



XR Blocks

Accelerating Human-Centered AI + XR Innovation



xrblocks.github.io
github.com/google/xrblocks

David Li*, Nels Numan†, Xun Qian†, Yanhe Chen†, Zhongyi Zhou†, Evgenii Alekseev, Geonsun Lee,
Alex Cooper, Min Xia, Scott Chung, Jeremy Nelson, Xiuxiu Yuan, Jolica Dias, Tim Bettridge,
Benjamin Hersh, Michelle Huynh, Konrad Piascik, Ricardo Cabello, David Kim, **Ruofei Du***

Google XR Labs



Ruofei Du

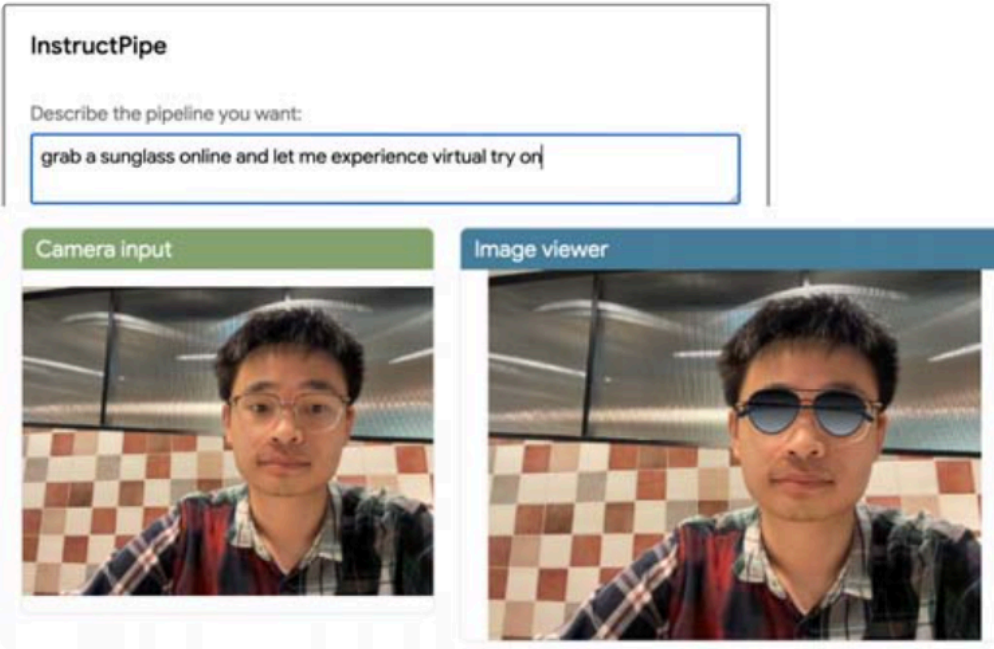


- Publications
- Projects
- Software
- Videos
- Media
- Talks
- Artsy

Interactive Perception & Graphics Lead



Featured Publications



InstructPipe: Building Visual Programming Pipelines in Visual Blocks With Human Instructions Using LLMs 🏆 Honorable Mentions Award

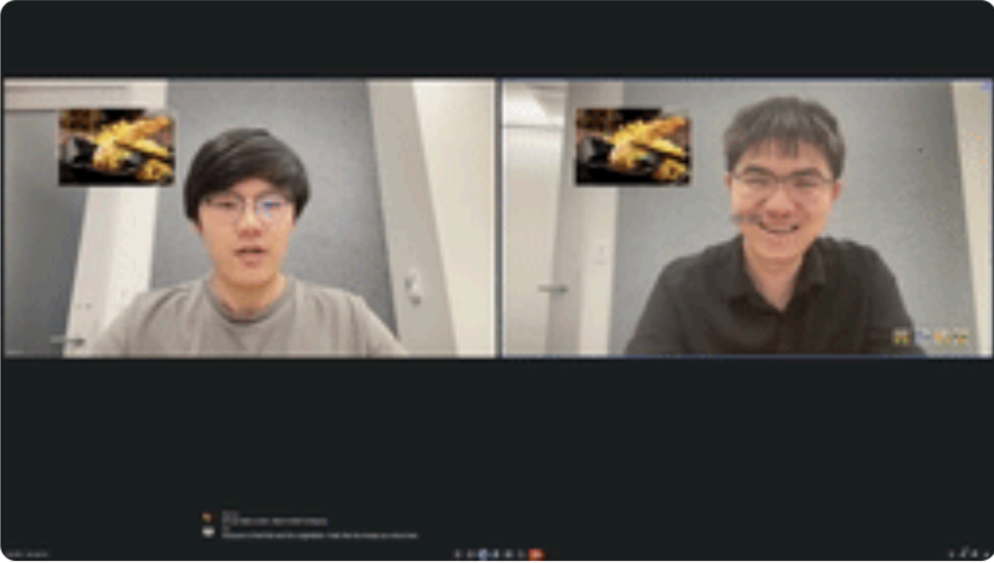
Zhongyi Zhou, Jing Jin, Vrushank Phadnis, Xiuxiu Yuan, Jun Jiang, Xun Qian, Jingtao Zhou, Yiyi Huang, Zheng Xu, Yinda Zhang, Kristen Wright, Jason Mayes, Mark Sherwood, Johnny Lee, Alex Olwal, David Kim, Ram Iyengar, Na Li, and Ruofei Du
Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (CHI), 2025.

[pdf](#), [doi](#) | [project](#), [video](#) | [cited by](#), [cite](#)



DepthLab: Real-time 3D Interaction With Depth Maps for Mobile Augmented Reality 🚀 100K downloads

Ruofei Du, Eric Turner, Maksym Dzitsiuk, Luca Prasso, Ivo Duarte, Jason Dourgarian, Joao Afonso, Jose Pascoal, Josh Gladstone, Nuno Cruces, Shahram Izadi, Adarsh Kowdle, Konstantine Tsotsos, and David Kim
Proceedings of the 33rd Annual ACM Symposium on User Interface Software and Technology (UIST), 2020.



Visual Captions: Augmenting Verbal Communication With On-the-fly Visuals 📺 Open Source, Real-time, Live!

Xingyu Bruce Liu, Vladimir Kirilyuk, Xiuxiu Yuan, Alex Olwal, Peggy Chi, Xiang 'Anthony' Chen, and Ruofei Du
Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems (CHI), 2023.

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Geollery: A Mixed Reality Social Media Platform 🌐 Live Demo of a Metaverse of Mirrored World

Ruofei Du, David Li, and Amitabh Varshney
Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems (CHI), 2019.

[pdf](#), [doi](#) | [website](#), [project](#), [video](#), [slides](#), [demo](#), [supp](#) | [cited by](#), [cite](#)

Self Intro

Ruofei Du



[Home](#) > [People](#) >

Ruofei Du

[Ruofei Du](#) serves as [Interactive Perception & Graphics Lead / Manager at Google](#) and devotes to creating novel interactive technologies for XR. As a Research Scientist, Ruofei's [research](#) covers a wide range of topics in technical HCI, Graphics, and Perception, including [XR interactions](#), [visual programming](#), [augmented communication](#), [XR social platforms](#), [digital human](#), [foveated rendering](#), [accessibility](#), and [deep learning in graphics](#). Du serves as an Associate Chair in program committee of [CHI](#) and [UIST](#); an Associate Editor of [IEEE TCSVT](#). He holds 3 US patents and has published over 30 peer-reviewed publications in top venues of HCI, Computer Graphics, and Computer Vision, including CHI, UIST, SIGGRAPH Asia, TVCG, CVPR, ICCV, ECCV, ISMAR, VR, and I3D. In his own words: I am passionate about inventing interactive technologies with graphics, perception, and HCI. See my [research](#), [artsy](#), [projects](#), [youtube](#), [talks](#), [github](#), and [shadertoy demos](#) for fun!

[Personal Website](#)
[Google Scholar](#)

Research Areas

Human-Computer Interaction and Visualization



Machine Intelligence



Machine Perception



Authored Publications

Self Intro

Ruofei Du



Ruofei Du

Interactive Perception & Graphics Lead / Manager, [Google XR](#)

Verified email at google.com - [Homepage](#)

[AI + XR](#) [Interactive Perception](#) [Interactive Graphics](#) [Human Computer Interaction](#) [WebAI + WebXR](#)

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Kernel Foveated Rendering X Meng, R Du, M Zwicker, A Varshney 📖 I3D '18: Proceedings of the ACM on Computer Graphics and Interactive ...	110	2018
Language-based Colorization of Scene Sketches C Zou, H Mo, C Gao, R Du, H Fu 🌴 SIGGRAPH Asia '19: ACM Transactions on Graphics 38 (6), 1-16	99	2019
SketchyScene: Richly-Annotated Scene Sketches C Zou, Q Yu, R Du, H Mo, YZ Song, T Xiang, C Gao, B Chen, H Zhang ECCV '18: European Conference on Computer Vision	93	2018
Montage4D: Real-time Seamless Fusion and Stylization of Multiview Video Textures R Du, M Chuang, W Chang, H Hoppe, A Varshney I3D '18: Journal of Computer Graphics Techniques 8 (1), 1-34	78 *	2019
CollaboVR: A Reconfigurable Framework for Creative Collaboration in Virtual Reality Z He, R Du, K Perlin ISMAR '20: 2020 IEEE International Symposium on Mixed and Augmented Reality ...	75	2020
Geollery: A Mixed Reality Social Media Platform R Du, D Li, A Varshney 🌐 CHI '19: Proceedings of the 2019 CHI Conference on Human Factors in ...	71	2019
Eye-dominance-guided Foveated Rendering X Meng, R Du, A Varshney IEEE Transactions on Visualization and Computer Graphics (TVCG) 26 (5), 1972 ...	69	2020
PRIF: Primary Ray-based Implicit Function BY Feng, Y Zhang, R Du, A Varshney European Conference on Computer Vision (ECCV)	56	2022
Multiresolution Deep Implicit Functions for 3D Shape Representation Z Chen, Y Zhang, K Genova, S Fanello, S Bouaziz, C Haene, R Du, ... 2021 IEEE/CVF International Conference on Computer Vision (ICCV)	51	2021
ProtoSound: A Personalized and Scalable Sound Recognition System for Deaf and Hard of	45	2022

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Co-authors

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Alex Olwal
Research & Engineering Leader ...

Amitabh Varshney
Dean, College of Computer, Mat...

Danhang Tang
Research Scientist, Google

David Kim
Staff Software Engineer at Google

Self Intro

Ruofei Du







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@DuRuofei

Interactive Perception & Graphics Lead/Mgr @Google, inventing novel [#interactive](#) [#AI](#) in [#XR](#). PhD '18 @umdc [#VR](#) [#AR](#) [#Graphics](#) [#HCI](#) [#VisualBlocks](#) [#UIST](#) [#CHI](#)

 San Francisco, CA  [duruofoei.com](#)  Joined April 2011

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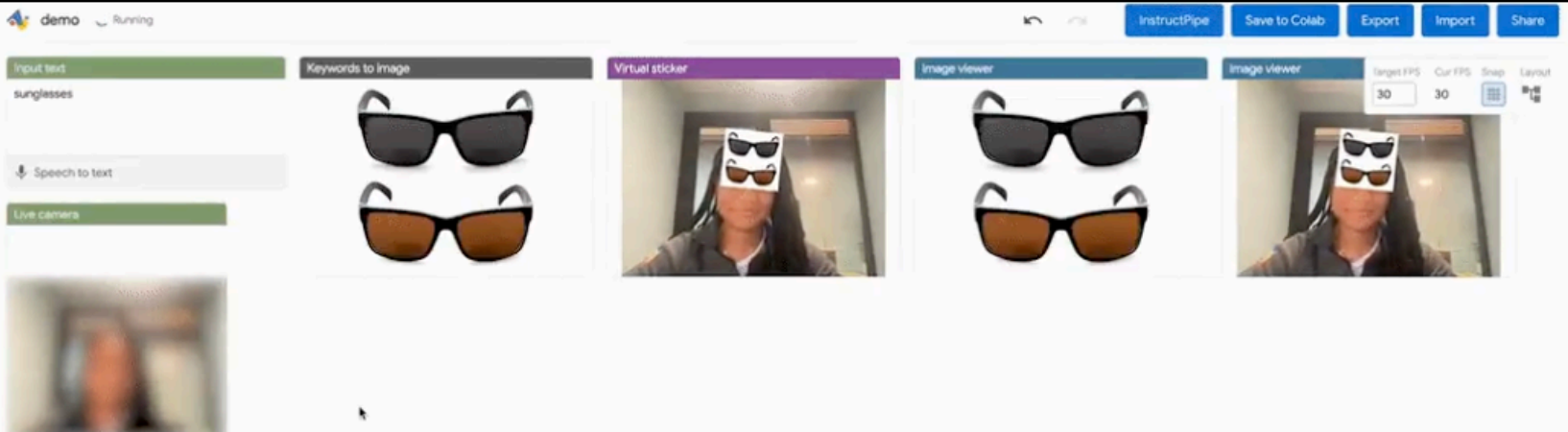
Ruofei Du @DuRuofei · Apr 19

Check out [#InstructPipe](#) - an initial step that turns your idea into an AI pipeline with visual programming!

