of one or more applications.

[0059] In some implementations, information retrieval module **434** can retrieve information (i.e., “data”) which can be used to activate the personal interface. For instance, such data can include gestures, utterances, and other activity of a user while traveling within a virtual world. In some implementations, information retrieval module **434** can retrieve a user selection of an XR application corresponding to a virtual world to which the user desires to travel, including specific destinations for that world. In some implementations, information retrieval module **434** can, for a virtual world, retrieve data corresponding to user actions or spaces with which a user interacts. Such data can be in regard to a selection of a particular item (e.g., an object, a person, a dedicated broadcast space), a stare at a particular item in the virtual world or on the personal interface, a selection of a control on the personal interface, a conversation with an individual in a virtual world, etc. Further, information retrieval module **434** can retrieve data for a 3D content trigger action that can cause the personal interface to display 3D content exclusive of the virtual world being traveled by a user. In such a case, a non-exhaustive list of trigger actions can include user proximity to or selection of a particular item in a virtual world, a gaze or stare at a particular item in a virtual world or on the personal interface, selection of an item on the personal interface, navigating a website in a virtual world, presence in a virtual world that is detected by its controlling application (to provide content designated by the application), and selecting one or more personal content items that a user desires to include in a virtual world. Additional details on retrieval of the above types of data are provided below in relation to blocks **602**, **604**, and **608** in FIG. 6, block **702** in FIG. 7, block **802** in FIG. 8, and block **902** in FIG. 9.

[0060] In some implementations, information assessment module **436** can perform specific assessments as regards travel to a virtual world and actions within that world. For instance, information assessment module **436** can assess which XR application corresponding to a virtual world a user has selected for travel, as well whether the user has selected a particular travel destination designated for that virtual world. In some implementations, information assessment module **436** can assess types of 3D content trigger actions that a user has taken within a virtual world and which can cause the generation of 3D content on the personal interface. Additionally, information assessment module **436** can evaluate, for a virtual world, a type (e.g., 2D or 3D) of broadcast space within a virtual world that can be dedicated for displaying or otherwise presenting content for the virtual world. Additional details on the assessments performed by

information assessment module **436** are provided in relation to blocks **604** and **608** in FIG. **6**, block **802** in FIG. **8**, and block **902** in FIG. **9**.

[0061] In some implementations, travel execution module **438** can execute travel to a particular destination (e.g., a place, event, or one or more individuals) within a virtual world. For example, the travel can be executed according to a user's selection of a travel card presented by a XR application corresponding to a virtual world in response to the user's selection of that application on the personal interface. Additional details on the types of travel that can be executed by this module are provided in relation to block **608** in FIG. **6**.

[0062] In some implementations, content mode generation module **440** can determine a particular mode in which content ought to be generated. For instance, content mode generation module **440** can, in a case in which the personal interface acts to generate 3D content exclusive of the world being traveled by a user, select how the 3D content should be presented to a user via the personal interface. In these regards, exemplary modes can include presentation of content according to a display option, e.g., in a vicinity of the personal interface, through a window provided in the personal interface, or through a volumetric space generated by the personal interface. In some cases, content mode generation module **440** can determine the particular mode as a function of the type of item which was the subject of a 3D content trigger action, e.g., based on a mapping of item types to display modes. In other cases, content mode generation module **440** can always use the same display mode. In yet other cases, the application in control of displaying the 3D content can further specify which display mode to use. Additional details on content mode generation performed by the content mode generation module **440** are provided in relation to block **804** in FIG. **8**.

[0063] In some implementations, content facilitation module **442** can facilitate the processing of a particular type of content that can augment a virtual world traveled by a user. For example, such module can enable, for a selected virtual space within a virtual world traveled by a user, a transfer of 2D and/or 3D content to that space. In this regard, content facilitation module **442** can detect a deeplink associated with the space. Once detected, content facilitation module **442** can then transfer that link to the personal interface, for instance, such that a user can then make selections for an application corresponding to a content provider that can deliver content to the selected virtual space. Additional details on the content facilitation that can be performed by the content facilitation module **442** are provided in relation to blocks **904** and **906** in FIG. **9**.

[0064] In some implementations, content selection module **444** can execute the selection of content processed according to operation(s) of content facilitation module **442**. That is, content selection module **444** can receive 2D interface selections of the personal interface, for an application on the personal interface, that can provide content that can augment a virtual world. Additional details on content selections performed by content selection module **444** are provided in relation to block **906** in FIG. **6**.

