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{music and video playing}

HUGO BARRA: It looks fun, right? Well, it's even more fun than it looks. It's pretty sick. You can check out the demos right after the keynote. We have the tennis demos, Super Hot, Face Your Fears right next to us on the main show floor, and you'll be able to try the arena demo called Dead & Buried across the hall in the Innovation Zone. So definitely check it out. You'll have a really good time. Okay, now all of the awesome technology that's packed into Oculus Quest is, of course, only as good as the experiences we enable you to deliver. So we have tons of tools to get you started. In fact, many of the SDKs you're already using will just work for Oculus Quest, including our platform, audio spatialization and Avatar SDKs, just to name a couple. Now we spent years building world class VR integration for Unreal in Unity, and these tools support Oculus Quest today. So if you're using our Unity or Unreal integrations you already have what you need to build for Quest. For example, the Super Hot demo on the show floor here at Connect was ported from Rift to Oculus Quest by the Super Hot team in just a few weeks. It's also possible to develop a game using Unity for Quest and then build it for Rift with no code changes. Yeah, now if you want to learn more about developing for Oculus Quest we have several sessions for you here this week. So check them out. And that's Oculus Quest. Our first all-in-one 6DOF VR headset with touch controllers for hand presence, Oculus Insight tracking technology that goes beyond room scale and supports multi-room Guardian, integrated audio with improved bass, and best-in-class optics. And what you're seeing today is just a start. We're planning over 50 high quality titles available at launch, and our launch lineup will be an impressive showcase of what we've all learned together over the years. And we hope it inspires all of you to build what you've always imagined. We're going to share the full line up next year, and in the meantime, we wanted to give you a sneak peek at something very special we've been working on with one of the most innovative and award-winning teams in the universe. Please welcome executive in charge at ILMxLAB Vicki Dobbs Beck.