Come to [@Zhongyi_Zhou_'s](#) [@acm_chi](#) talk on 5/1 9:30am at G304 and my talk at 10:30-11:10am in North 1F. [#VisualBlocks](#) [#WebAI](#) [#LLM](#) [#Agent](#)

 **Google AI**  @GoogleAI · Apr 19

Visual programming frameworks like Visual Blocks can speed up ML pipeline building, but novice users can still struggle with setting them up. Read how InstructPipe, a research prototype for ML pipeline design, helps users build workflows more easily →[goo.gle/4lB4pav](#)



Self Intro

Ruofei Du

RetroSphere
IMWUT '23
*Distinguished
Paper Award*



InstructPipe
CHI '25
*Best Paper Honorable
Mention*

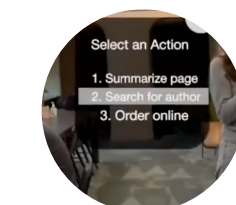
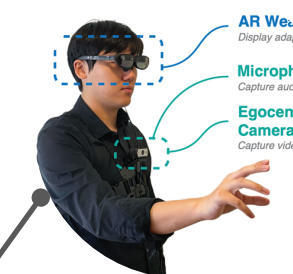


Rapsai
CHI '23
*Best Paper
Honorable Mention*

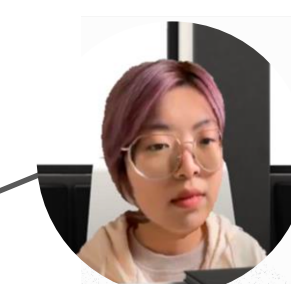


Ad hoc UI
CHI '22 Interactivity

Human I/O
CHI '24
*Best Paper
Honorable Mention*



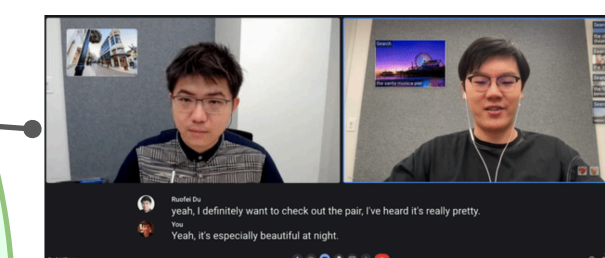
Sensible Agent
UIST '25



ChatDirector
CHI '24



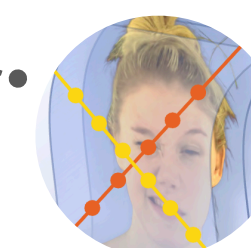
DialogLab
UIST '25



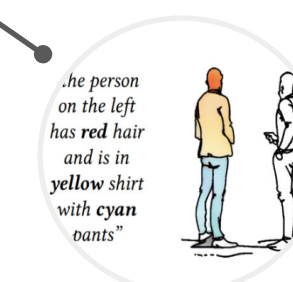
Visual Captions
CHI '23



Thing2Reality
UIST '25



FaceFolds
I3D' 2024
Best Student Paper Award



SketchyScene
TOG (SIGGRAPH Asia) '19,
ECCV '18



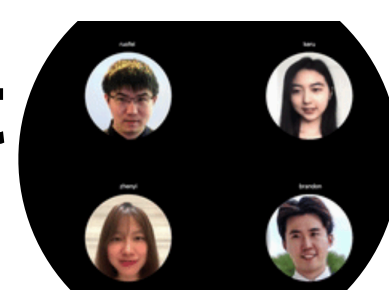
Montage4D
I3D '18, JCGT '19
MSR TechFest'18



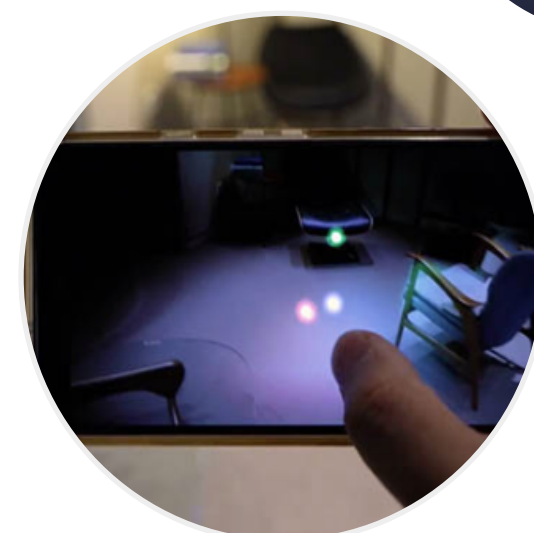
**Kernel Foveated
Rendering**
I3D '18, VR '20, TVCG '20
ACM CGIT 2023 Most Read Paper



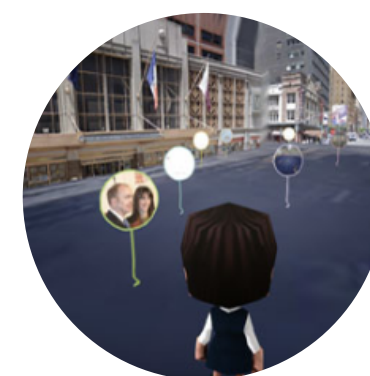
LogRectilinear
IEEE VR '21 (TVCG)
*TVCG Honorable
Mention Award*



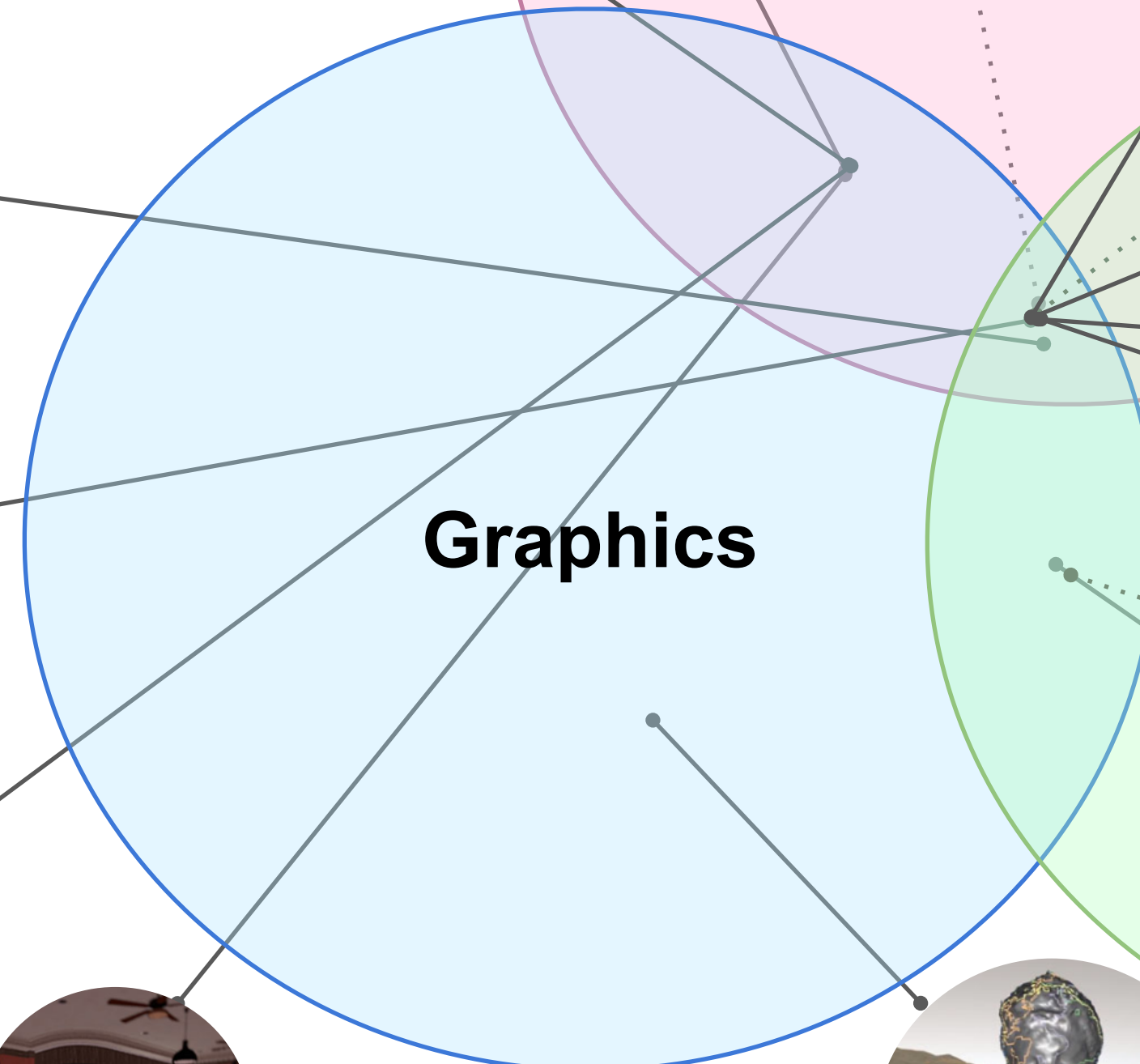
GazeChat
UIST '21



DepthLab
UIST '20
100K+ Installs



Geollery
CHI '19, Web3D '19
Social Street View
Web3D '16 *Best Paper Award*





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xrblocks.github.io

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Google XR Labs

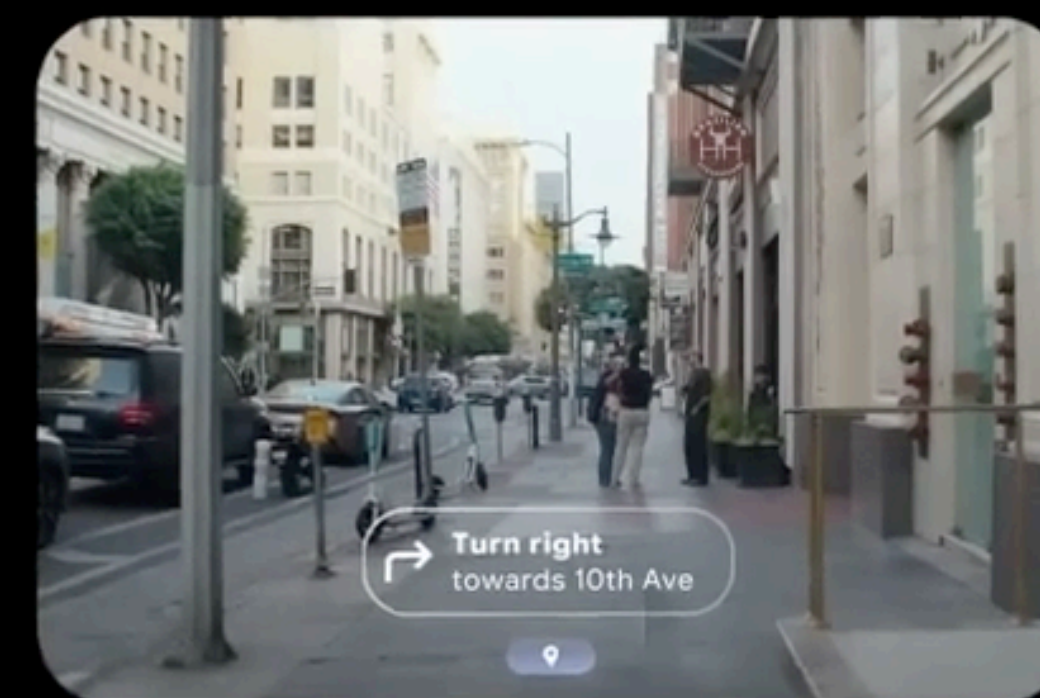
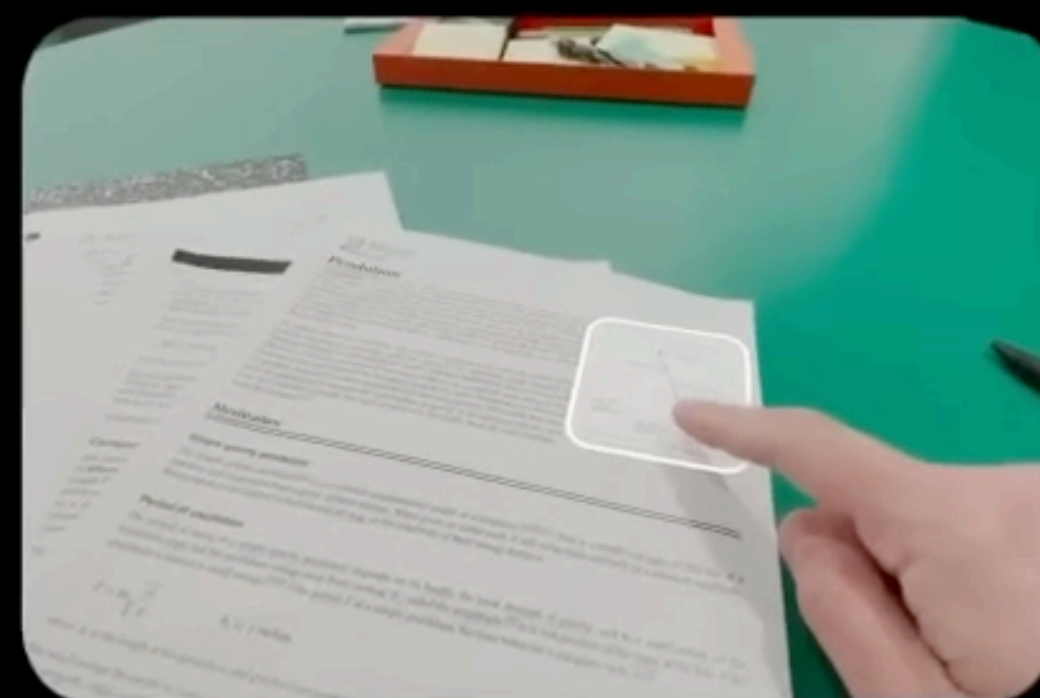
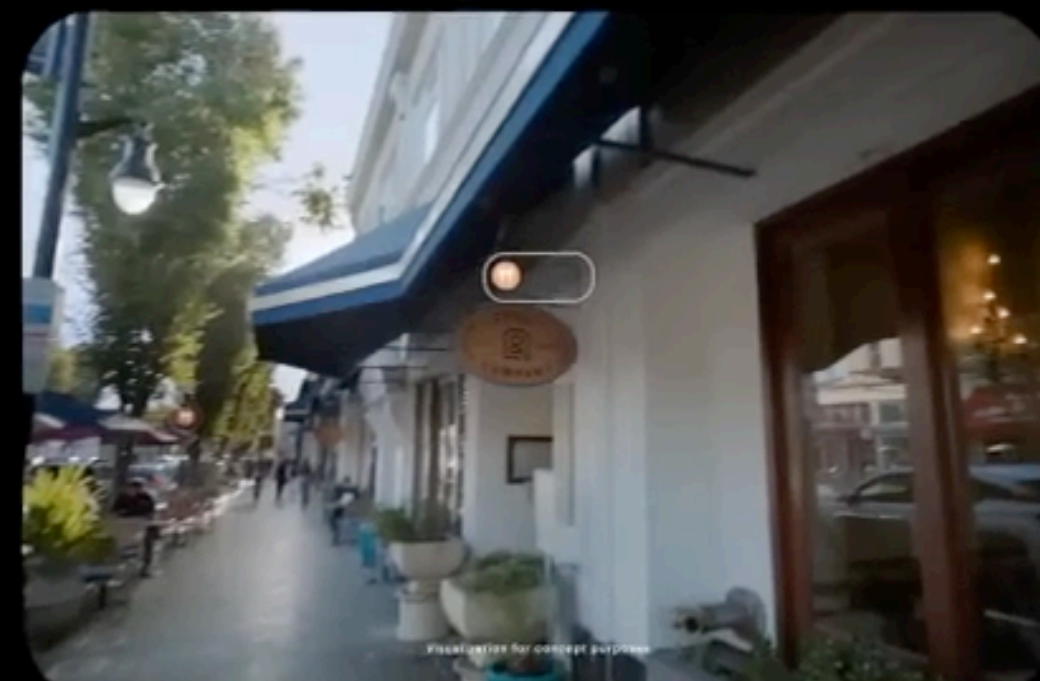
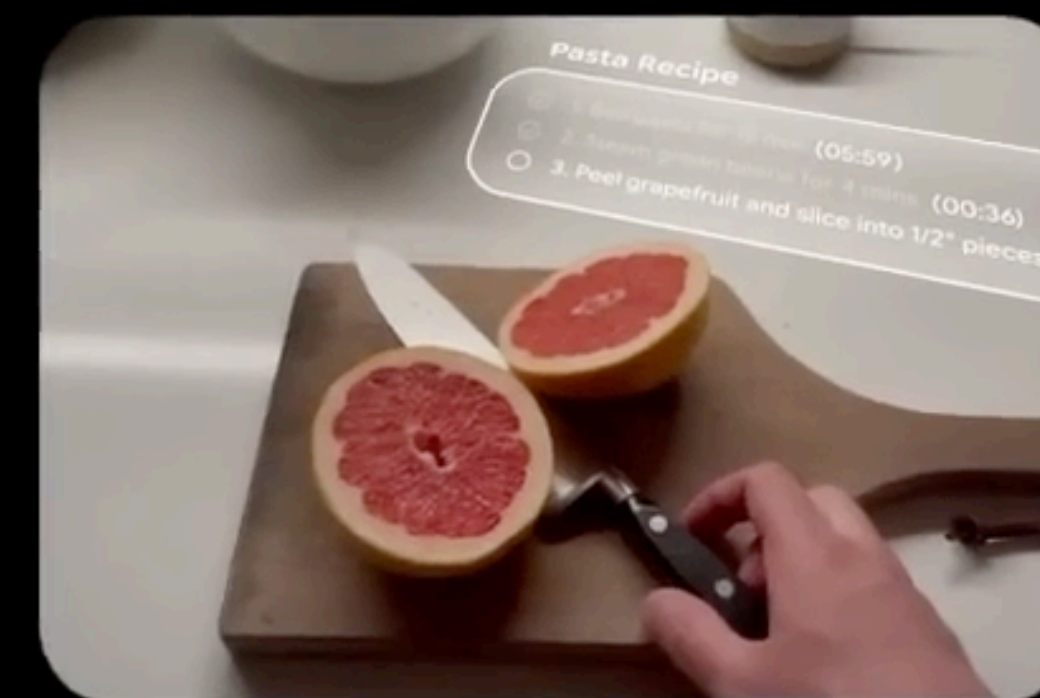
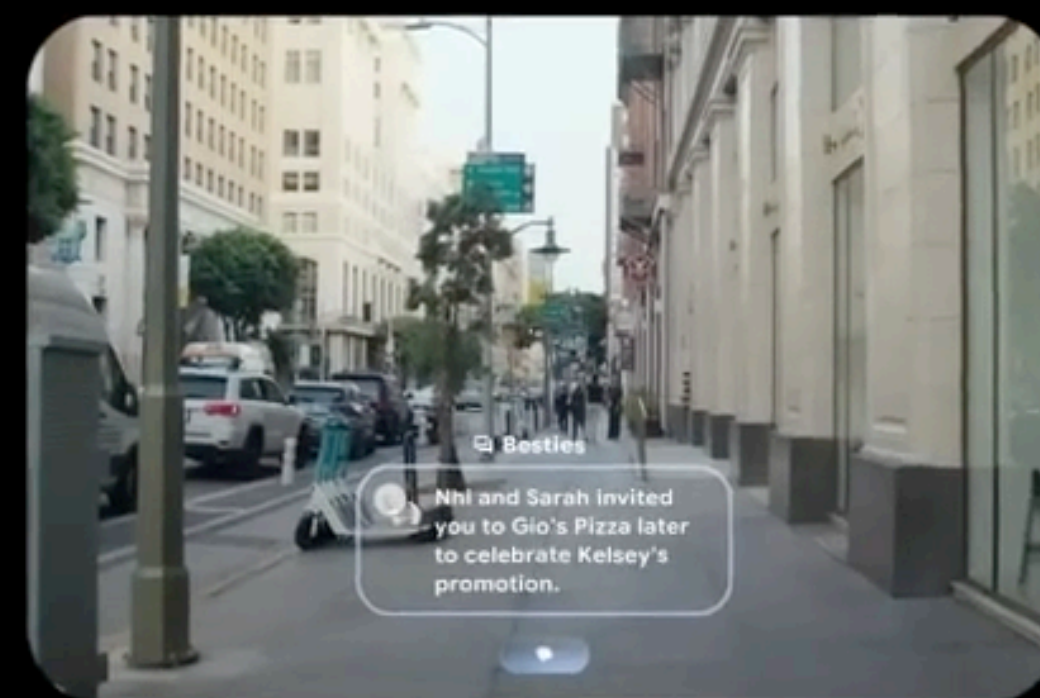
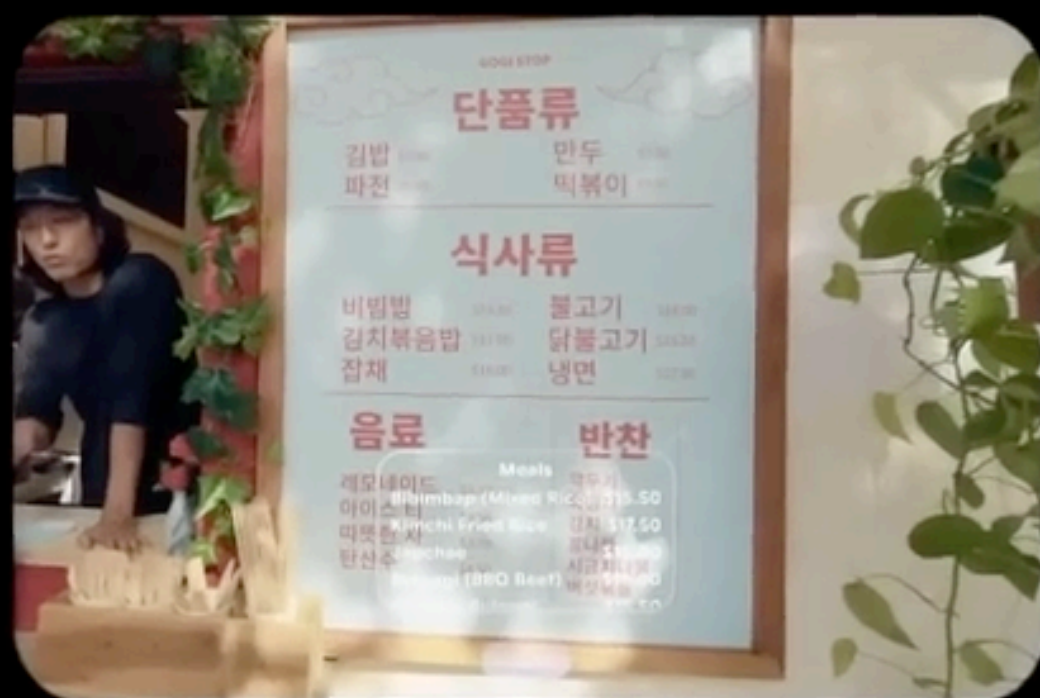