[0065] In some implementations, content transfer module **446** can transfer 3D content to change or augment a virtual world traveled by a user. An example transfer can be directed to content of a XR application corresponding to a virtual world to which the user desires to travel. Another

example transfer can be directed to content to filled in a virtual space from a content provider whose content was facilitated by content facilitation module **442**. Additional details on transfers of 3D content performed by the content transfer module **446** are provided in relation to block **610** in FIG. **6** and block **906** in FIG. **9**.

[0066] In some implementations, content presentation module **448** can present 3D content according to a user selection for a XR application corresponding to a virtual world or a 2D application which can augment content for that world. Additional details on presentations of content performed by the content presentation module **448** are provided in relation block **610** in FIG. **6**, block **706** in FIG. **7**, block **806** in FIG. **8**, and block **906** in FIG. **9**.

[0067] Those skilled in the art will appreciate that the components illustrated in FIGS. **1-4** described above, and in each of the flow diagrams discussed below, may be altered in a variety of ways. For example, the order of the logic may be rearranged, substeps may be performed in parallel, illustrated logic may be omitted, other logic may be included, etc. In some implementations, one or more of the components described above can execute one or more of the processes described below.

[0068] FIG. **5** is a conceptual block diagram illustrating an exemplary artificial reality (XR) application **500** which, in some implementations, can be used to generate 2D interfaces for display via a personal interface and control 3D content for a corresponding virtual world in artificial reality. Therein, application **500** includes a controller **502**, a personal interface builder **504**, and a 3D world builder **506**. In operation, an XR system can include multiple runtimes (runtime systems or environments), one controlled by a currently active application defining the current virtual world and one that is the personal interface. While the personal interface can be a virtual object in the 3D world with properties such as a size, reactions to physics, display properties, etc., what the personal interface displays can be a separate runtime from the virtual world. This separation between the virtual world and the personal interface provides an ability for an active application to output a 3D world while the user has access to features of other XR applications, such as travel cards to teleport directly into another virtual world. In various implementations, the personal interface execution environment can be hidden from the active application or can have access ports that the application executing on the personal interface can control to surface only desired information to the active application. Thus, XR applications can be conceptually divided into general control and access functions in controller **502**, a personal interface builder **504** module that executes under the personal interface runtime to provide a 2D interface on the personal interface, and a 3D world builder module **506** which executes under a world runtime to generate the current 3D world. A such, the 3D world builder **506** of an XR application is only active when that XR application is generating a current 3D world (or in some cases when a window in that world is needed) while the personal interface builder **504** can be executed when the XR application is the current active application or when the XR application is selected in the personal interface when another application is the current active application.

[0069] Controller **502** can include all necessary coding and programming for coordinating operations of personal interface builder **504** and 3D world builder **506**. For

example, controller **502** can include APIs, e.g., for responding to deeplink activations, triggering personal interface builder **504** to generate 2D interfaces, or triggering 3D world builder **506** to generate a 3D world. Personal interface builder **504** can respond to an activation, received via controller **502**, of the application on a personal interface. That activation can cause the personal interface builder **504** to generate a 2D interface portion of the XR application that can, e.g., control traveling to locations in a virtual world of the application, access features in a current virtual world such as user preferences, social activities, using accessories, etc. When a user of XR control and navigation system **164** uses the 2D interface from personal interface builder **504** to travel to a location in a corresponding world, 3D world builder **506** can cause, i.e., via communications performed through controller **502**, that virtual world to load. In various cases, personal interface builder **504** and/or 3D world builder **506** can build the 2D interface and 3D world using local content and/or content retrieved from a remote source. For example, a 3D world can include a number of 3D models (e.g., trees, buildings, etc.) which can be manipulated by multiple users in that 3D world. These 3D models can be stored locally or retrieved from a server while the representations of the other users and their states can be synchronized with such a server. As another example, personal interface builder **504** can have templates that are filled with locally stored content or live content retrieved from a server.

[0070] In some implementations, personal interface builder **504** can itself generate 3D content that can be displayed via the personal interface according to a display option for one or more items corresponding to the content. In this way, the personal interface, which can be a 2D application having corresponding 2D interfaces to XR and other applications, can host and display content, separately from the virtual world. Thus, the personal interface can serve as an output medium for an XR application in two distinct ways. First, the personal interface can be a vehicle by which to simply present 2D interfaces for applications e.g., enabling a user to travel among and interact with multiple virtual worlds corresponding to those applications. In this case, 3D content is under the control of the XR application corresponding to a virtual world traveled by a user and generated external to the personal interface. Second, the personal interface can be a vehicle by which 3D content for an XR application is generated and displayed by the personal interface itself. Such 3D content can be exclusive of a virtual world being traveled by a user. This way, a user can, for instance, “preview” one or more aspects of a given virtual world via the personal interface without having to actually go to that virtual world.

