ACADEMY of IMMERSIVE Arts & Sciences

Field of View

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

ISSUE 7
WEEK OF NOV 9–15, 2026

Upcoming Academy Events



NEXT UP

NOV 22 — MISSION RESPONSIBLE
Mission Responsible 4

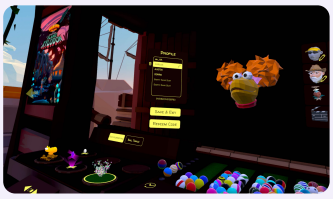
DEC 9 — ACADEMY PANEL, BRUSSELS, 10 AM
UnitedXR Europe: How the Public Gets a Seat at the Immersive Table

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





ACADEMY RECAP · READY PLAYER GOLF 7

Ready Player Golf 7 raises $6,637.50 for Bridging Rooms

The Academy's seventh VR charity golf fundraiser teed off November 13 at the Ready Player Golf Clubhouse in VRChat, moved to Walkabout Mini Golf for the tournament, and closed with an awards ceremony on Infinity Island on November 14. Together as a community we raised $6,637.50 for Bridging Rooms, funds that will help develop their Muffin Musical, which will let immunocompromised and critically ill children in hospitals and hospice go to the theatre in VR from their beds. Thank you to every player, donor and sponsor.

$6,637.50	43	7TH
RAISED	SUPPORTERS	ANNUAL EVENT

Ready Player Golf · Nov 13–14

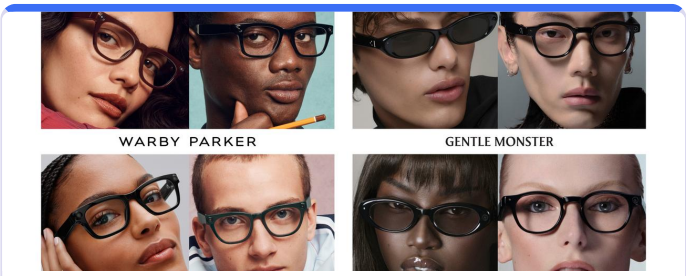
This Week in Focus

TOP LINE

Google and Samsung put a price on Gemini glasses: $395 and up, preorders open, on sale December 10. Regulators answered in kind. An Irish parliamentary committee recommended banning smart glasses that can record covertly, South Korea's privacy commission said guidelines are due by year-end, Utrecht is weighing a ban in municipal buildings, and Hamburg issued a checklist for influencers. Meta set March 2027 for the last Quest 2 and Quest Pro OS update, Halliday, Brilliant Labs and TOZO glasses are shipping, Disney+ turned on 3D for Quest, Meta's Muse agent reached smartwatches, and IDFA DocLab opened its 20th edition in Amsterdam.

Lead Stories

The two to know



AI & XR HARDWARE

Google's Gemini glasses open for preorder from $395

Google, Samsung, Warby Parker and Gentle Monster opened preorders on November 12 for Intelligent Eyewear. Warby Parker frames start at $395 and Gentle Monster at $449, with sales starting December 10 in the US and South Korea. A 12-megapixel camera, nine hours of battery and an indicator light are included. Google says bystanders' faces are redacted before Gemini sees them.

INSIGHT

Camera glasses now arrive in fashion frames that work with iPhones too. Museums, theaters and schools should set their wearable policies before December 10.

Google · Nov 12, 2026



POLICY, PRIVACY & SAFETY

Irish committee recommends banning covertly recording smart glasses

Ireland's Oireachtas Committee on AI said in its third interim report that "smart glasses capable of covert recording without consent should be prohibited" and urged the Data Protection Commission to take it up. It also noted benefits for people who are visually impaired. The report makes 64 recommendations in total.

INSIGHT

The target is covert recording, not accessibility use. Venues and educators using glasses openly should document consent and purpose, since exemptions will turn on exactly that.

RTE · Nov 10, 2026

> "Smart glasses capable of covert recording without consent should be prohibited.
>
> Oireachtas Committee on Artificial Intelligence, Ireland's parliamentary AI committee, third interim report, Nov 10

AI & XR by Category

POLICY, PRIVACY & SAFETY

South Korea's privacy regulator issues smart-glasses guidance

On November 9 the Personal Information Protection Commission urged users to disclose when they film or record and to avoid wearing glasses where filming is prohibited. It will draw up guidelines this year. It also asked makers to build in visible recording indicators.

Insight: Disclosure and visible indicators are becoming the default expectation. Cultural venues can borrow this language for visitor notices now.