XR Blocks

Accelerating Human-Centered **AI + XR** Innovation





AI + XR are converging to unlock a new paradigm of computing¹¹



Motivation

Gap between AI and XR

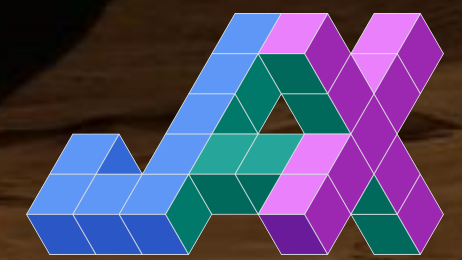
AI

XR

Motivation

Gap between AI and XR

AI



Gemini

colab

PyTorch



Hugging Face

OpenXR



Unity

Unity 6 Unity 2022.3.62
Unity 2023.2.20

XR



DepthLab: Real-time 3D Interaction with Depth Maps for Mobile Augmented Reality

A person wearing a cap and a dark shirt is holding a smartphone. The phone's screen displays a colorful depth map (heatmap) of a scene. This depth map is overlaid onto the real-world environment, which includes a wooden shelf with various objects like a banana, a bowl, and some books. The depth map uses a color gradient from blue (near) to red (far) to represent distance. The person appears to be interacting with the virtual depth map through the phone's interface.

Ruofei Du, Eric Turner, Max Dzitsiuk, Luca Prasso, Ivo Duarte,
Jason Dourgarian, Joao Afonso, Jose Pascoal, Josh Gladstone, Nuno Cruces,
Shahram Izadi, Adarsh Kowdle, Konstantine Tsotsos, David Kim

