



The Open-Standard Metaverse Browser



Your Window Into the 3D Spatial Internet

Today's XR and UGC platforms are closed, proprietary ecosystems. Enterprises, educators, and entertainment companies are forced to build inside walled gardens that control data and revenue, require app downloads, and lock users into specific devices. The result: siloed experiences, limited access, and friction for creators, developers, and end-users alike.

A metaverse browser built on open standards removes these barriers. Open standards give companies and creators full ownership of their content, data, and revenue, free from device, platform, or vendor lock-in.

Current web browsers aren't built for real-time, proximity-based 3D content or for the future of AR glasses. The open metaverse browser enables an interoperable 3D internet, giving people full control to build, launch, and scale XR content anywhere, on any device.



Frictionless Access

Instantly view and explore 3D virtual or augmented reality content like you access websites with a web browser. No app downloads and no installs.

Unlimited Real-Time Services

Proximity-based services, spatial experiences, AI agents, and environments are dynamically rendered in real time.



No Platform Lock-In

Open standards ensure creators and enterprises are not confined to one vendor or ecosystem. Build spaces and services to function across devices and browsers.

Future-Proof Compatibility

Any experience, space, or real-time service built for an open metaverse browser automatically works across all future metaverse browsers.



Manage Your Own Infrastructure

You own what you host. Just like anyone can run their own web server, the open metaverse browser enables organizations to build and operate spatial environments on their own infrastructure.

Device-Agnostic

Works seamlessly across all devices (AR glasses, XR headsets, PCs, and mobile) accessible without app stores. A native app layer connects to local resources for optimal fidelity and performance.



Bringing the XR Industry Together.

Contribute to the development of the first open "Native" Metaverse Browser for all XR devices.