[0071] FIG. 6 is a flow diagram illustrating a process **600** used in some implementations of the present technology for using a personal interface of the XR control and navigation system **164** to navigate multiple virtual worlds in artificial reality. For instance, process **600** can be used to allow a user to travel, on the fly and interchangeably, between multiple virtual worlds in which acquaintances of the user are located. In some implementations, process **600** can be initiated by a user executing a program to create an artificial reality environment. In some implementations, process **600** can be performed on a server system in control of that artificial reality environment; while in some cases all or parts of process **600** can be performed on an artificial reality client device.

[0072] At block **602**, a user of XR control and navigation system **164** can activate the personal interface to access one or more controls (e.g., avatar controls, content items which can be accessed, payment methods and accounts access, navigational tools, etc.) while traveling within a current virtual world. For instance, the personal interface can be activated and displayed to the user in response to the user making one or more gestures, series of movements, utterances, activating a UI element, etc. In some implementations, a user can activate the personal interface using one or more of these prompts for activation to display the personal interface for the purpose of traveling to a subsequent virtual world directly from a current virtual world.

[0073] In some cases, when the personal interface is activated, it can display a 2D interface for the currently active application (i.e., the application in control of the current virtual world the user is in). At block **604**, process **600** can receive a selection of another XR application from among multiple XR applications available through the personal interface. In this regard, the selected XR application can represent a subsequent virtual world with which the user wishes to interact and/or to which the user desires to travel seamlessly from the current virtual world. For making the selection of the XR application, process **600** can present the user a list of applications in which the applications can be stored locally on the personal interface and/or application shells that process **600** has selected as being of interest to the user and whose components can be downloaded upon selection. To facilitate the selection, process **600** can configure the applications to be searchable and/or organized according to a predetermined form of ranking (e.g., most used).

[0074] At block **606**, process **600** can display, via the personal interface, a 2D interface portion of the selected application. For instance, the displayed 2D interface portion can be in control of a 2D interface of the personal interface so as to output content corresponding to the selected application. During such control, such 2D interface portion can be operative according to the runtime of the personal interface so as to not be under any control of a controller of a current virtual world, i.e., the 2D interface portion can be operating under its own authority when content for the selected application is displayed. In some implementations, the content corresponding to the selected application that is displayed can include, for example, information regarding the source of the selected application (e.g., its origin), the type of virtual world that such application corresponds to, a listing of travel cards that can enable a user’s travel to a particular destination within a corresponding virtual world, a listing of occupants for the corresponding virtual world, avatars that will be made available to the user upon arrival in the virtual world, etc.

[0075] At block **608**, process **600** can receive a selection of a travel destination via the displayed 2D interface portion of the selected application. For example, the 2D interface portion can present the user multiple travel cards for a subsequent virtual world corresponding to the application, where the travel cards can indicate destinations including places (museums, schools, resorts, etc.), events (sporting competitions, musical performances, parties, etc.), and people (friends, family members, supervisors, etc.), within the world. In this respect, the travel cards can have corresponding deeplinks such that a user can travel directly to a respectively associated destination. In these regards, the travel cards can be originated (i.e., defined by) one or more

of the following, such as natively by the selected application, as a result of scheduling for certain events for the subsequent virtual world (e.g., timing for a sporting or musical event), according to membership or presence in that world (e.g., a user's friends, celebrities, user's with special status in the world), when another user designates a location in that world as being of interest, etc. In some implementations, particular aspects that can be included in a travel card can include one or more of an avatar selection that a user will be provided upon arrival in a subsequent virtual world, a description for a particular event and its start time, for instance, activities for a subsequent virtual world, people that a user can join in such a world, etc.

[0076] At block **610**, process **600** can cause the selected application to generate and display 3D content for the subsequent virtual world that corresponds to the selected travel destination. As an example, if the subsequent virtual world includes a building having several rooms and the selected travel destination corresponds to a particular one of those rooms, process **600** can generate a representative 3D depiction for that room. In this respect, it can be understood that process **600** can cause generation of the room in 3D format according to operations of and between controller **502** and 3D world building portion **506**. In some implementations, process **600** can generate 3D content for a virtual world corresponding to selected travel destination (such as the above room) from elements stored locally on the personal interface or otherwise (i.e., from a remote server). In some implementations, process **600** can generate 3D content for such a virtual world where, for an exemplary multi-person environment, one or more states of displayed objects can be synchronized between users in that world (e.g., through one or more host servers for the world).