Digital Today · Nov 9

Utrecht weighs banning AI camera glasses in municipal buildings

The Dutch city of Utrecht is investigating how to prevent people from being secretly filmed with AI camera glasses and is considering a ban in municipal facilities. Privacy group Bits of Freedom told AD that, as far as is known, Utrecht is the first municipality to act.

Insight: City halls, libraries and museums are the next places to write rules. Public institutions can set a clear, proportionate policy before a patchwork forms.

NL Times · Nov 11

Hamburg regulator publishes a privacy checklist for glasses-wearing influencers

Hamburg's data protection commissioner published a checklist on November 13 for influencers using Ray-Ban Meta AI glasses. It follows a September audit that found the glasses hard to use in line with data protection rules. Advice centers on telling people before filming and objecting to AI training use.

Insight: Creators filming in public are now a regulatory audience. Notice before filming is a good house rule for any crew or class using wearables.

HmbBfDI · Nov 13

CULTURE & CREATORS

Greg Madison's Sphenomenon turns a gym ball into a mixed reality interface, and it will be open source

XR interaction designer Greg Madison, formerly of Unity Labs, unveiled Sphenomenon, an Apple Vision Pro experience that turns a large rubber ball into a tangible interface: a controller for games, a launcher for visuals on the walls, even a vessel for realistic 3D fruit. Nearly 100 people have tried it, and Madison says he will open-source it so others can recreate and adapt it for digital art exhibitions, location-based entertainment, education and hackathons.

Insight: Passive haptics make presence cheap: one physical object anchors the illusion. An open-source release would give museums, schools and hackathons a ready-made tangible MR kit.

Greg Madison on LinkedIn · Nov 5

PatchWorld 2.0 takes PatchXR's musical sandbox to Steam and PC

PatchWorld, first released on Meta Quest in 2022, was co-created by artist and developer Eduardo Fouilloux and XR designer Mélodie Mousset, now CEO of PatchXR, with musician and technologist Gad Baruch Hinkis, across Denmark, Switzerland and Italy. PatchWorld 2.0 launched on Steam on October 29 for PC VR and desktop at $29.99. Creators patch 230 modular blocks and 500+ devices into instruments, machines and live shows, with MIDI, OSC and Ableton Link, across 3,000+ published worlds.

Insight: Desktop mode removes the headset barrier for collaborators and audiences. Music schools and media arts programs can teach patching and live performance in one shared space.

XR Must · Oct 27

IDFA DocLab opens its 20th edition on Shared Realities

IDFA DocLab runs November 12 to 22 in Amsterdam. Instead of a retrospective, it brings back landmark works lost to obsolete technologies and asks how immersive art can keep reaching audiences. The free exhibition at De Brakke Grond shows more than 20 works, and online reservation is required.

Insight: Preservation is the quiet story: DocLab treats re-showing old interactive work as a curatorial job. Archives and museums can learn from its approach.

XR Must · Nov 13

Cannes winner Katabasis opens at Belgrade's Ložionica

KATABASIS, the Best Immersive Work winner at the 79th Cannes Film Festival, opened in Belgrade on November 13 and runs daily to December 9, with limited booked slots. The opening also launched Ložionica's new Black Box programme for emerging technologies and innovative artistic forms.

Insight: A festival winner reaching a regional venue as a ticketed run shows a workable touring path for immersive documentary beyond the festival circuit.

Ložionica · Nov 13

Nutcracker comes to Android XR glasses on December 4

YB, San Francisco Ballet, Google and XREAL will launch Nutcracker: The Immersive Experience on December 4 for Android XR and the XREAL AURA. It pairs cinematic visuals with recorded music from the SF Ballet Orchestra and the San Francisco Girls Chorus.

Insight: A performing arts company is using glasses as a seasonal distribution channel. Presenters can test audience reach beyond the theater.

XR Must · Nov 11

Mar del Plata film festival screens eight immersive titles

From November 11 to 13 the 41st Mar del Plata International Film Festival presented eight works chosen by open call, mixing VR, interactive, 360 video and AR. The selection includes Andy Serkis and Josh Nelson Youssef's Nevatars and the VR series Battlescar.

Insight: Open calls and a public dedicated space show how a general film festival can add immersive work at modest scale.

Mar del Plata Film Festival · Nov 9

PLATFORMS & DEVELOPER TOOLS

Meta sets the end of feature updates for Quest 2 and Quest Pro

Meta told developers on November 2 that Horizon OS v2.13 is the final OS release for Quest 2 and Quest Pro, reaching all devices by March 2027. Quarterly security patches and critical fixes continue through the end of 2027, and new app submissions for the two headsets close in December 2027. Existing apps keep working, the store stays open and cross-play with Quest 3 and 3S remains. Both headsets were discontinued in 2024.

