ACADEMY of IMMERSIVE Arts & Sciences

Field of View

The weekly briefing on AI + XR from the Academy of Immersive Arts & Sciences

ISSUE 3 · DRAFT
WEEK OF OCT 12–18, 2026

Upcoming Academy Events



NEXT UP

OCT **22** METATR@VERSAL
MetaTr@versal: Immersive Media Summit

NOV **10** THE POLYS
Immersive X – Red Carpet 2026

NOV **13** READY PLAYER GOLF
Ready Player Golf 7

NOV **22** MISSION RESPONSIBLE
Mission Responsible 4

DEC **30** METATR@VERSAL
MetaTr@versal: Portal Crawl VIII

APR **18** THE POLYS
The Polys 7th Annual Immersive Awards

Details and registration at academyimmersive.org/events

ON THE INDUSTRY CALENDAR

Oct 26–Nov 1, 2026	**DOK Leipzig 2026** Leipzig, Germany 69th edition of the documentary and animation festival: 217 films and XR works, plus DOK Exchange XR.
Nov 12–22, 2026	**IDFA 2026 and DocLab** Amsterdam, Netherlands 253 titles from 80 countries, with DocLab's 10-title competition for immersive non-fiction.
Nov 18–19, 2026	**nextReality.festival 2026** Hamburg, Germany XR conference, free exhibition and the nextReality.Contest awards, with speakers from Snap, Meta and WDR.
Dec 1–4, 2026	**SIGGRAPH Asia 2026** Kuala Lumpur, Malaysia Asia's flagship graphics conference, first time in Malaysia; XR, Emerging Technologies, Real-Time Live.
Dec 7–9, 2026	**UnitedXR Europe 2026** Brussels, Belgium AWE and Stereopsia's joint European XR conference and expo, with the European XR Awards.

This Week in Focus

TOP LINE

Smart glasses met the regulators this week. Europe's data protection board told makers that recording must be obvious to bystanders, three Dutch groups took Meta to court with a hearing set for November 26, and a Ray-Ban Meta recording bug exposed how differently US and UK owners can control stored audio. On the creative side, Apple released Remnants, its first immersive horror film, IDFA named its DocLab immersive competition, and Grace Hopper Celebration 2026 was cancelled two weeks out. OpenXR added cross-vendor spatial tracking, and Meta shipped two new frontier models.

Lead Stories

The two to know



POLICY, PRIVACY & SAFETY

EU privacy regulators: smart glasses must make recording obvious

The European Data Protection Board adopted Statement 1/2026 on smart glasses on October 13, with a commissioned report, "The connected gaze." It says producers and app providers cannot shift their GDPR obligations onto users, flags higher risks in hospitals, schools and workplaces, and wants recording made obvious through LEDs, audio signals or unique designs.

INSIGHT

Museums, schools and broadcasters filming with glasses may count as data controllers under GDPR. Expect visible recording cues to become a design requirement for wearable experiences.

European Data Protection Board · Oct 13, 2026



CULTURE & CREATORS

Apple releases Remnants, its first immersive horror film

Apple released Remnants on October 16, billed as its first immersive horror film, exclusively on Vision Pro in the Apple TV app. Written and directed by Ti West, the 27-minute, PG-13 ghost story is set in Woldmere Castle and shot in Apple Immersive, the 180-degree format Apple has mostly used for sports and documentaries.

INSIGHT

A genre auteur working in 180-degree video tests whether scripted immersive drama can hold audiences, a useful signal for filmmakers and festivals programming narrative XR.

9to5Mac · Oct 12, 2026

> "Smart glasses should make their recording obvious, for instance with bright LED lights, audio signals or voice activation cues, privacy-friendly smartphone notifications, or unique designs. These warnings need to be reliable, hard to ignore, and always up to date.
>
> Anu Talus, Chair, European Data Protection Board

AI & XR by Category

POLICY, PRIVACY & SAFETY

Dutch groups take Meta to court over camera glasses

The Consumentenbond, joined by advocacy groups Offlimits and The Firewall, is suing Meta after it refused to modify its AI glasses. The consumer group wants the glasses and default settings changed to meet privacy law and an end to unlawful AI data processing. Meta says it will keep selling them. The hearing is November 26, 2026, in Amsterdam.

Insight: The first court test in Europe of whether camera glasses can be sold as they are. A ruling could shape what venues, schools and creators may deploy.

Cybernews · Oct 16

Meta glasses recording bug shows US and UK voice controls differ

Meta said on October 13 that a bug letting Ray-Ban Meta glasses save conversations without a wake word "has been resolved." VR.org compared Meta's voice privacy notices: in the UK, Ireland and Germany owners can switch voice storage off, while US, Canada and Australia versions store recordings by default, kept up to one year.

Insight: Institutions issuing glasses to staff or students should check regional defaults; in the US, audio from accidental activations may be stored unless someone deletes it.

VR.org · Oct 16

CULTURE & CREATORS

Grace Hopper Celebration 2026 cancelled two weeks before opening

AnitaB.org cancelled this year's Grace Hopper Celebration, set for October 27 to 30 at the Anaheim Convention Center, after registrations and sponsorships came in "significantly below" expectations. Registrants will hear about fees by October 26; GHC India (Bangalore, January 20 to 22, 2027) goes ahead. XR futurist Cathy Hackl was to host.

Insight: A loss for women in tech and immersive media, whose talks and hiring pipelines ran through GHC; a warning for any nonprofit convening that depends on sponsors.