[0077] At block **612**, process **600** can return to block **602** to initiate travel for yet another subsequent virtual world in a case in which a user has not finished traveling among virtual worlds in artificial reality. In a case in which the personal interface is still activated, i.e., not dismissed by a user according to or more prompts similar in type but different in, for example, number or sequence than those enabling activation, it is contemplated that the user can merely tap the personal interface to awaken it. That is, XR control and navigation system **164** can configure the personal interface to execute a sleep mode after a predetermined period of inactivity in order to decrease distraction to a user while traveling a virtual world.

[0078] FIG. 7 is a flow diagram illustrating a process **700** used in some implementations of the present technology for using the personal interface to present content from a controller corresponding to a selected item. Process **700** can be initiated while a user is traveling within a virtual world corresponding to a selected XR application, and can be performed either on a server system in control of that XR application or on an artificial reality client device operating the selected XR application. For example, process **700** can, for an item in a virtual world being traveled by a user, present content for that item on the personal interface in real time. Such an item could be, for instance, a painting hung in a virtual world for a museum, where the presented content could include the name of the artist, a history of the artist, other paintings painted by the artist, etc.

[0079] At block **702**, process **700** can receive a selection of an item, such as an item in a current virtual world being traveled by a user or an item selected through the personal

interface. For example, the selection can be a result of the user interacting with (e.g., touching, gazing, etc.) the item, being in a predetermined proximity to the item, having traveled by the item a predetermined number of times within a certain interval of time, tapping the item when the item is displayed on the personal interface, speaking a command indicating the item, etc.

[0080] At block **704**, process **700** can access a deeplink to a controller corresponding to the selected item. The deeplink can be included in a data structure for the selected item and can specify the destination controller and one or more parameters to pass to the controller (e.g., an identity of the selected item, an identity of the user, contextual information of the selection such as which virtual world it was in, who else is present, etc.). For instance, the deeplink can specify the destination as a module or function call in a current application, another local XR application, a URI for a remote service, etc. In some cases, the controller can correspond to the application for the current virtual world being traveled by the user. In other cases, the controller can correspond to an external local or remotely served application, i.e., an application separate from an application in control of the current virtual world. In some implementations, the controller can correspond to a system component mapped to the selected item, such as a people profile manager, a social graph module, or a contacts module mapped to a people-type item; a file picker mapped to a media player type item, a digital wallet mapped to a payment portal type item; a scheduling manager defining availability for certain areas within the current virtual world; etc. In some cases, the selected item can be an area of a virtual world, and at block **704**, process **700** can access the controller deeplink as a result of the user entering that area. When process **700** accesses the deeplink corresponding to a selected item, process **700** can provide via the personal interface runtime a request to the controller for corresponding information to display in the personal interface, where the request can specify, e.g., the specified parameters for the selected item.

[0081] At block **706**, process **700** can receive the requested content, from the controller of the selected item, and can display that content on the personal interface. There are no limits on the type of the content that can be provided, but examples include a details page for the selected item, the user's notes on the selected item, the 2D interface of the XR application that is the controller for the selected item, a default page provided by a system component providing meta-data from the selected item, another 3D model, a view into another virtual world, etc.

[0082] FIG. 8 is a flow diagram illustrating a process **800** used in some implementations of the present technology for generating and displaying 3D content via the personal interface. Process **800** can be initiated while a user is traveling within a virtual world. Process **800** can be performed on an XR device or, in some cases, can be performed on a server system supporting such an XR device where operations such as "displaying 3D content" are to be understood as causing display of such content on the XR device. For instance, process **800** could generate and display 3D content, via the personal interface, for the painting discussed in relation to FIG. 7.

[0083] While a user is traveling within a current virtual world, process **800** can, at block **802**, receive one or more 3D content trigger actions. Such trigger actions can be, for

a user's activity within the current virtual world, actions and/or context that the XR control and navigation system **164** has mapped to display corresponding 3D content in the virtual personal interface runtime. For example, the content trigger actions can include user proximity to or selection of a particular item in a virtual world, a gaze or stare at a particular item in a virtual world or on the personal interface, selection of an item on the personal interface, navigating to a website in a virtual web browser, presence in a virtual world that is detected by its controlling application (to provide content designated by the application), selecting one or more personal content items that a user desires to include in a virtual world, selection of an item where a corresponding deeplinked controller provides 3D content in response (as discussed above in relation to FIG. 7), etc.