Insight: Labs, classrooms and venues running Quest 2 fleets now have a firm replacement horizon. Budget for Quest 3 class hardware before new features and APIs leave older units behind.

Meta for Developers · Nov 2

Disney+ turns on 3D and viewing environments for Quest

Starting November 10, subscribers in select countries with a Meta Quest 3 or 3S can stream select Disney+ movies in 3D and watch from viewing environments themed on Marvel, Star Wars and Pixar. Disney says the experience will expand to Meta VR Glasses in select countries when that device launches in spring.

Insight: Studios treat headsets as screens first. For public media and cinemas, the shared viewing room is the format to watch.

The Walt Disney Company · Nov 10

INMO Future AR glasses head to Kickstarter at $799

INMO unveiled INMO Future, its fourth-generation all-in-one AR glasses, on November 4 in Chengdu. Maker-stated specs include dual 1080p full-color waveguide displays, a 36-degree field of view, SLAM-based 6DoF tracking with spatial anchors, a Qualcomm Snapdragon chip and active cooling. INMO is opening an OpenXR-compatible SDK and showed Unity-built demos. In the US, a refundable $30 reservation unlocks a $799 VIP price on a Kickstarter campaign due to start soon.

Insight: Room tracking, spatial anchors and OpenXR point to true AR glasses rather than display-only glasses. If shipping units match the claims, creators could bring Unity and OpenXR work to a standalone glasses form.

MetaverseWatcher · Nov 4

AI MODELS & AGENTS

Meta's Muse AI agent arrives on Apple Watch and Wear OS

Meta announced on November 9 that its Muse agent now works on Apple Watch and Android's Wear OS, through voice calls, text or dictation. Users can connect accounts to manage email, meetings and bills, and have it book reservations or order groceries.

Insight: Agents are moving off the phone onto wrists and glasses. Creators should expect audiences to ask assistants, not search, for what to see next.

TechCrunch · Nov 10

NEW DEVICES

Halliday G2 camera-free display glasses ship in days, now $499

Halliday's second-generation glasses put a micro-LED waveguide display in both lenses for notifications, captions and AI answers, with no camera, a 49 g frame and a 12-hour rating. Non-prescription orders ship within three days and prescription orders in five to seven weeks. A Black November special cuts the $599 list price to $499 and adds free prescription lenses while supplies last.

Insight: No camera means no recording debate. Live captions make it a practical accessibility option for theaters, lectures and panels.

Halliday · Nov 2026

Brilliant Labs' open-source Halo glasses are finally shipping

After more than a year of missed dates since its July 2025 preorder, Brilliant Labs launched Halo on October 27 at $399, and its store now reads "Shipping now." Halo pairs a small color display with Noa, an AI agent with long-term memory, and lets wearers build and share Miniapps in natural language. Free Noa features have daily caps, with paid tiers above them.

Insight: Open firmware and natural-language Miniapps make Halo an affordable sandbox for students and artists prototyping wearable work. Check Noa's cloud use before classroom deployment.

Brilliant Labs · Oct 27

TOZO's AIVU puts a waveguide display in tinted sunglasses

Earbud maker TOZO put AIVU on sale November 3 through its store and Amazon. The 45 g glasses use what TOZO calls the first tinted waveguide lens in AI glasses, with a 30-degree field of view and up to 2,000 nits, plus a camera for object recognition that TOZO says stores no images. Translation, navigation and a private teleprompter are included. List price is $699.99, currently $449.99 on TOZO's store.

Insight: A mainstream accessory brand entering display glasses signals falling prices. A built-in teleprompter is a ready tool for presenters and docents.

TOZO · Nov 3

Commons Watch

Open standards & interoperability

Khronos opens an exploratory forum on remote offloading APIs

On November 12 Khronos announced a Remote Offloading APIs Exploratory Forum to assess standard, protocol-agnostic APIs that let smart glasses, VR headsets and drones use cloud and edge compute. Participation is free for members and non-members. Ericsson and Collabora are founding sponsors.

Insight: Open offloading could keep lightweight glasses from tying creators to one vendor's cloud. The forum is open to institutions as well as companies.

Khronos Group · Nov 12

ERCIM News sets out W3C's plan for the immersive web

An ERCIM News special-theme article by Dave Raggett introduces W3C's work on immersive web standards. It covers the Immersive Web Working Group, whose participants include Adobe, Apple, Google, Meta, Microsoft and Samsung, plus challenges in privacy, accessibility and scaling, and future work with generative AI.

