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Using extended reality technologies in distributed computer systems

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Over the past few decades, web technologies have proven to be a fast, convenient and easy-to-access tool for retrieving information and sharing a large amount of heterogeneous data. The technologies used there, and in particular the HTML technology - have played a major role in the development of the Internet as it is. This is all due to the standardization and creation of a single tool to create network content.

The goal of this work is to create a standard and a language for developing extended reality applications and interfaces built into existing applications. With this language, developers who are familiar with web technologies can quickly and with minimal effort move on to new technology and fill it with content, the lack of which is now the main problem of all extended reality technologies. With usage of the developed system it will be possible to combine the formed community of web developers and perspective technology on the basis of a standardized set of tools that will positively affect both developers and the pace of technology development.

In the future that technology can be used in different spheres, like education, business, advertisement, etc. Also it can be used in global distributed computer systems, what will give an ability to make a global network of virtual objects referred to real-life points.

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