[0084] At block **804**, process **800** can generate 3D content according to a display option. In particular, process **800** can generate such 3D content in the runtime of the personal interface, where the generated content may not be accessible to, or under the control of a respective application that is in control of the current virtual world. The generated content can relate to an item which was the target or subject of a given 3D content trigger action. For example, if a user was in proximity to an advertisement in the current virtual world, corresponding generated content can be sourced by an application under the control of an associated advertiser. In this regard, it can be understood that a personal interface builder (see personal interface builder **504** of FIG. 5 and accompanying discussion) of the sourcing application can provide 3D content to the personal interface as part of the content generation according to block **804**—which may be triggered by a deeplink activation to the sourcing application as discussed in relation to FIG. 7. Depending upon a nature of the content to be generated, process **800** can generate that content in accordance with a particular display option, i.e., a way that the controlling application prescribes display for the item relative to the personal interface. In various implementations, the system may only allow one display option, the display option may be set by the content provider or set as meta-data on the content, or there may be a mapping of content types to display options. The display options that can be executed by the personal interface can include displaying the generated content in a vicinity of the personal interface, through the personal interface acting as a window to another virtual world, or through a portal (e.g., a volume) extending through the personal interface and through which the item can be accessed by a user. For example, where the content is a 3D model of below a certain size, the portal display option may be used, where the content is a 3D model of above the certain size, the vicinity display option may be used, and where the content is a link to another virtual world the window display option may be used.

[0085] At block **806**, process **800** can display the generated content according to the corresponding display option. This way, process **800** can provide the personal interface as an output medium for the 3D content in a manner which is not under the control of or in any way disrupts display of the current virtual world being traveled by a user.

[0086] FIG. 9 is a flow diagram illustrating a process **900** used in some implementations of the present technology for populating a dedicated space within a virtual world with content sourced by an application external to that virtual world. Process **900** can be initiated while a user is traveling within a virtual world corresponding to a selected XR

application, e.g., process **900** can be available as part of an interface between a virtual world and the personal interface where access to designated spaces in the virtual world cause selection for those spaces in the personal interface or conversely where content selected via coordination in the personal interface can then be provided to access a designated space in the virtual world. Process **900** can be performed on an XR device such as in a runtime of a personal interface. In some cases, process **900** could be performed on a server system in control of such an XR device. In these regards, and for example, process **900** can populate a dedicated movie screen within a virtual world with content for a movie selected by a user from a listing of movies provided to the user according to an application stored on a personal interface.

[0087] At block **902**, process **900** can receive a selection of a virtual space, within a current virtual world being traveled by a user, that is designated for external content. In this regard, the virtual space can be, for example, a 2D and/or a 3D space. For example, such a designed space, selected by a user for displaying a movie, can be configured to emit video and/or audio content. Such a virtual space can be associated to a deeplink representing an addressed location for the virtual space.

[0088] At block **904**, process **900** can receive a selection of the provider of content which is to be output for the designated virtual space. For example, the selection can be the result of a user choosing, on the personal interface, a particular external application of a content provider that provides content that the user desires to be output to the designated virtual space. Alternatively, the designated virtual space can be assigned to a particular content provider such that when a user selects the virtual space (as at block **902**), the content provider is pre-selected. In some implementations, the selection can be of a particular 2D or 3D content item the user wants to have shown in the designated virtual space.

[0089] In some implementations, process **900** can be performed such that first a user selects a content item in block **904**, then selects a virtual space designated for external content. For example, a user may select a video and then a control which brings up a list of dedicated virtual spaces in the area that supports playing external videos. As another example a user may select a 3D model and then a control which brings up a list of dedicated volumes in the area that are large enough to hold the selected 3D model or that are designated to hold the type of the selected 3D model.

[0090] At block **906**, process **900** can provide access to the selected virtual space to the selected content provider, where the providing of the access causes the content provider to fill content into the selected virtual space. A selection of a content provider can cause the deeplink for the dedicated space to be issued to the content provider, which allows the content provider to access the dedicated space and display content there. For example, the deeplink can be an address or ID for a virtual casting screen that a streaming video content provider can then use to output streaming video. In these regards, the content provider can fill the selected virtual space with 2D and/or 3D content, i.e., if the space includes a 3D capacity, the provider can further fill the space with corresponding 3D content.

