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MALE: I really think this work is important to the future of human connection, and that's why Facebook is all in on solving these problems and we hope that you are too. And with that, I'd like to introduce Hugo Barra to talk about our work in VR. Thank you.

HUGO BARRA: Good morning and wow, I'm always blown away by the energy in this room and in this community. Welcome everyone to OC5, our fifth Oculus Connect. That's right. We have so much to share today. But before we get started, I want to give a special welcome to a very special group here with us this morning. There are about 50 of you here today, and you know who you are, our most dedicated developers and creators who have attended all five Oculus Connects. Yes. Thank you. Thank you for your hard work and your dedication over the years and thank you for continuing to believe in the power of VR. And another special welcome to those watching the keynote together live in VR in Oculus Venues. Yeah, we're streaming in 180 video, so it should feel almost like you're here with us in the room. Which brings me to our mission at Oculus. Our mission is to defy distance. And to deliver on this mission, we need to build hardware, software, and of course an entire developer ecosystem that brings this new medium to life. And that is where you come in. Over the last five years we've been building VR products and platforms to bring more people into VR. And our goal is to help you find your audience on the right platform and build a business. Oculus Go is our first all-in-one VR headset and the most affordable way for people to experience VR for the first time. Here at Connect we'll share what we learned from Oculus Go so far and what we're doing to bring even more compelling content to this platform so we can continue to grow this audience. Oculus Rift and Touch remain the gold standard for high end VR experiences and our test bed to push the boundaries of what's possible. Today we're going to share with you a few new developer features and then follow up with a number of technical and design talks here at Connect from both Oculus folks, as well as many of you from our community. And finally, Oculus Quest is our first all-in-one VR headset that brings the magic of Rift to a mainstream product that appeals to an even wider audience. This is a new category for VR and in the next two days here at Connect, we're going to share with you everything you need to get started. So let's dive in, and we're going to start by taking a look at what some of our top Rift developers have been working on lately kicking off with a super high energy film that celebrates this awesome community. Check it out.