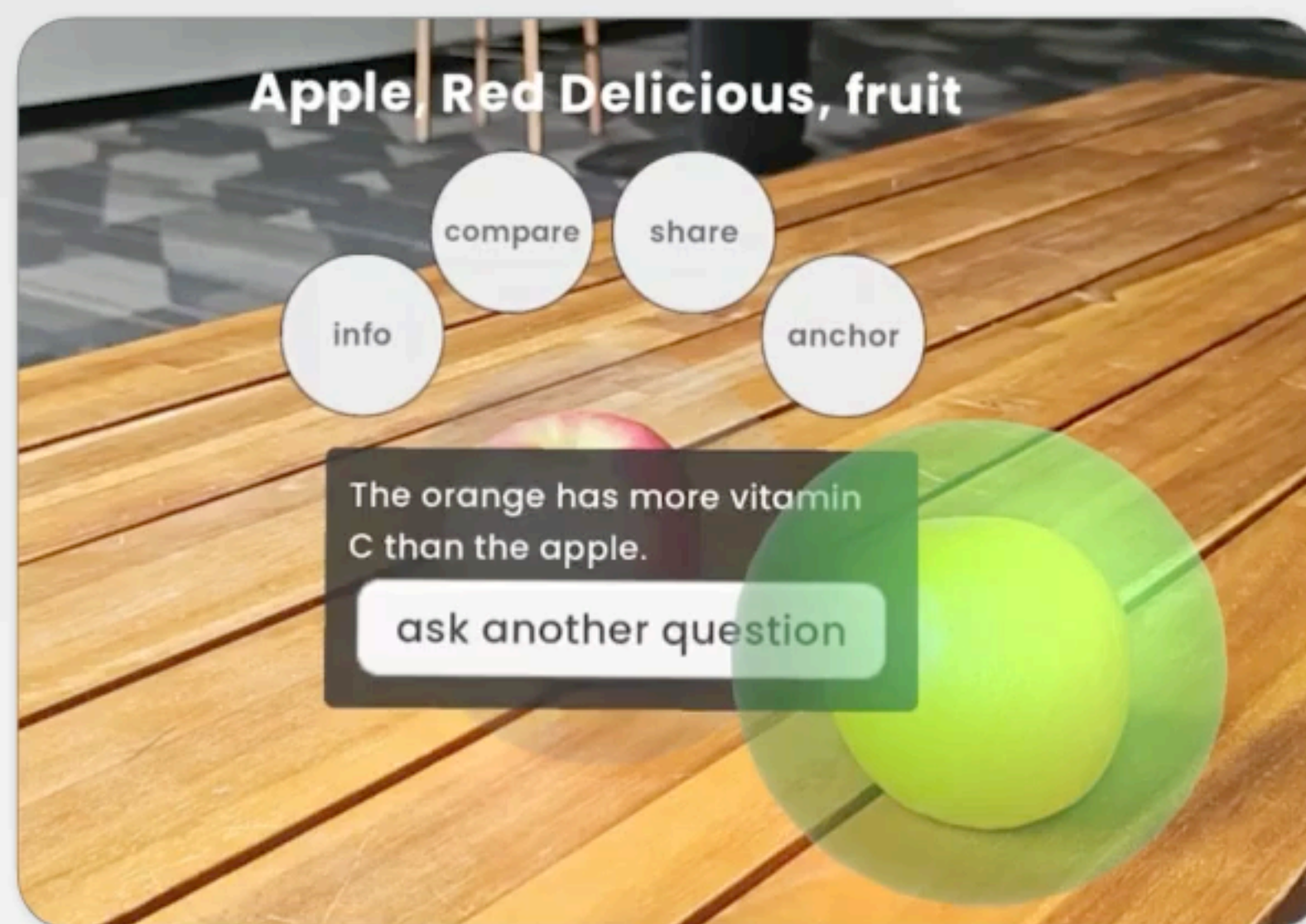
Google | ACM UIST 2020

Introduction

Ad hoc UI live demo

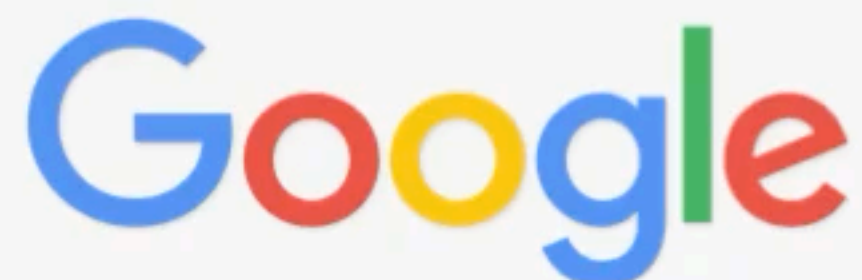


Augmented Object Intelligence with XR-OBJECTS



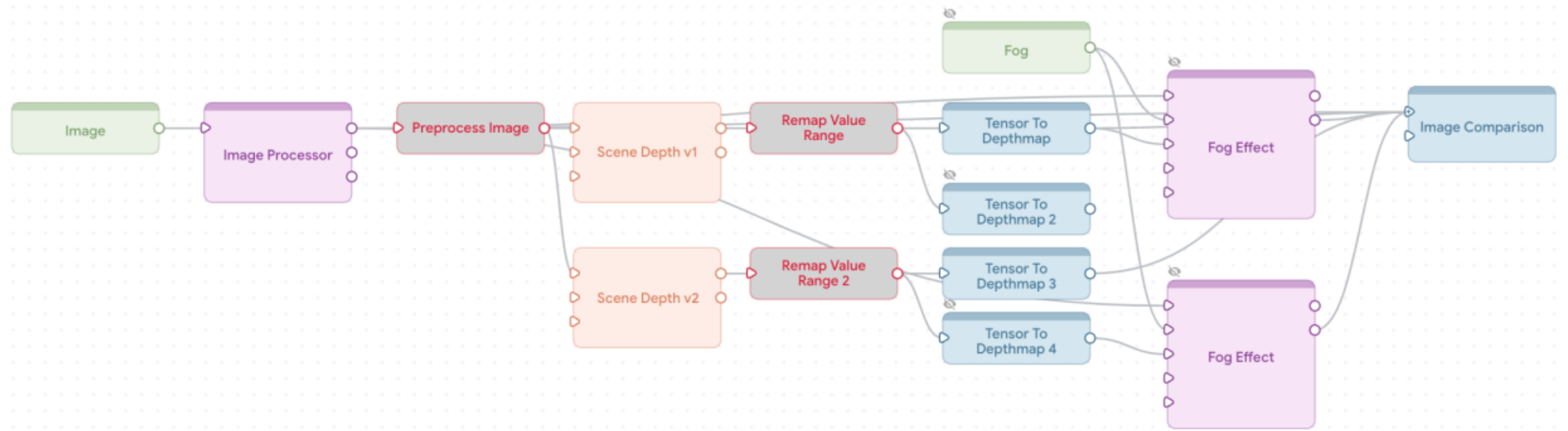
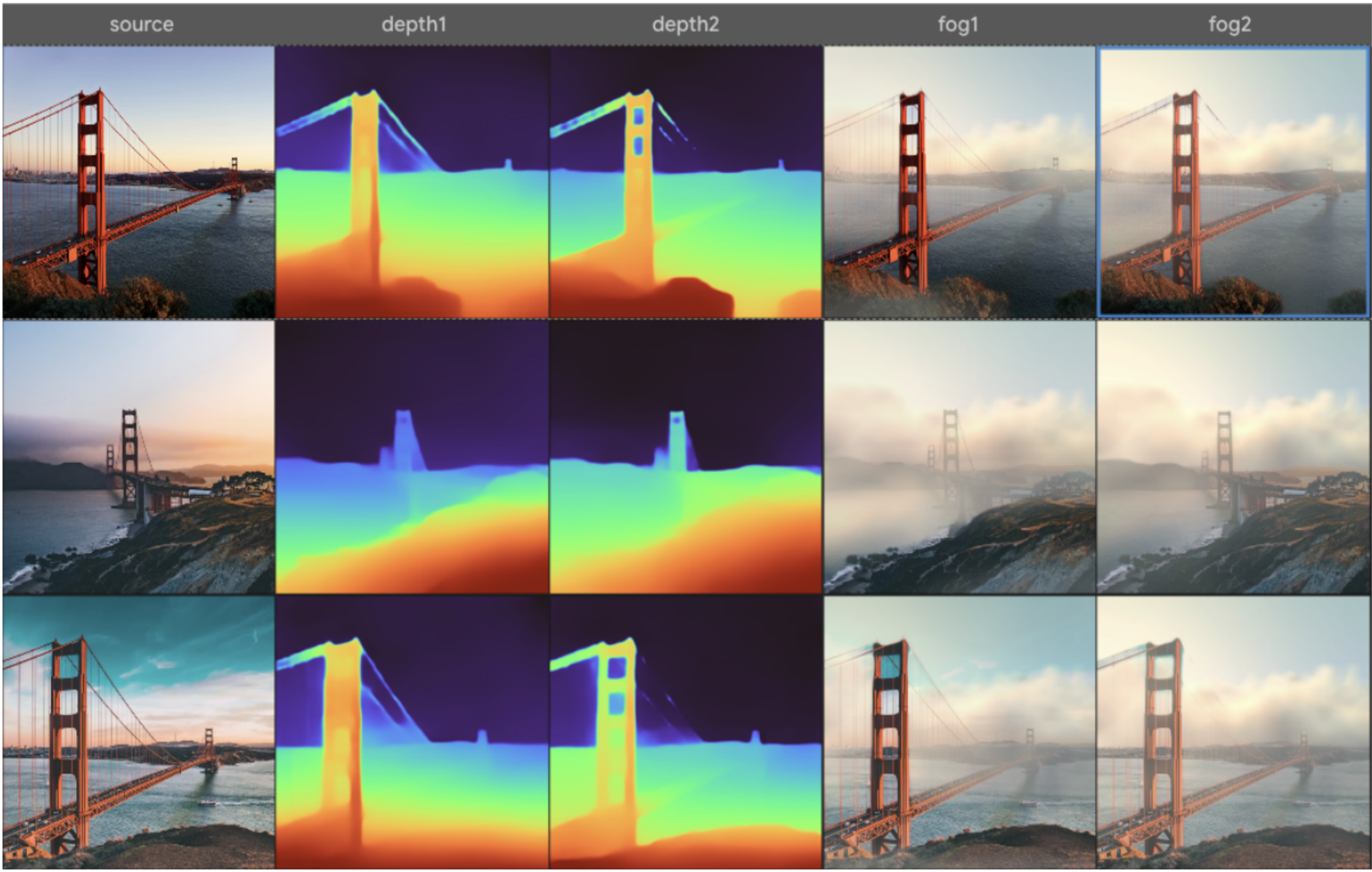
Mustafa Doga Dogan, Eric Gonzalez, Karan Ahuja, Ruofei Du,
Andrea Colaco, Johnny Lee, Mar Gonzalez-Franco*, David Kim*

*co-senior authorship



Visual Blocks

visualblocks.withgoogle.com



InstructPipe

Describe the pipeline you want:

grab s

Tag:

Submit

Demo
Sunglasses Try On

speed x6

← Drag & drop nodes from node library

A person is sitting on a grassy hill, looking up at a night sky filled with stars. Several bright, glowing blue light trails arc across the sky, creating a sense of motion and wonder. The person is silhouetted against the bright light of the trails.

Many of the past innovations are **not** directly scalable in XR :(
Varied platforms, languages,
interaction paradigms.

A person is sitting on a grassy hill, looking up at a starry night sky. Several bright, glowing blue light trails arc across the sky, creating a sense of motion and wonder. The person is silhouetted against the bright light, and their gaze is directed towards the celestial display.

Technology becomes obsolete,
but Vision is ever-lasting

What legacy do you wish to
leave for those living in 2200?

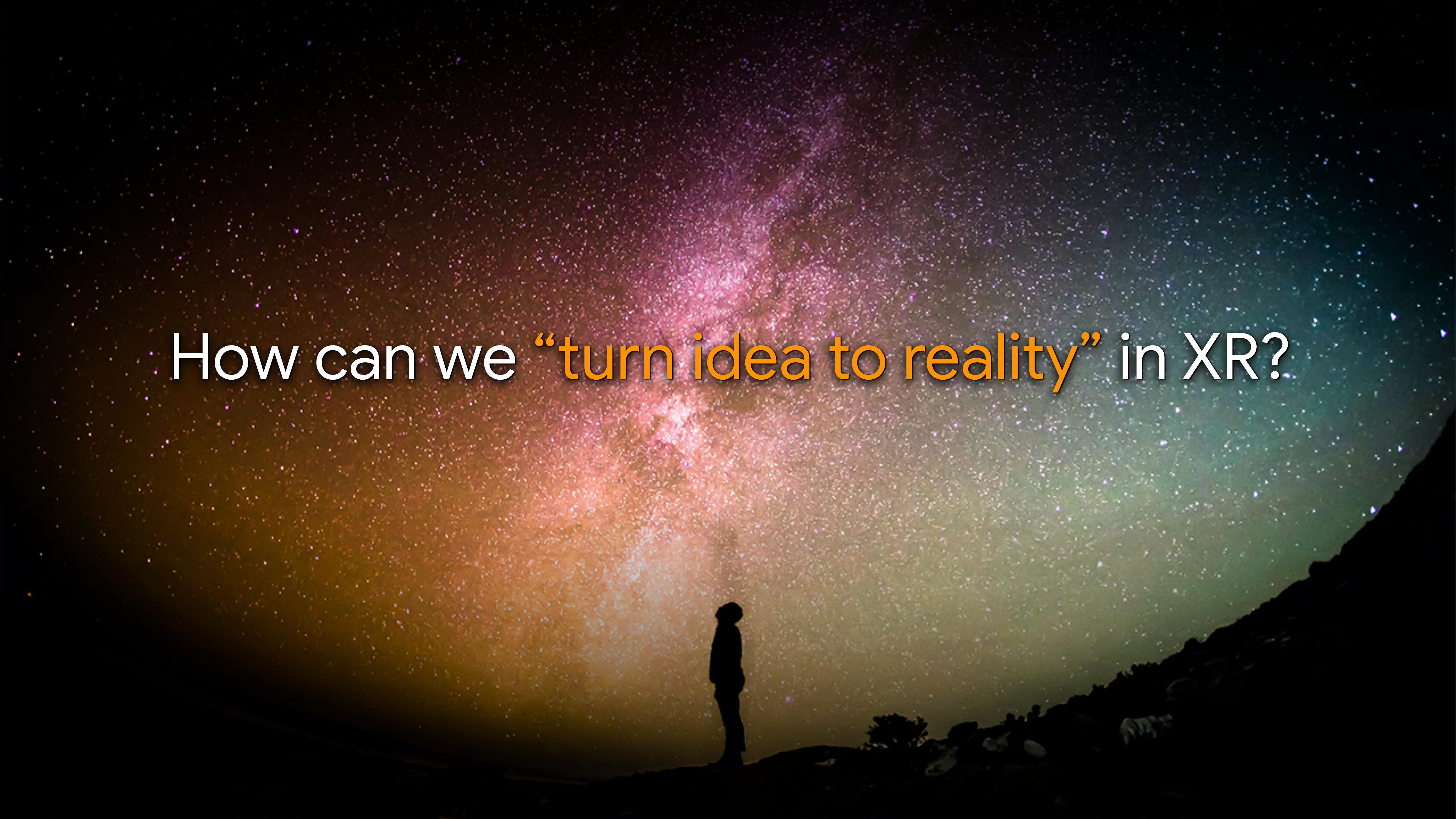
— Hiroshi Ishii

A person is silhouetted against a vast, starry night sky. The Milky Way galaxy is visible, stretching across the frame with a vibrant pink and purple nebula in the center. The person stands on a dark, rocky outcrop, looking up at the cosmos.

How can we make AI + XR research and innovation more accessible & scalable?

A person is silhouetted against a night sky filled with stars and the Milky Way galaxy. The person is standing on a dark, rocky outcrop, looking up at the vast expanse of the universe. The Milky Way is visible as a bright, pinkish-white band of stars stretching across the sky. The overall scene is dark and atmospheric, with the stars providing the primary light source.

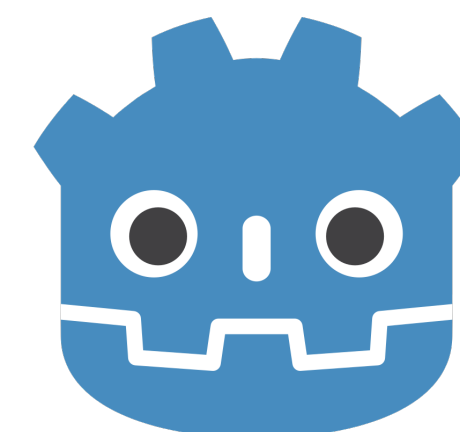
How can we kick off the **flywheel** from AI
— models, data, benchmarking — to XR?

A person is silhouetted against a night sky filled with stars and the Milky Way galaxy. The person is standing on a dark, rocky outcrop, looking up at the vast expanse of the universe. The Milky Way is visible as a bright, pinkish-white band of light stretching across the sky. The background is a deep black, with numerous stars of varying brightness scattered throughout. The overall mood is one of awe and wonder.

How can we “turn idea to reality” in XR?



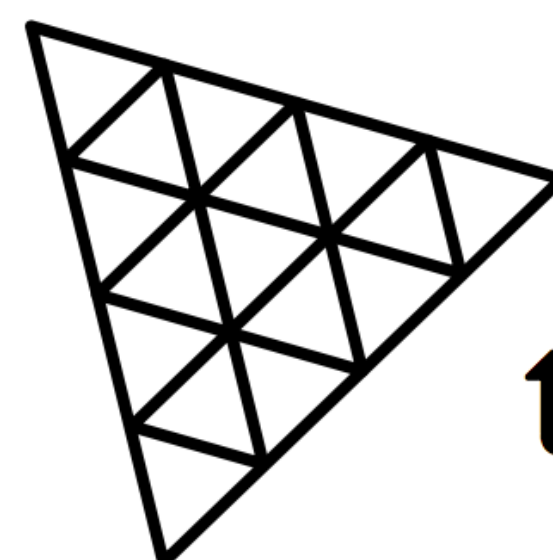
*pinch / click / touch
to change color*



GODOT
Game engine



Xcode



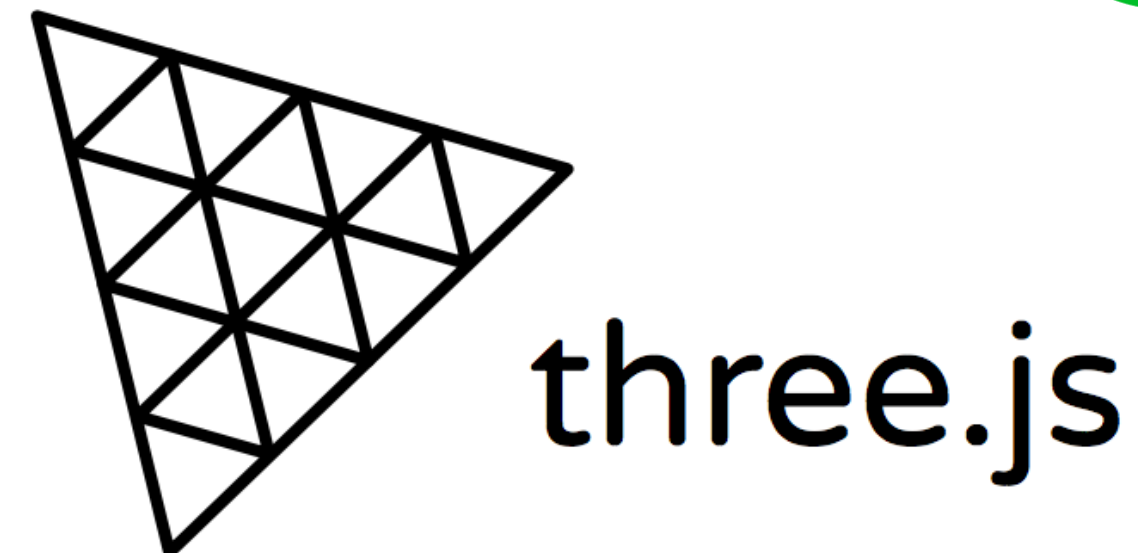
three.js



200+ lines of code



Xcode




```
1  import * as THREE from 'three';
2  import * as xb from 'xrblocks';
3
4  /**
5   * A basic example of XRBlocks to render a cylinder and pinch to change color.
6   */
7  class MainScript extends xb.Script {
8    init() {
9      this.add(new THREE.HemisphereLight(0xffffff, 0x666666, /*intensity=*/ 3));
10
11      const geometry = new THREE.CylinderGeometry(.2, .2, .4, /*segments=*/ 32);
12      const material = new THREE.MeshPhongMaterial(
13        {color: 0xffffff, transparent: true, opacity: 0.8});
14      this.player = new THREE.Mesh(geometry, material);
15      this.player.position.set(0, xb.user.height - 0.5, -xb.user.objectDistance);
16      this.add(this.player);
17    }
18
19    /**
20     * Changes the color of the mesh on a pinch in XR.
21     * @param {SelectEvent} event event.target holds controller / hand data.
22     */
23    onSelectEnd(event) {
24      this.player.material.color.set(Math.random() * 0xffffff);
25    }
26
27    /**
28     * Changes the color of the mesh to blue during pinching in XR.
29     * @param {SelectEvent} event The controller / hand event.
30     */
31    onselecting(event) {
32      this.player.material.color.set(0x66ccff);
33    }
34  };
35
36  document.addEventListener('DOMContentLoaded', function() {
37    xb.add(new MainScript());
38    xb.init(new xb.Options());
39  });
```



39 lines

Accelerating AI + XR Innovation



xrblocks.github.io
github.com/google/xrblocks

- Basic
- UI
- Hands
- Depth
- Stereo
- Camera
- AI
- AI Live
- Objects
- XR Toggle

Basic

This template demonstrates a fundamental user interaction. Change the cylinder's color with a simple action.