[0091] FIG. 10 is a diagram **1000** illustrating an exemplary personal interface **1002**. As can be understood from the discussion thus far, the personal interface can provide an

interface such as various 2D or 3D components application, that can present 2D interfaces for applications, system controls, user preference settings, etc. That is, some of the interfaces in the personal interface can be 2D interface portions from an XR application (e.g., built by personal interface builder **504** of FIG. **5**). The personal interface can include a 2D interface for an application controlling the current virtual world (e.g., elements **1006**, **1008**, **1010** and **1012**—allowing the user to interact with the current “Dreamland” virtual world **1004** through a uniform array of exemplary controls. As shown, such controls can include avatar controls **1006** enabling a user to control, for instance, motions of an avatar representing the user or other entity in a virtual world. In addition, such controls can include selections for content items **1008** (e.g., avatar apparel, avatar accessories, collectibles, etc.) that the user may desire to include within a virtual world, payment methods/accounts access **1010** as means to purchases goods and/or services, as well as navigational tools **1012** (e.g., a list of places in the current world the user may want to travel to, events occurring, bookmarked locations, etc.) enabling a user to maneuver and record experiences within a virtual world. To enable a user to travel seamlessly between virtual worlds in artificial reality, the personal interface can also present access to the 2D interfaces for multiple user-selectable XR applications, here shown in list **1014** corresponding to XR applications installed on the XR device that have corresponding virtual worlds.

[0092] FIG. **11** is a diagram **1100** illustrating an exemplary personal interface **1102** depicting virtual world destinations which can be executable by a user upon selection of an artificial reality (XR) application on the personal interface **1102**. For instance, in a case in which a user selects an XR application corresponding to the virtual world **1104** of “Clubhouse,” personal interface **1102** can present a 2D interface for that XR application, which in this example includes user listings of destinations **1106** that a user can travel to within that world. That is, the destinations **1102** can be associated to deeplinks enabling a user to travel directly to a corresponding location. Exemplary destinations can correspond to locations within the world (e.g., places, events, such as Locations 1 and 2), and people or groups within the world (e.g., Group 1), such that a user can travel to join those people and share in the experience of a particular event (e.g., a concert). Additionally, in this example the 2D interface for the Clubhouse XR application includes occupants **1108** of the Clubhouse virtual world, which the user can select to, for instance, review a current location for an occupant, corresponding social media presence, and other types of public postings.

[0093] FIGS. **12A-12C** illustrate instances in which a personal interface of XR control and navigation system **164** can present 3D content in artificial reality according to various display options. For example, FIG. **12A** is an exemplary diagram **1200** illustrating the personal interface **1202** providing 3D content **1204** separate from a world currently traveled by a user. The 3D content **1204** is in a vicinity of the personal interface (i.e., in a volume under control of the personal interface). In particular, the generated 3D content **1204** can relate to a world corresponding to an item to which a 3D content trigger action was directed (as discussed above in relation to FIG. **8**).

[0094] As another example 1250, FIG. **12B** is an exemplary diagram illustrating a personal interface **1252** provid-

ing a window **1254** into a virtual world “Clubhouse” that is other than the world currently being traveled of “Car Exhibition” **1256**. Similar to FIG. **12A** in that the generated 3D content can correspond to a virtual world for an item corresponding to a 3D content trigger action, the personal interface **1252** can here present that content in a window **1254** where the other virtual world is depicted as being viewed through the personal interface **1252**. Here, such other virtual world corresponds to a portion of the Clubhouse depicted for FIG. **11**.

[0095] As yet another example 1275, FIG. **12C** is an exemplary diagram illustrating a personal interface **1277** providing a portal into a 3D volume **1280**, separate from the world currently traveled by a user (“Clubhouse” **1279**). In particular, the personal interface **1277** can provide the volume **1280** as a space within the personal interface **1277**, through which a user can view and, in some implementations, interact with 3D content presented in the 3D volume in a runtime separate from the current virtual world (as shown here with the user’s hand **1282** reaching into the volume **1280** to interact with the content item **1281**).

[0096] It can be understood that implementations of the present technology can implement one or more of the display options discussed above in accordance with the particular item to which a 3D content trigger action has been directed. For instance, if a user is traveling in a current world and is interacting with a given one of “My Content Items,” then a controller in control of that item can determine which display option is applicable. In other implementations, the 3D item type can be mapped to a particular display option. In yet other implementations, the system can be configured to use only one or two of the display options.

[0097] FIG. **13** is an exemplary diagram **1300** illustrating populating a dedicated space **1304** within a virtual world with content sourced by an application external to that virtual world. For example, in response to a user traveling within a virtual world of “Clubhouse” **1302** and selecting a casting space **1304** (a projection screen, blank banner, open volume, etc.), the user can use a personal interface **1306** displayed to her to select content **1308** to be cast to that space. That is, the user can select, for instance, video 2, which can correspond to a video from a content provider able to cast one or more of 2D and 3D content according to a deeplink, for the casting space **1304**, that delineates its respective address and content capacity. This way, a user experience for such a virtual world as Dreamland can be enhanced by the inclusion of material that can be personally selected by a user and provided from a 3rd party source.