Insight: A plain-language map of WebXR for educators and cultural institutions deciding where to publish work that runs in any browser.

ERCIM News · Nov 14

Metaverse Standards Forum hosts a town hall on SOG for Gaussian splats

The Metaverse Standards Forum posted a November 9 town hall on SOG and Streamed SOG, a web-native compression format for 3D Gaussian splats.

Insight: Splat capture is how many heritage sites and artists scan places. Open, web-friendly compression helps that work reach ordinary browsers.

Metaverse Standards Forum · Nov 9

ON THE INDUSTRY CALENDAR

Nov 12–22, 2026	**IDFA 2026 and DocLab** Amsterdam, Netherlands DocLab's 20th edition: VR, games and live immersive nonfiction, plus restored XR classics in an Archive Arcade. **250+ films and new media projects from 80 countries; 2,500+ industry professionals (2026)** festival.idfa.nl/en
Nov 16–20, 2026	**IAAPA Expo 2026** Orlando, Florida The attractions industry's biggest show, where location-based VR, AR rides and immersive venues get bought. **Expected 1,100+ exhibitors, 170+ sessions; 38,520 attendees from 102 countries (2025)** iaapa.org/expos/iaapa-expo
Nov 17, 2026	**Unite Tokyo 2026** Tokyo, Japan Unity's first Tokyo developer conference since 2019; Meta is a platinum sponsor, with XR and real-time 3D tracks. **No 2026 figure published; about 5,000 attended the 2019 Tokyo edition** unitetokyo.com
Nov 18–19, 2026	**nextReality.festival 2026** Hamburg, Germany Northern Germany's XR festival, with talks from Snap, Meta, Even Realities and EssilorLuxottica on AI glasses. **80 speakers, 20+ exhibitors, 300+ participants (2025)** nextrealityfestival.com/en
Nov 19, 2026	**XR Creators Connect NL Day 2026** Hilversum, Netherlands Free half-day on building for smart glasses, with Meta, Google (Android XR), Snap Specs and Even Realities. **Free community half-day; no attendance figures published** eventbrite.com (tickets)
Nov 30–Dec 2, 2026	**XR Kaigi 2026** Tokyo, Japan Japan's largest XR conference, with smart glasses, Gaussian splatting and physical AI front and center. **Expected about 4,000 attendees, about 100 booths, about 70 sessions** xrkaigi.com
Nov 30–Dec 3, 2026	**I/ITSEC 2026** Orlando, Florida The world's largest simulation and training show, a major buyer of military and medical XR training. **502 exhibitors, 8,367 exhibit visitors, 4,298 conference attendees, 55 countries (2025)** iitsec.org
Dec 1–4, 2026	**SIGGRAPH Asia 2026** Kuala Lumpur, Malaysia 19th edition and first in Malaysia: graphics research, XR program and Emerging Technologies demos. **Expected 6,000+ attendees, 300+ speakers, 70+ exhibitors** asia.siggraph.org/2026
Dec 7–9, 2026	**UnitedXR Europe 2026** Brussels, Belgium Europe's main XR conference and expo from AWE and Stereopsia, with European XR Awards and EU policy track. **Expected 2,500+ attendees, 200+ exhibitors, 200+ speakers; 167 exhibitors (2025)** unitedxr.eu
Dec 19–20, 2026	**VketReal 2026 Winter** Tokyo, Japan Real-world twin of VRChat's Virtual Market: avatar culture, mixed-reality play and XR booths in Shinjuku. **50,000+ visitors over two days at the previous edition** vket.com/en/lp/2026Winter_real
Jan 6–9, 2027	**CES 2027** Las Vegas, Nevada Where smart glasses, headsets and spatial computing hardware launch for the year. **148,392 attendees, 4,100+ exhibitors, 141 countries (2026)** ces.tech

Keep Your Eye On

1. Pico Space Pro launches December 2, a date now widely reported across the XR press since VRAR World's November 9 report.
2. Leak, not announced: a "Meta VR Plus" screen lists 3D movies as included in a subscription. Meta has not commented.
3. Apple's live Vision Pro production toolchain from partners is due in early 2027, per a Nov 11 developer session.
4. glTF 2.1 Town Hall on November 17: Khronos shows external scene references, where scenes assemble from separate .gltf files.
5. Kering Eyewear has signed up to make glasses for Android XR in the future, per WIRED.

Board of Directors

The Academy is guided by a distinguished group of industry professionals spanning a spectrum of expertise.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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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