- On Desktop: Click
- In XR: Pinch

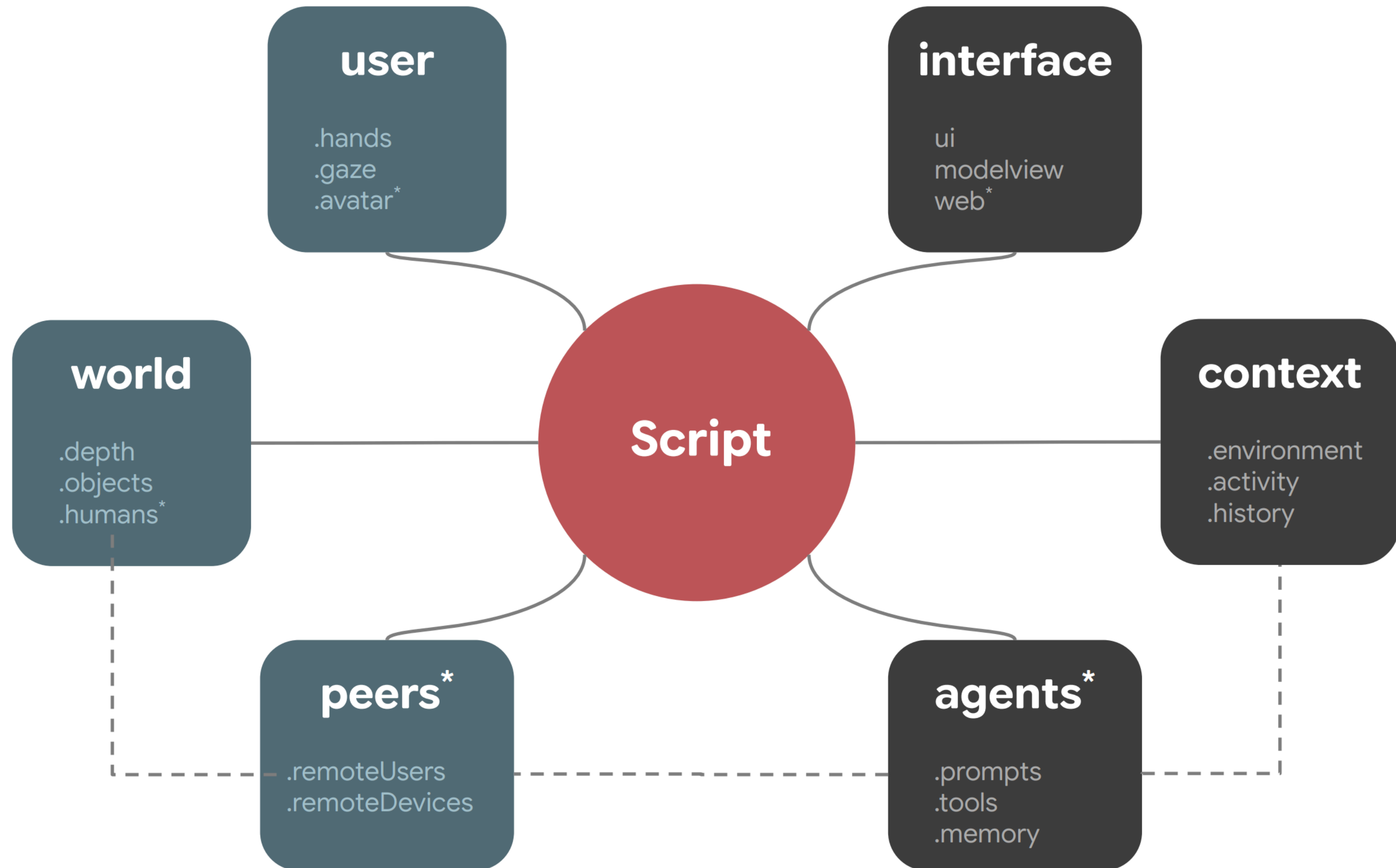


main.js

```
1  import * as THREE from 'three';
2  import * as xb from 'xrblocks';
3
4  /**
5   * A basic example of XRBlocks to render a cylinder and pinch to change color.
6   */
7  class MainScript extends xb.Script {
8    init() {
9      this.add(new THREE.HemisphereLight(0xffffff, 0x666666, /*intensity=*/ 3));
10
11      const geometry = new THREE.CylinderGeometry(.2, .2, .4, /*segments=*/ 32);
12      const material = new THREE.MeshPhongMaterial(
```


Real

Virtual

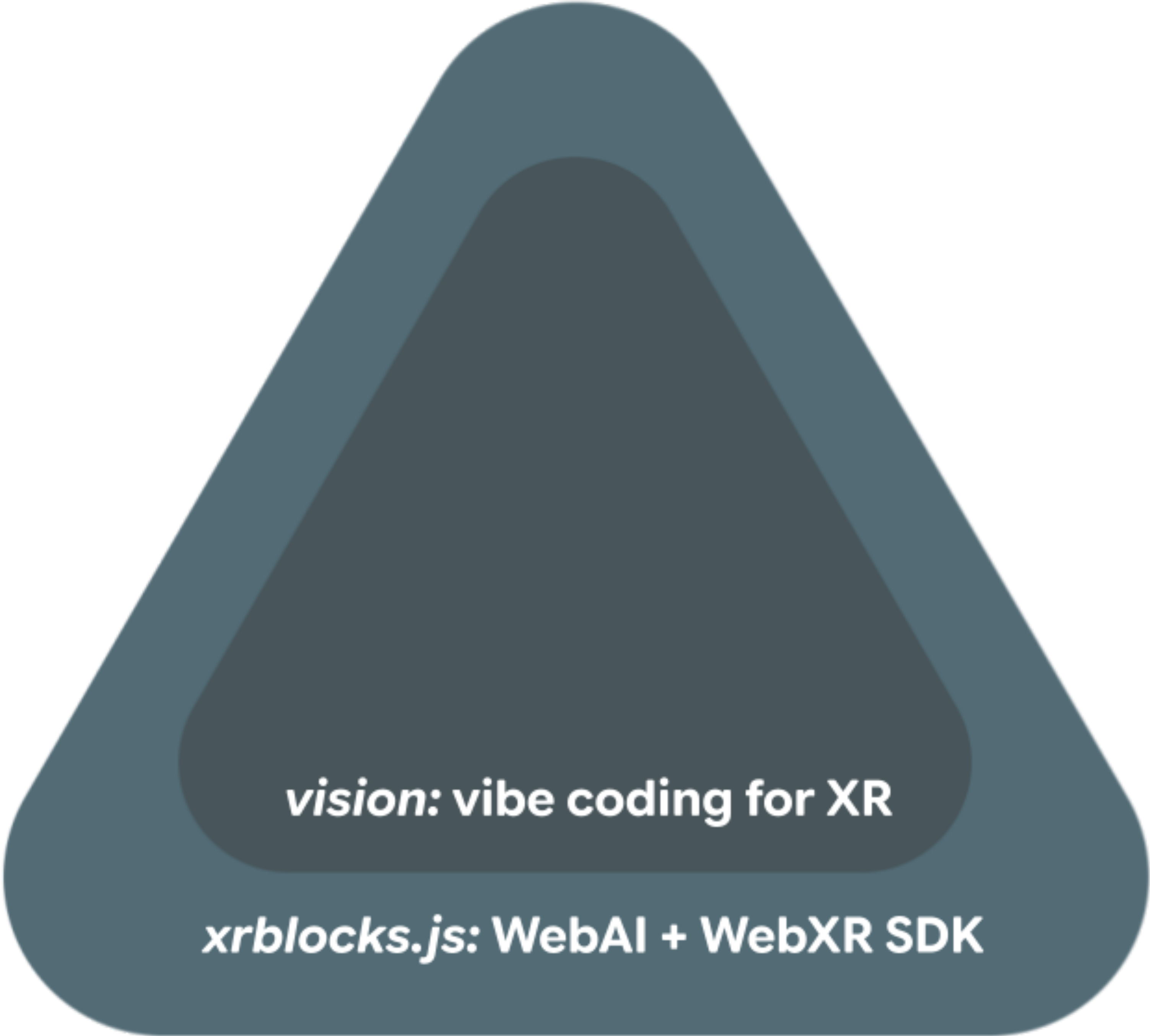


An Ideal Minimized Syntax

```
for (const object in world.objects) {  
  if (user.isSelectingAt(object)) {  
    const poem = agent.query(prompt)  
    ...  
  }  
}
```