[0098] Reference in this specification to “implementations” (e.g., “some implementations,” “various implementations,” “one implementation,” “an implementation,” etc.) means that a particular feature, structure, or characteristic described in connection with the implementation is included in at least one implementation of the disclosure. The appearances of these phrases in various places in the specification are not necessarily all referring to the same implementation, nor are separate or alternative implementations mutually exclusive of other implementations. Moreover, various features are described which may be exhibited by some implementations and not by others. Similarly, various requirements are described which may be requirements for some implementations but not for other implementations.

[0099] As used herein, being above a threshold means that a value for an item under comparison is above a specified

other value, that an item under comparison is among a certain specified number of items with the largest value, or that an item under comparison has a value within a specified top percentage value. As used herein, being below a threshold means that a value for an item under comparison is below a specified other value, that an item under comparison is among a certain specified number of items with the smallest value, or that an item under comparison has a value within a specified bottom percentage value. As used herein, being within a threshold means that a value for an item under comparison is between two specified other values, that an item under comparison is among a middle-specified number of items, or that an item under comparison has a value within a middle-specified percentage range. Relative terms, such as high or unimportant, when not otherwise defined, can be understood as assigning a value and determining how that value compares to an established threshold. For example, the phrase “selecting a fast connection” can be understood to mean selecting a connection that has a value assigned corresponding to its connection speed that is above a threshold.

[0100] As used herein, the word “or” refers to any possible permutation of a set of items. For example, the phrase “A, B, or C” refers to at least one of A, B, C, or any combination thereof, such as any of: A; B; C; A and B; A and C; B and C; A, B, and C; or multiple of any item such as A and A; B, B, and C; A, A, B, C, and C; etc.

[0101] Although the subject matter has been described in language specific to structural features and/or methodological acts, it is to be understood that the subject matter defined in the appended claims is not necessarily limited to the specific features or acts described above. Specific embodiments and implementations have been described herein for purposes of illustration, but various modifications can be made without deviating from the scope of the embodiments and implementations. The specific features and acts described above are disclosed as example forms of implementing the claims that follow. Accordingly, the embodiments and implementations are not limited except as by the appended claims.

[0102] Any patents, patent applications, and other references noted above are incorporated herein by reference. Aspects can be modified, if necessary, to employ the systems, functions, and concepts of the various references described above to provide yet further implementations. If statements or subject matter in a document incorporated by reference conflicts with statements or subject matter of this application, then this application shall control.

I/We claim:

1. A method of navigating multiple virtual worlds in artificial reality, the method comprising:

providing a personal interface with 2D interfaces to multiple applications,

wherein each application has a 3D world building portion that controls one of the virtual worlds executed in a first runtime, and a 2D interface portion that controls one of the 2D interfaces executed in a second runtime of the personal interface; and

transitioning to a subsequent virtual world by:

receiving a selection of an application, of the multiple applications, corresponding to the subsequent virtual world;

displaying, via the second runtime of the personal interface, the 2D interface portion of the selected

application, wherein the 2D interface portion of the selected application comprises one or more travel cards, each travel card defining a link to a respective travel destination for the subsequent virtual world; receiving a selection of a travel destination via the displayed 2D interface portion of the selected application; and

causing, in response to the selection, the selected application to generate and display a 3D world, in the first runtime, corresponding to the selected travel destination.

2. The method of claim 1,

wherein the receiving the selection of the application corresponding to the subsequent virtual world occurs concurrently with display for a current virtual world.

3. The method of claim 1,

wherein the personal interface appears with consistent controls in both a current virtual world and the subsequent virtual world.

4. The method of claim 1,

wherein the travel destinations correspond to one or more of (a) places within the subsequent virtual world, (b) events within the subsequent virtual world, (c) people within the subsequent virtual world, or (d) any combination thereof.

5. The method of claim 1 further comprising:

receiving a selection of an item, in the subsequent virtual world, that corresponds to a controller;

accessing content, from the controller, via a deeplink associated with the selected item; and

presenting the content, from the controller, on the personal interface in the second runtime of the personal interface.

6. The method of claim 1 further comprising:

generating, in the second runtime of the personal interface exclusive of the first runtime, 3D content by the personal interface in response to receiving a 3D content trigger action for an item in the subsequent virtual world or on the personal interface; and

displaying the generated 3D content by the personal interface according to a display option, wherein the display option specifies one of 3D content being displayed A) at a specified location relative to the personal interface, B) with the personal interface as a window into another 3D world which is the 3D content, or C) with the personal interface being a portal to a volume containing the 3D content.