AnitaB.org · Oct 13

IDFA names 10-title DocLab competition for immersive non-fiction

IDFA unveiled its 39th-edition lineup, 253 titles from 80 countries, running November 12 to 22. The DocLab Competition for Immersive Non-Fiction has 10 titles spanning VR, live theater, full-dome and multisensory works, and Darren Emerson's VR piece In Pursuit of Repetitive Beats returns in a multi-user format for DocLab's 20th anniversary.

Insight: DocLab remains a leading showcase for immersive documentary; its multi-user revival models how festivals can turn solo VR into shared audience experiences.

Variety · Oct 13

Hollywood's Magic Castle opens its Close-Up Gallery in immersive video

You Are Here: At the Magic Castle with Siegfried Tieber brings live-captured close-up magic from the private club's Close-Up Gallery and Library Bar to Apple Vision Pro. It runs as two standalone episodes of about 20 minutes each, free to Fovii subscribers or to rent or buy, and is also sold on Front Row.

Insight: Live capture gives audiences access to a hard-to-enter cultural venue; a model for institutions with intimate rooms and performances few people can attend.

UploadVR · Oct 14

AI & XR HARDWARE

Valve discontinues the Index and cuts remaining stock 20 percent

Valve says the Index "is no longer being produced" and dropped prices 20 percent on what remains: the headset from $499 to $399.20, a replacement left controller from $149 to $119.20, and a tether from $129 to $103.20. US buyers can only get left controllers; base stations are not listed. Existing headsets stay supported in SteamVR.

Insight: Labs, arcades and museums running Index installations should stock spares now and plan migrations; Lighthouse-tracked setups will get harder to maintain.

Road to VR · Oct 14

XREAL 1 Pro+ display glasses launch at $599

XREAL launched the 1 Pro+ on October 15 at $599, the One Pro's price. Peak brightness rises to 1,200 nits from 700, automatic 2D-to-3D conversion runs at 60fps instead of 30, and a redesigned nose pad improves fit. It keeps Sony 0.55-inch micro-OLED panels at 1,920 x 1,080 per eye and sells first at XREAL.com.

Insight: Brighter, affordable tethered displays make private large-screen viewing more practical for galleries, classrooms and filmmakers showing stereoscopic or 2D work on the go.

Road to VR · Oct 15

AI MODELS & AGENTS

Meta launches Muse Wonder for personal and professional agents

Meta Superintelligence Labs introduced Muse Wonder and Muse Wonder Full, its most capable models, aimed at agentic tasks. Meta highlights Active Memory, carrying context across conversations, and Active Focus for sustained work on long tasks. Muse Wonder is available through the Meta Model API and Muse Code and will power the Muse assistant, subscribers first.

Insight: Memory-driven agents are the likely brains of future glasses assistants. Creators should watch how much personal context they hold and who controls it.

Meta AI Research · Oct 12

Meta releases Muse Spark Open weights, runnable on two Mac Studios

Meta released weights for Muse Spark Open, a natively multimodal model with 816B total parameters (42B active) and a 1M-token context window, calling it the most capable US open-weight model to date. It runs on two Apple M5 Ultra Mac Studios with MLX, under a Muse Model License with limited commercial terms.

Insight: Capable open weights on local hardware let archives and studios run multimodal AI privately, though license terms need checking before commercial or public use.

Meta AI Research · Oct 15

Commons Watch

Open standards & interoperability

OpenXR 1.1.65 ratifies cross-vendor object and mesh tracking

Khronos released OpenXR 1.1.65 on October 16 with new ratified multi-vendor extensions: spatial object tracking, environment mesh tracking, door and window plane labels, entity archetypes, app-consumed swapchains, and a standard permission string for detailed hand tracking on AOSP-based platforms. Release 1.1.64 was skipped to keep monthly version numbering.

Insight: Shared scene-understanding APIs mean room-aware art and learning apps can target several headsets without rewriting for each vendor's tracking stack.

Khronos (GitHub) · Oct 16

Khronos walks creators through newly ratified glTF Interactivity

Khronos held its first practical walkthrough of the glTF Interactivity extension, ratified August 28, 2026, on October 13 and posted the recording and slides. It covered authoring in UnityGLTF and Behave, and validation in Babylon.js and UX3D's Sample Viewer, the first two independent implementations. Speakers came from Meta, Needle Tools and UX3D.

Insight: Interactive behavior stored in an open file format lets artists and archives share interactive 3D works without tying them to a single engine or app store.

Khronos Group · Oct 13

Keep Your Eye On

1. The Amsterdam court hearing on November 26 in the Consumentenbond, Offlimits and The Firewall cases against Meta's camera glasses.
2. Samsung's first Android XR glasses, reported for November via Warby Parker and Gentle Monster; specs so far come from leaks, not Samsung.
3. Code strings found by Android Authority point to a "Hey Gemini" hotword and camera-aware answers on Android XR glasses; Google has not announced it.
4. AnitaB.org's word to Grace Hopper registrants on fees, due by October 26, and its promised announcements on future programming.
5. Khronos's glTF 2.1 Town Hall on November 17, the next public step for the open 3D format behind many web and XR pipelines.

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About the Academy. The Academy of Immersive Arts & Sciences works to educate, inspire, and recognize, building a global Immersive Public Commons. Programs include The Polys Immersive Awards, the WebXR Summit Series, MetaTr@versal, Mission Responsible, and Ready Player Golf.

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