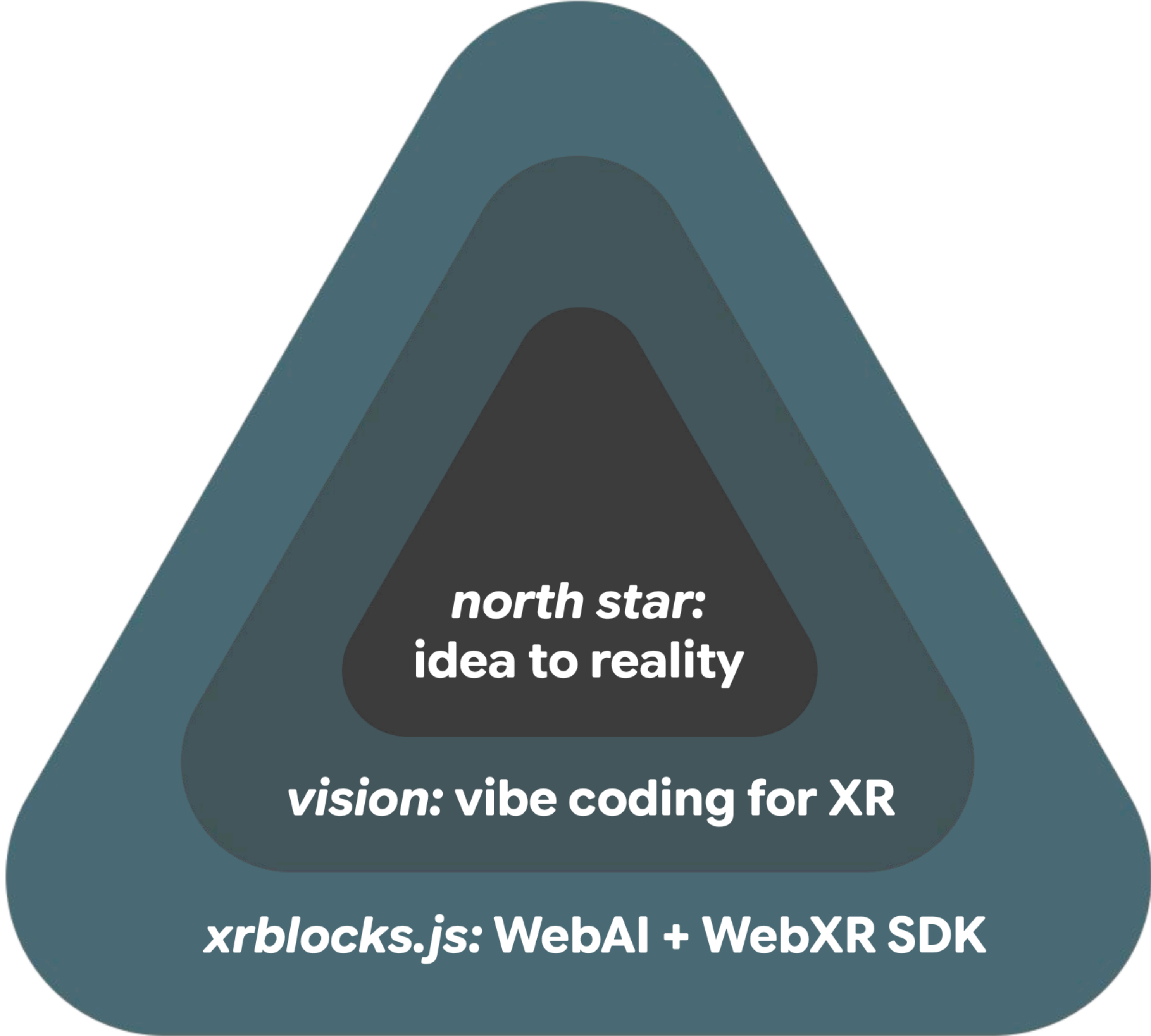



xrblocks.js: WebAI + WebXR SDK



vision: vibe coding for XR

xrblocks.js: WebAI + WebXR SDK



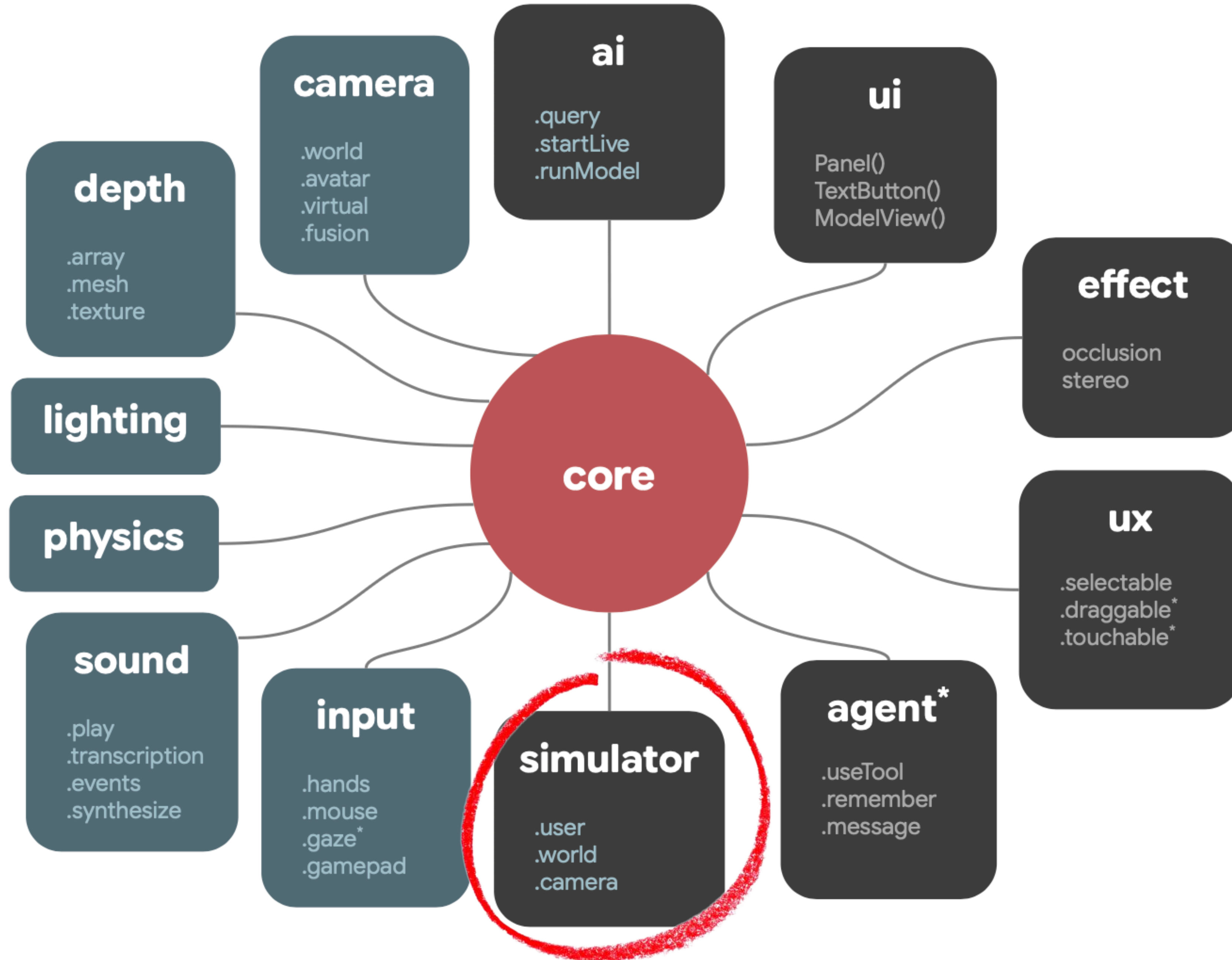
north star:
idea to reality

vision: vibe coding for XR

xrblocks.js: WebAI + WebXR SDK

Real

Virtual



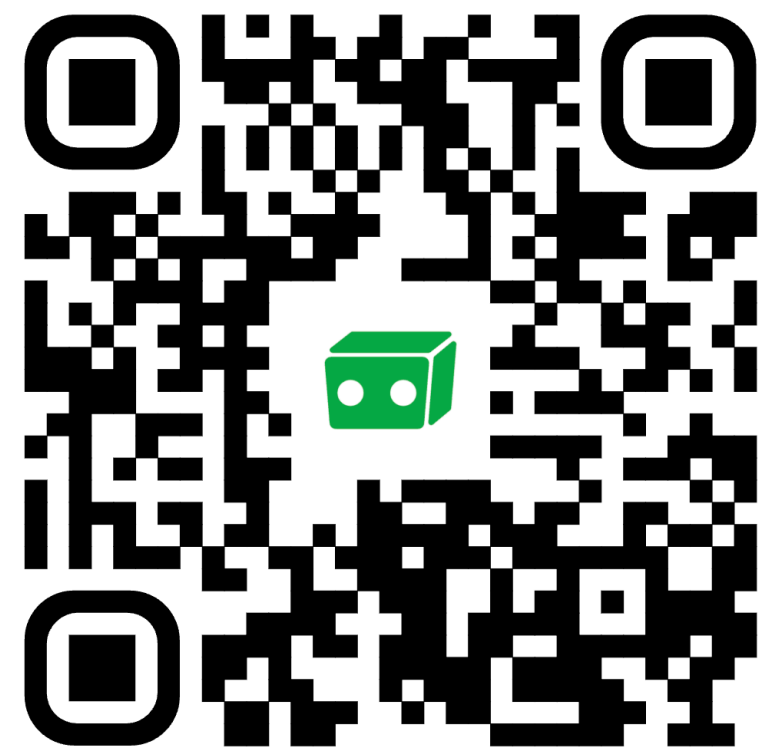
XR Realism

Model Viewer



XR Realism

Geometry-aware occlusion



XR Realism

Immersive Weather





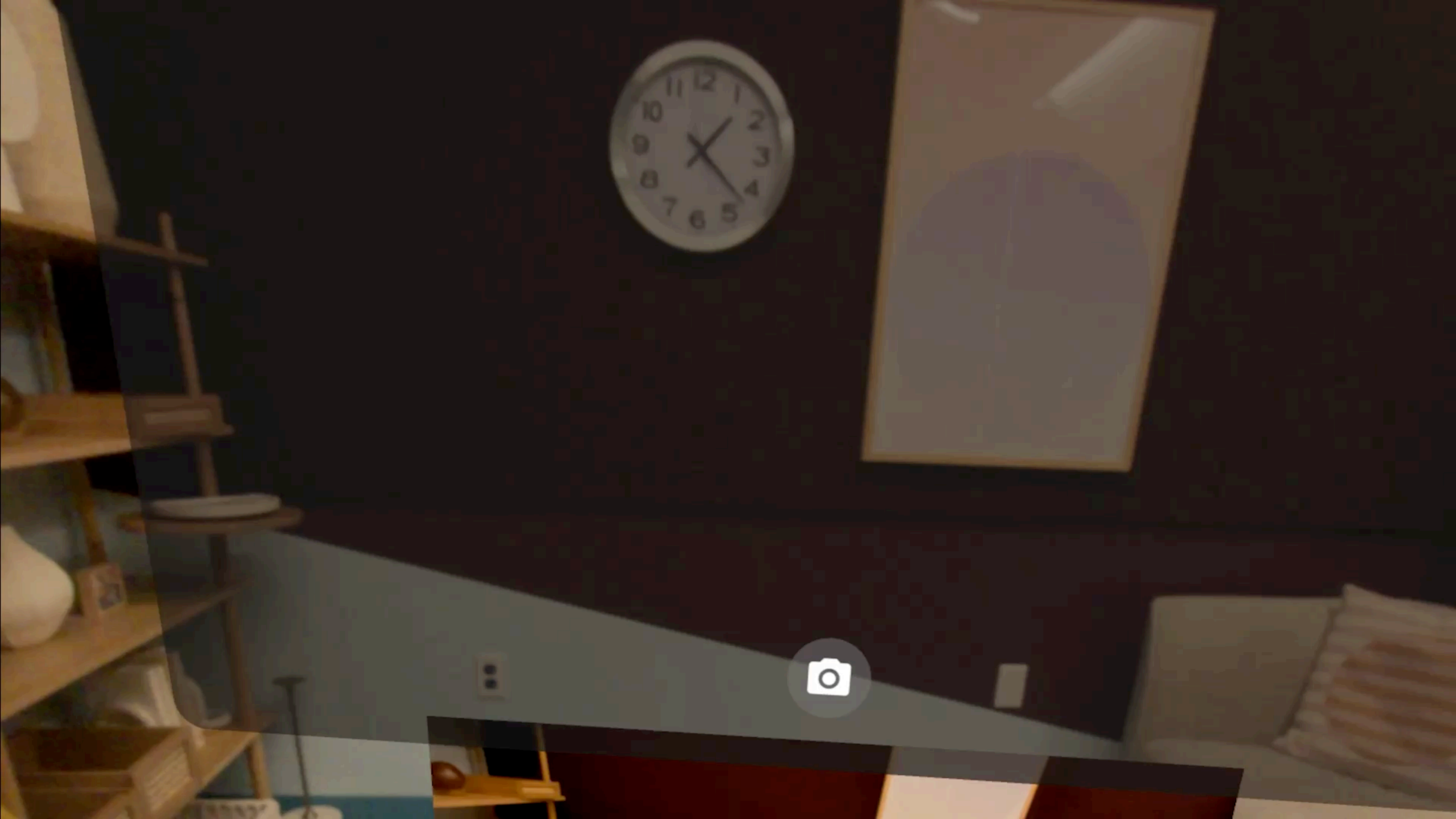


Generative UI
Composable Library



AI + XR
Generating Poem from XR
Camera

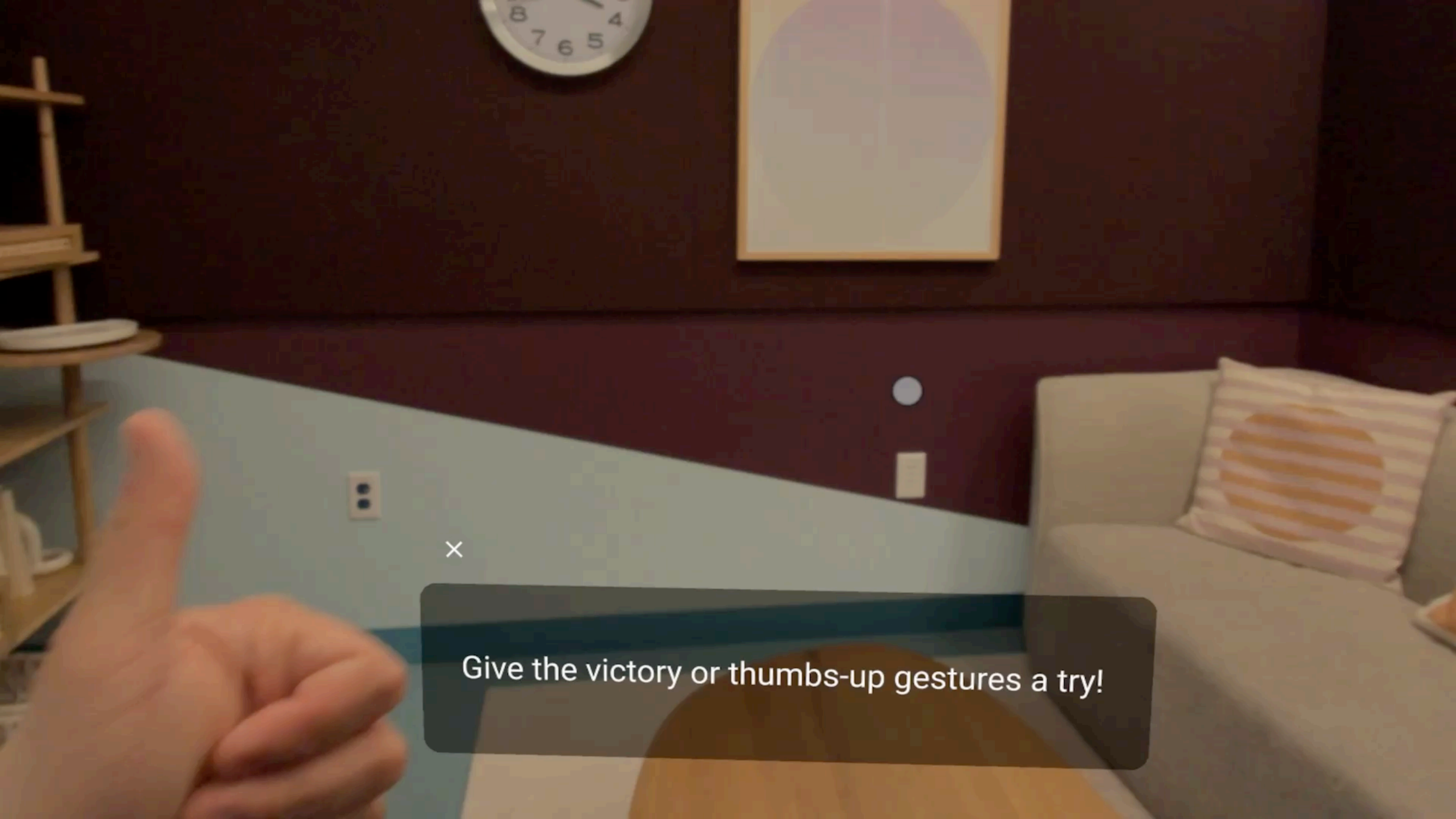




XR Interaction

On-device Gesture
Recognition

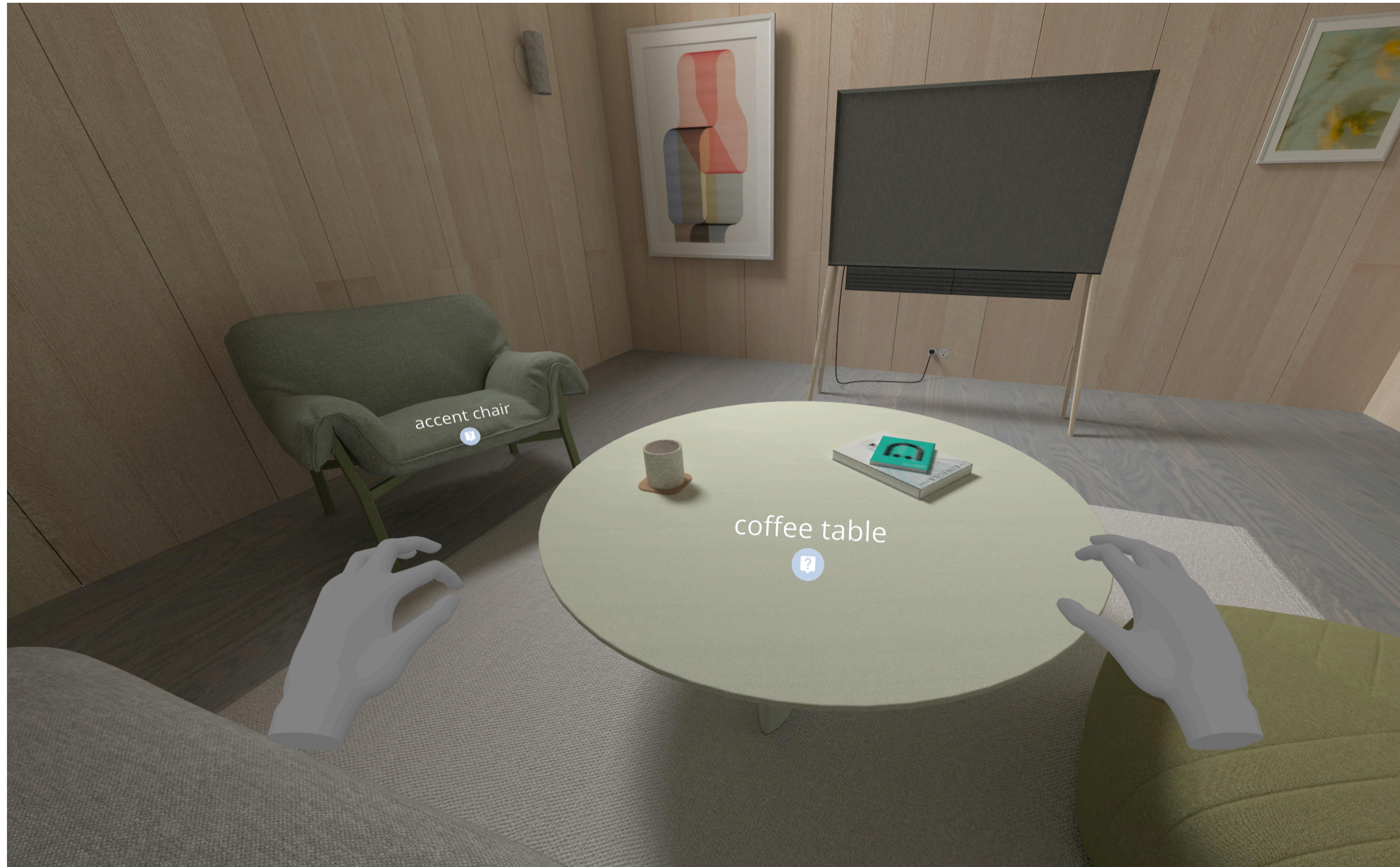
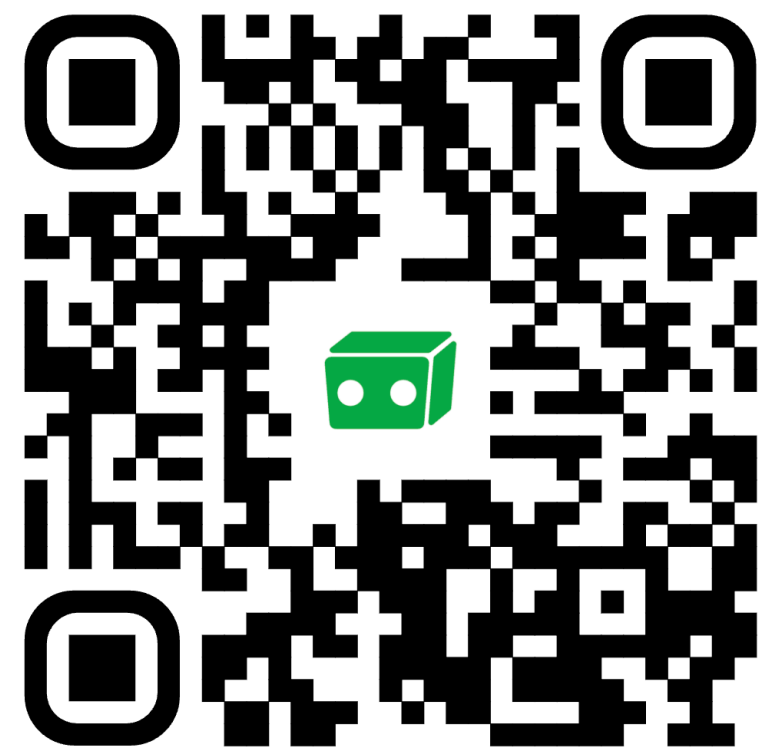


A hand is shown in the foreground, giving a thumbs-up gesture. The background is a virtual room with a dark brown wall, a light blue table, a white clock, a framed picture, a light switch, a camera icon, and a couch with a striped pillow.