7. A computing system for navigating multiple virtual worlds in artificial reality, the computing system comprising:

one or more processors; and

one or more memories storing instructions that, when executed by the one or more processors, cause the computing system to perform a process comprising:

providing a personal interface with 2D interfaces to multiple applications,

wherein each application has a 3D world building portion that controls one of the virtual worlds executed in a first runtime, and a 2D interface portion that controls one of the 2D interfaces executed in a second runtime of the personal interface; and

- transitioning to a subsequent virtual world by:
 receiving a selection of an application, of the multiple applications, corresponding to the subsequent virtual world,
 displaying, via the second runtime of the personal interface, the 2D interface portion of the selected application,
 receiving a selection of a travel destination via the displayed 2D interface portion of the selected application, and
 causing, in response to the selection, the selected application to generate and display a 3D world, in the first runtime, corresponding to the selected travel destination.
- 8.** The computing system of claim **7**, wherein the 2D interface portion of the selected application comprises one or more travel cards, each travel card defining a link to a respective travel destination for the subsequent virtual world.
- 9.** The computing system of claim **8**, wherein the travel destinations correspond to one or more of (a) places within the subsequent virtual world, (b) events within the subsequent virtual world, (c) people within the subsequent virtual world, or (d) any combination thereof.
- 10.** The computing system of claim **7**, wherein the receiving the selection of the application corresponding to the subsequent virtual world occurs concurrently with display for a current virtual world.
- 11.** The computing system of claim **7**, wherein the personal interface appears with consistent controls in both a current virtual world and the subsequent virtual world.
- 12.** The computing system of claim **7**, wherein the process further comprises:
 receiving a selection of an item, in the subsequent virtual world, that corresponds to a controller;
 accessing content, from the controller, via a deeplink associated with the selected item; and
 presenting the content, from the controller, on the personal interface in the second runtime of the personal interface.
- 13.** The computing system of claim **7**, wherein the method further comprises generating, in the second runtime of the personal interface exclusive of the first runtime, 3D content by the personal interface in response to receiving a 3D content trigger action for an item in the subsequent virtual world or on the personal interface; and
 displaying the generated 3D content by the personal interface according to a display option, wherein the display option specifies one of 3D content being displayed A) at a specified location relative to the personal interface, B) with the personal interface as a window into another 3D world which is the 3D content, or C) with the personal interface being a portal to a volume containing the 3D content.
- 14.** A machine-readable storage medium having machine-executable instructions stored thereon that, when executed by one or more processors, cause the one or more processors to perform a method for navigating multiple virtual worlds in artificial reality, the method comprising:
 providing a personal interface with 2D interfaces to multiple applications,
 wherein each application has a 3D world building portion that controls one of the virtual worlds executed in a first runtime, and a 2D interface portion that controls one of the 2D interfaces executed in a second runtime of the personal interface; and
 transitioning to a subsequent virtual world by:
 receiving a selection of an application, of the multiple applications, corresponding to the subsequent virtual world,
 displaying, via the second runtime of the personal interface, the 2D interface portion of the selected application,
 receiving a selection of a travel destination via the displayed 2D interface portion of the selected application, and
 causing, in response to the selection, the selected application to generate and display a 3D world, in the first runtime, corresponding to the selected travel destination.
- 15.** The machine-readable storage medium of claim **14**, wherein the 2D interface portion of the selected application comprises one or more travel cards, each travel card defining a link to a respective travel destination for the subsequent virtual world.
- 16.** The machine-readable storage medium of claim **15**, wherein the travel destinations correspond to one or more of (a) places within the subsequent virtual world, (b) events within the subsequent virtual world, (c) people within the subsequent virtual world, or (d) any combination thereof.
- 17.** The machine-readable storage medium of claim **14**, wherein the receiving the selection of the application corresponding to the subsequent virtual world occurs concurrently with display for a current virtual world.
- 18.** The machine-readable storage medium of claim **14**, wherein the personal interface appears with consistent controls in both a current virtual world and the subsequent virtual world.
- 19.** The machine-readable storage medium of claim **14**, wherein the method further comprises receiving a selection of an item, in the subsequent virtual world, that corresponds to a controller;
 accessing content, from the controller, via a deeplink associated with the selected item; and
 presenting the content, from the controller, on the personal interface in the second runtime of the personal interface.
- 20.** The machine-readable storage medium of claim **14**, wherein the method further comprises generating, in the second runtime of the personal interface exclusive of the first runtime, 3D content by the personal interface in response to receiving a 3D content trigger action for an item in the subsequent virtual world or on the personal interface; and
 displaying the generated 3D content by the personal interface according to a display option wherein the display option specifies one of 3D content being displayed A) at a specified location relative to the personal interface, B) with the personal interface as a window into another 3D world which is the 3D content, or C) with the personal interface being a portal to a volume containing the 3D content.