×

Give the victory or thumbs-up gestures a try!

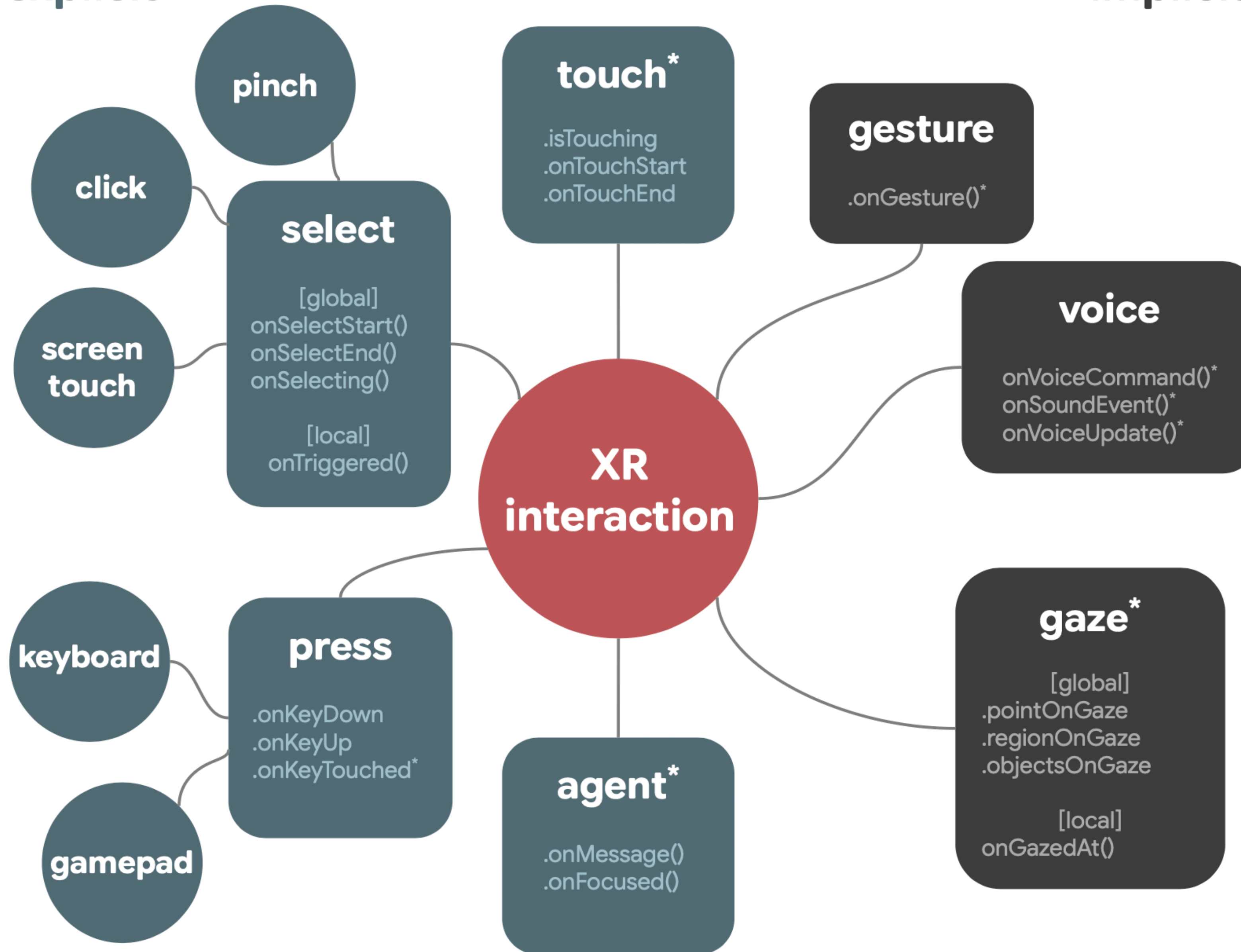
AI + XR
XR-Objects





explicit

implicit



XR BLOCKS: Accelerating Human-Centered AI + XR Innovation

Preliminary White Paper, September 2025

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 <https://github.com/google/xrblocks>

 <https://xrblocks.github.io>

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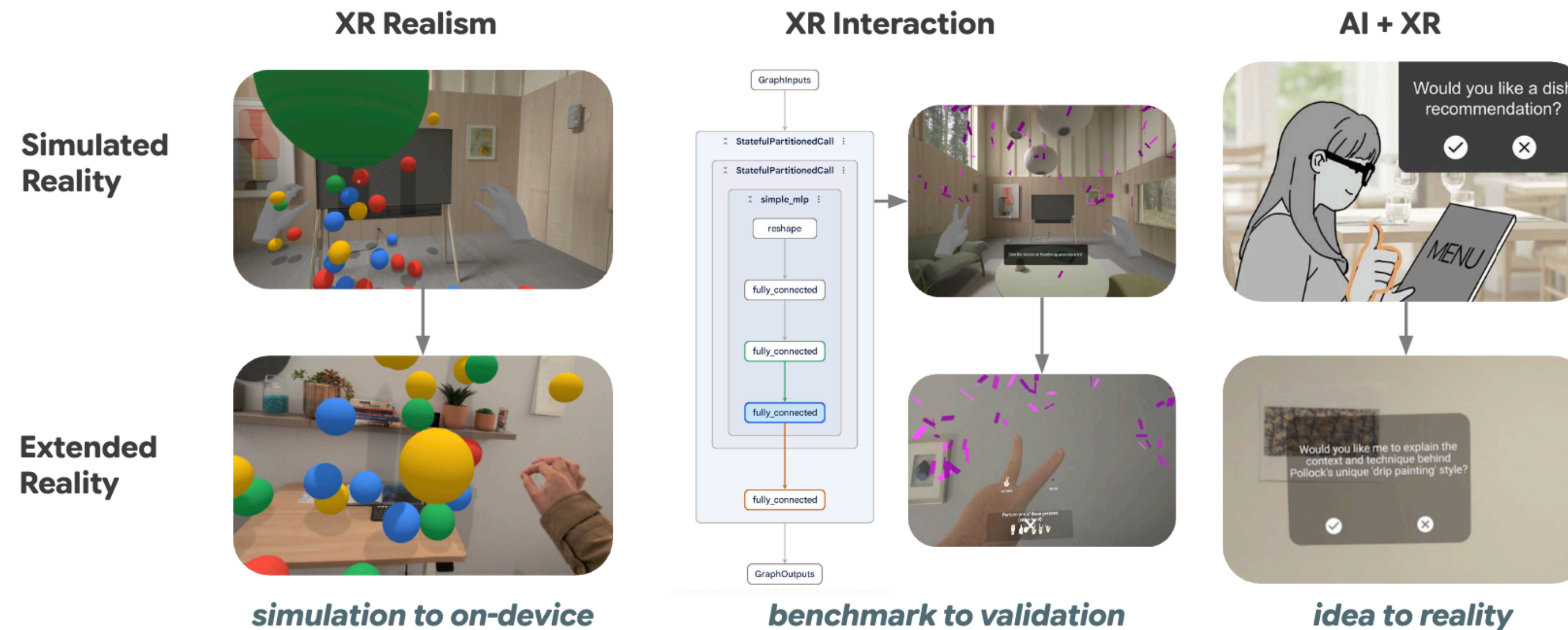


Figure 1: XR BLOCKS accelerates the prototyping of real-time AI + XR applications across desktop simulators and XR devices. Examples: (a) XR Realism: Prototype depth-aware, physics-based interactions [20] in simulation and deploy the same code to real-world XR devices. (b) XR Interactions: Seamlessly integrate custom gesture models to desktop simulator and on-device XR deployment. (c) AI + XR Integration: Build intelligent, context-aware assistants, like the Sensible Agent [34].

Abstract

We are on the cusp where Artificial Intelligence (AI) and Extended Reality (XR) are converging to unlock new paradigms of interactive computing. However, a significant gap exists between the ecosystems of these two fields: while AI research and development is accelerated by mature frameworks like JAX and benchmarks like LMArena, prototyping novel AI-driven XR interactions remains a high-friction process, often requiring practitioners to manually

toolkit lowers the barrier to entry for XR creators. We demonstrate its utility through a set of open-source templates, samples, and advanced demos, empowering the community to quickly move from concept to interactive XR prototype.

Keywords

Extended Reality, Software Development Kit, WebXR, WebGL, Programming Language, Depth-based Interaction, Mixed Reality, Aug-

Ten Million Users and Ten Years Later: Python Tutor's Design Guidelines for Building Scalable and Sustainable Research Software in Academia

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ABSTRACT

Research software is often built as prototypes that never get widespread usage and are left unmaintained after a few papers get published. To counteract this trend, we propose a method for building research software with scale and sustainability in mind so that it can organically grow a large userbase and enable longer-term research. To illustrate this method, we present the design and implementation of Python Tutor (pythontutor.com), a code visualization tool that is, to our knowledge, one of the most widely-used pieces of research software developed within a university lab. Over the past decade, it has been used by over ten million people in over 180 countries. It has also contributed to 55 publications from 35 research groups in 13 countries. We distilled lessons from working on Python Tutor into three sets of design guidelines: 1) user experience design for scale and sustainability, 2) software architecture design for long-term sustainability, and 3) designing a sustainable software development workflow within academia. These guidelines can enable a student to create long-lasting software that reaches many users and facilitates research from many independent groups.

CCS CONCEPTS

- Human-centered computing → Human computer interaction (HCI).

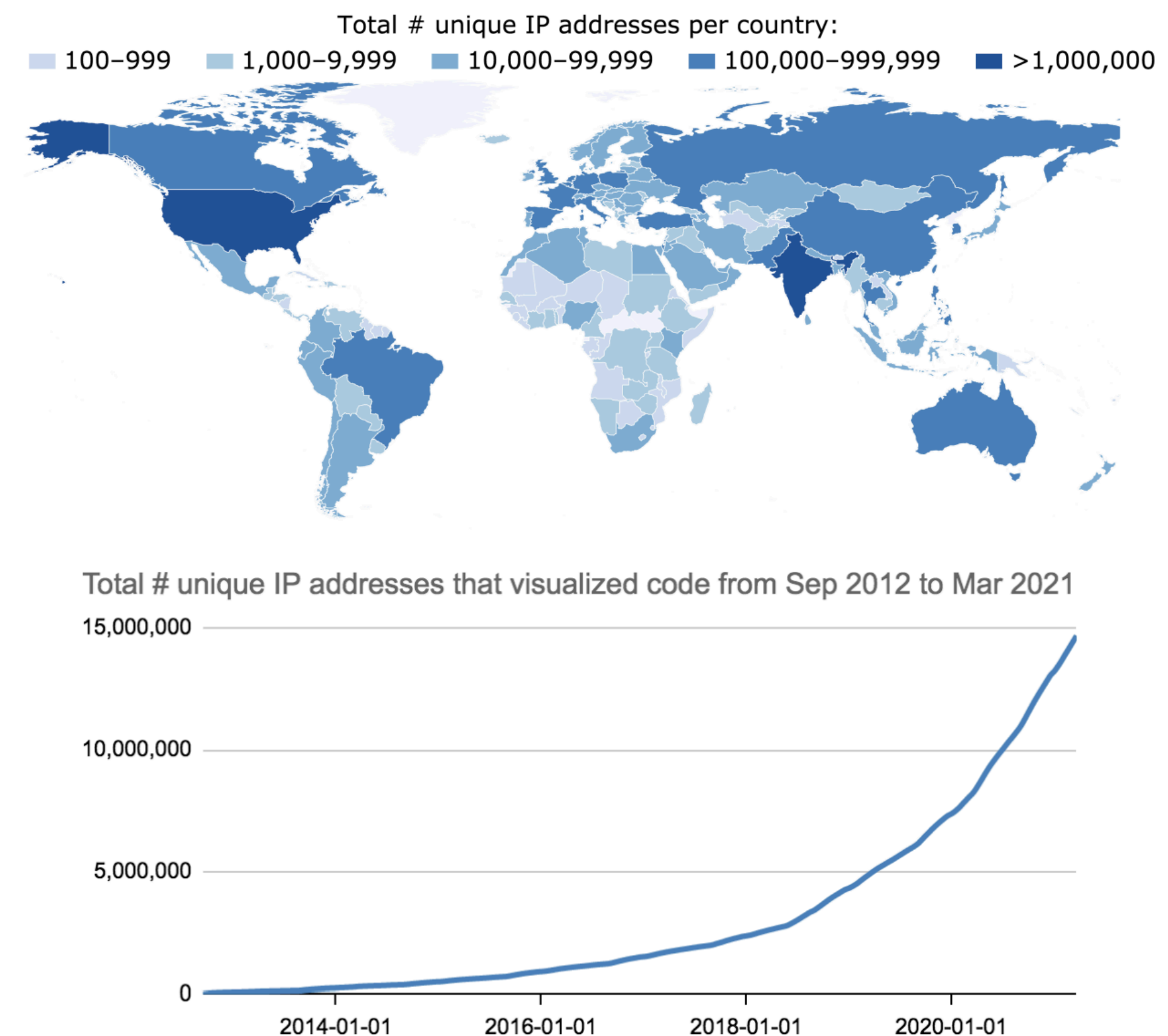


Figure 1: Number of Python Tutor users by location and date, estimated by unique IP addresses that have visualized code on the site. (There was minimal usage from 2009 to 2012.)

Call for action
Join us in the journey
towards XR flywheel!



 **xrblocks** Public

Edit Pins

Watch 0

Fork 0

Starred 5

main2 Branches1 Tag

Go to file

Add file

Code

 **dli7319** Remove npm test from npm-publish.yml924884f · 37 minutes ago18 Commits

.github/workflows	Remove npm test from npm-publish.yml	37 minutes ago
.vscode	Remove npm test from npm-publish.yml	37 minutes ago
assets	Add screenshots to the README.	3 days ago
demos	Upload demos and samples	3 days ago
docs	Update docusaurus to 3.9.1	2 hours ago
samples	Upload demos and samples	3 days ago
src	Add source files	3 days ago
templates	Fix links in templates	3 days ago
.gitignore	Add source files	3 days ago
CONTRIBUTING.md	Create CONTRIBUTING.md	3 days ago
LICENSE	Create LICENSE	3 days ago
README.md	Use CDN links in README	3 days ago
eslint.config.mjs	Add source files	3 days ago
package-lock.json	Add source files	3 days ago
package.json	Add files to package.json	3 days ago
rollup.config.js	Add source files	3 days ago

About

XR Blocks is a lightweight, cross-platform library for rapidly prototyping advanced XR and AI experiences.

[xrblocks.github.io](#)

- Readme
- Apache-2.0 license
- Code of conduct
- Contributing
- Security policy
- Activity
- Custom properties
- 5 stars
- 0 watching
- 0 forks

Report repository

Releases1

 **v0.1.0: First release of XR Blo...** Latest

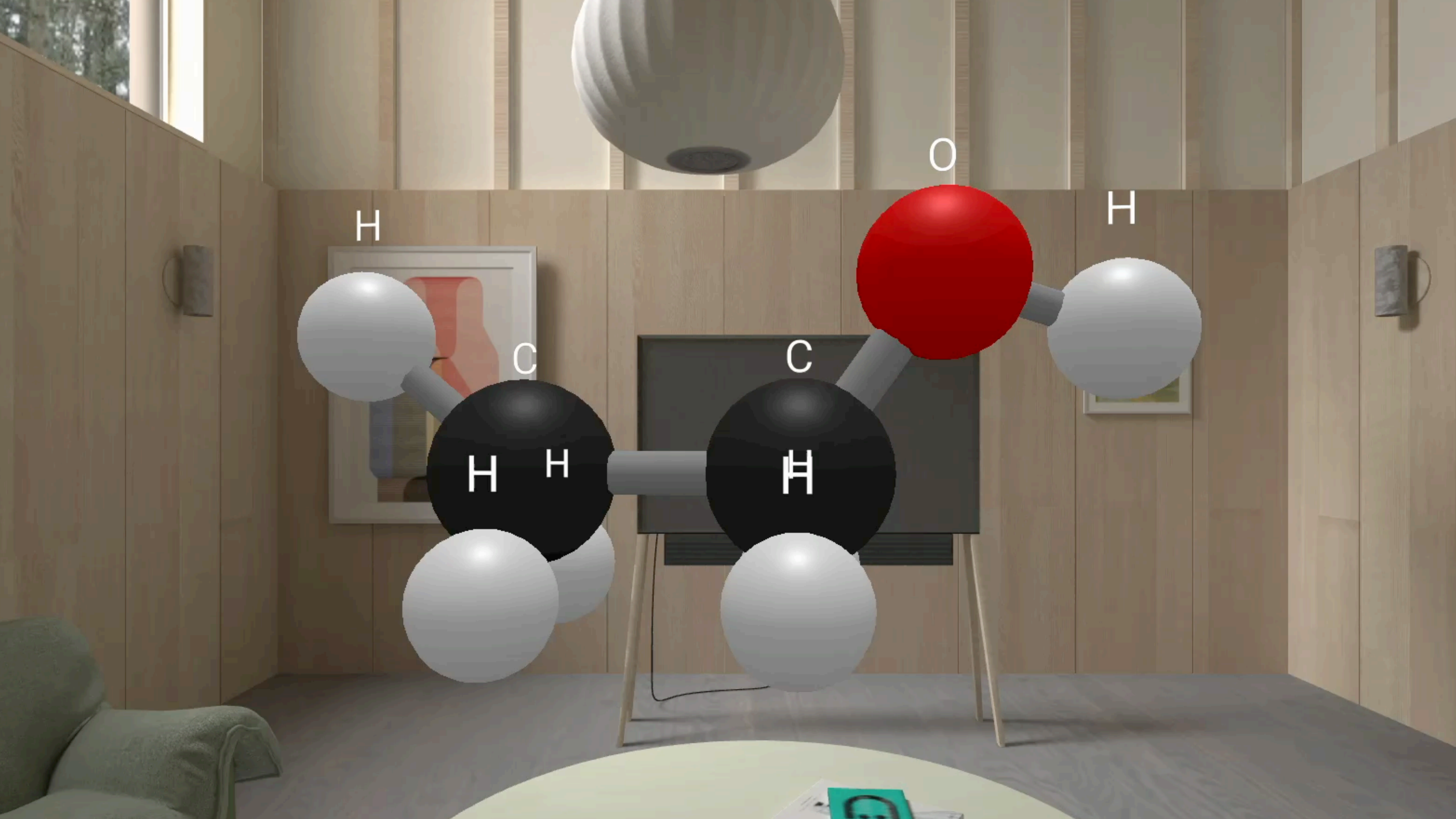
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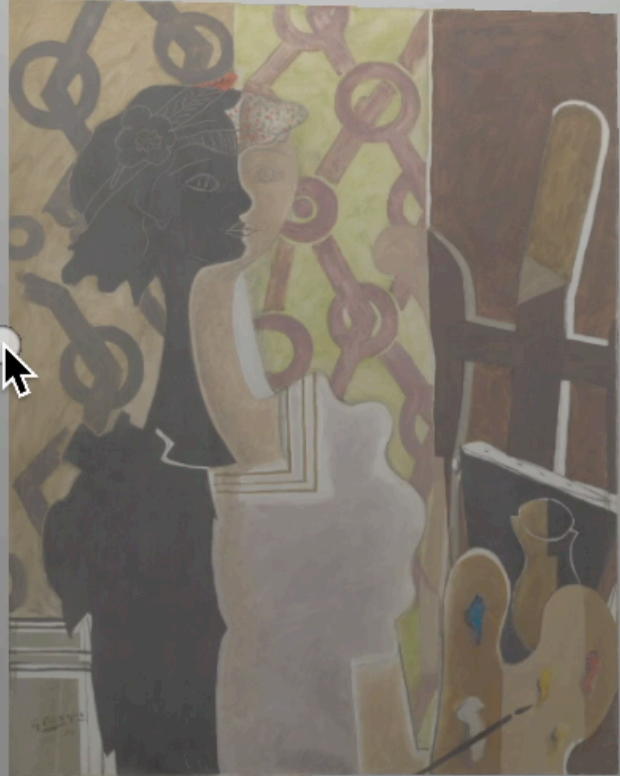
Packages

No packages published

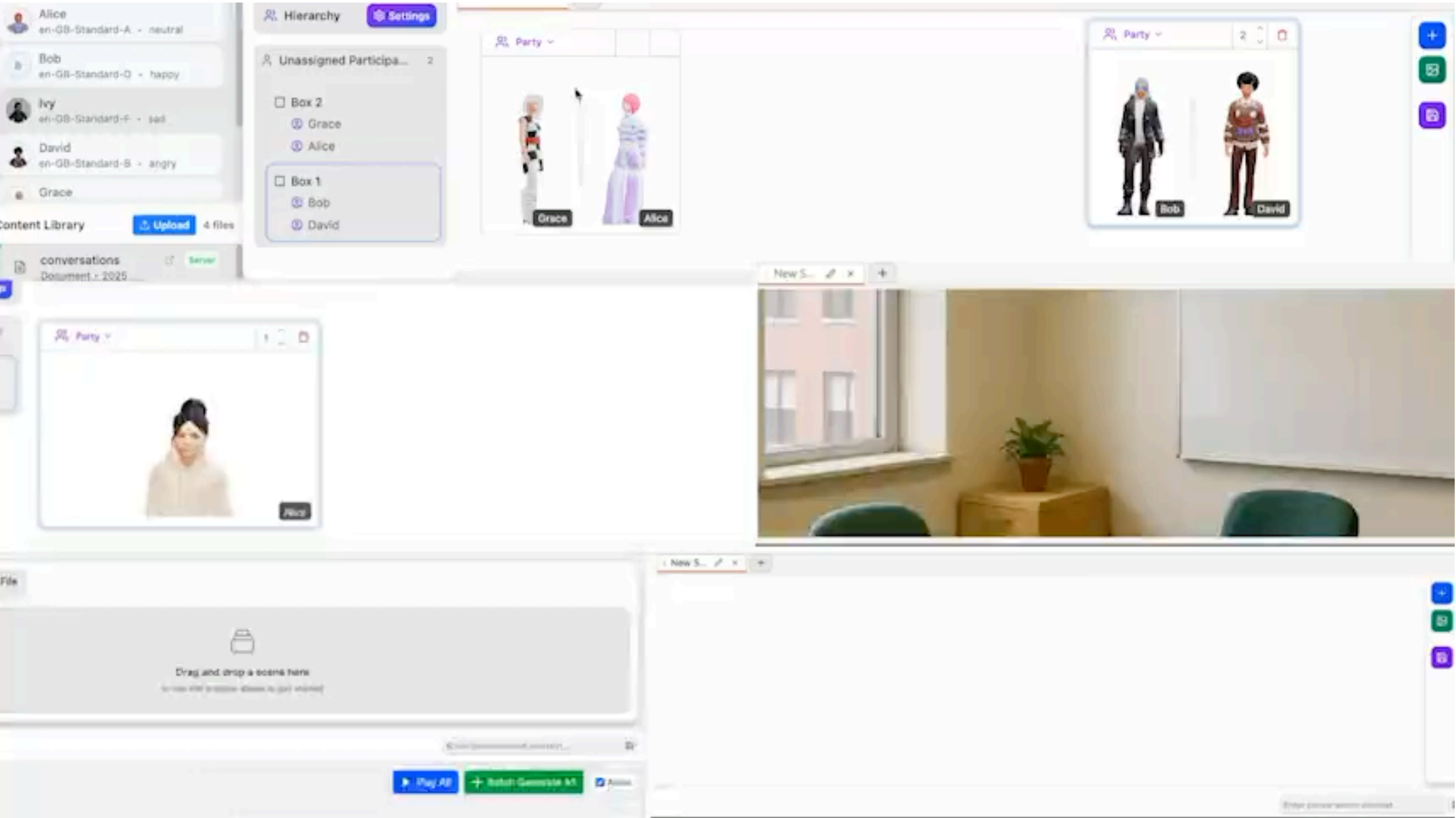
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Contributors2





Talk Preview
Sensible Agent
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Sensible Agent
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Acknowledgement

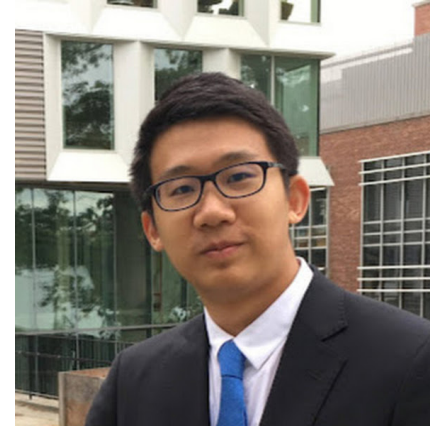
Advisors & Collaborators &
Students & more...



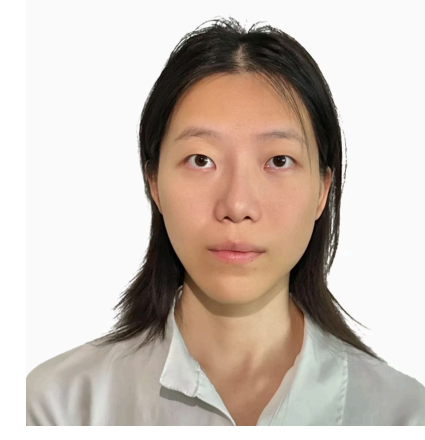
David Li



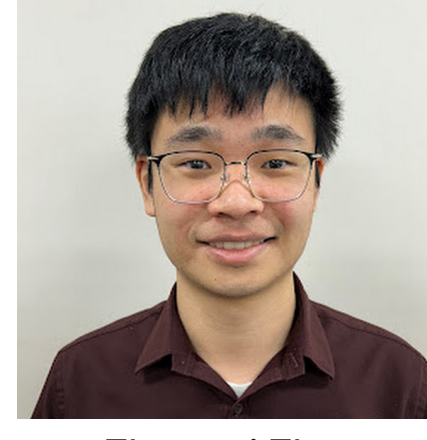
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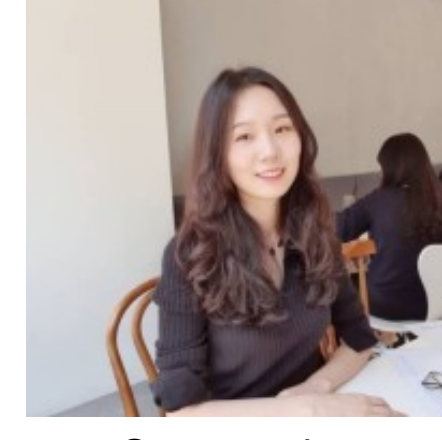
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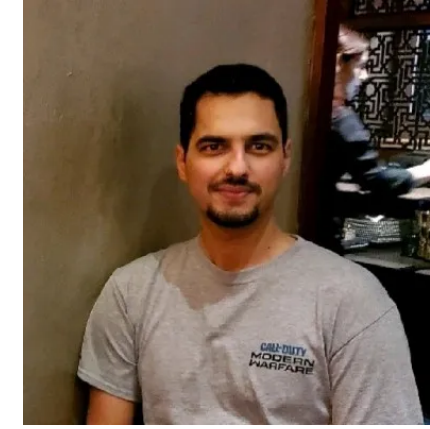
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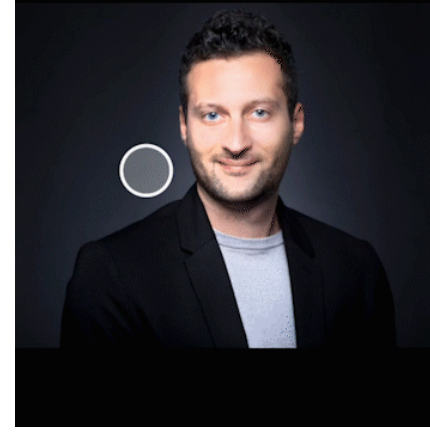
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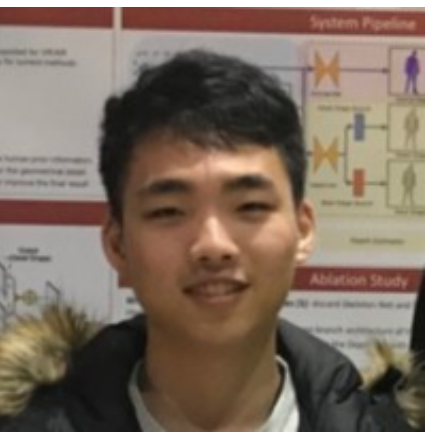
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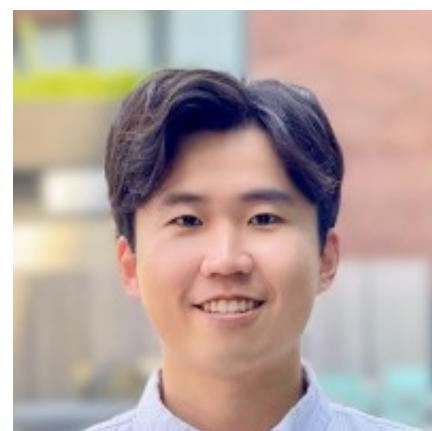
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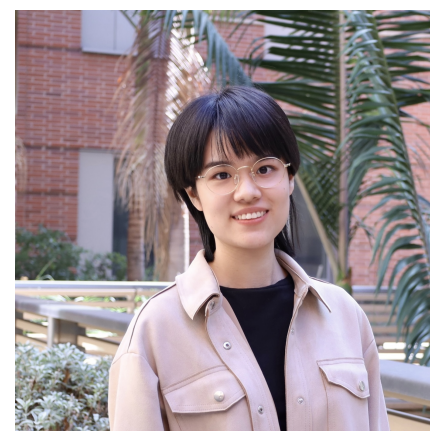
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