

# Vibe Coding for XR

Using AI-driven Workflows to  
Create Immersive Applications

Thanks to:



Scan this QR Code:  
*Then put your damn  
phones down. 😊*



Scan Now

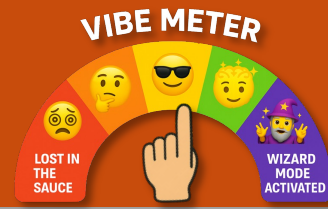
AWE USA 2025



# START VIBING WITH ME



000  
045









## Player 1 - Terry

Curious, creative, a little rebellious. Collects comics, coffee, and side quests. Builds with AI, plays in XR. Dreams bigger every level.



## Current Vibes

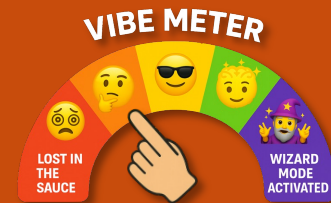
-  (3)Dimensional Joy
-  Wizard Mode Activated
-  Feeling Inspiration
-  Decoding the Noise
-  Low-Key Magic
-  Chilling With Friends

**Appreciative:** Ali Daniali, Austin Caine & Christi Fenison (Cause + Christi), Tim Friedman & Tom Munich, and Jordan Schussler for their feedback and support! Lord Alan for the chill music!

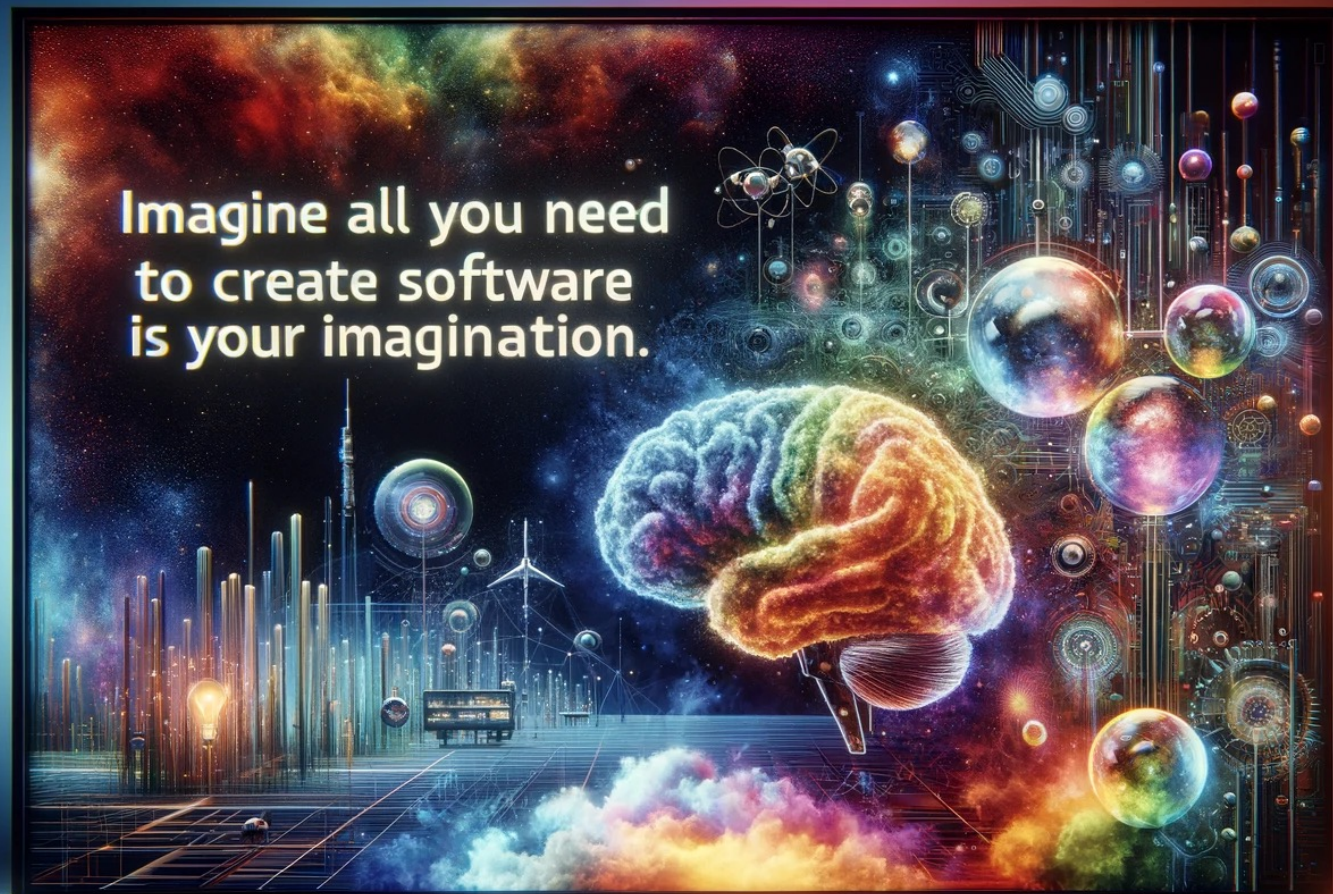


# AT AWE 2024, I SAID...

001  
045

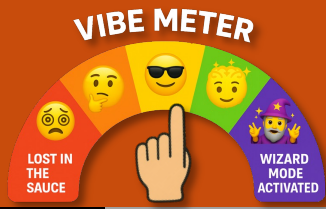


Imagine all you need  
to create software  
is your imagination.



# IN 2025, WE LEVELED UP!

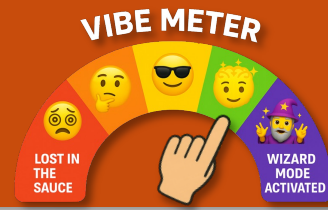
001  
045



All you need  
to create software  
is your imagination.



# THIS IS... VIBE CODING!



**Andrej Karpathy**, a well-known AI researcher, coined the term “Vibe Coding” to explain the idea of hobbyists using AI tools and iterative prompting to build applications.

“Fully give in to the vibes ... and forget that the code even exists.”

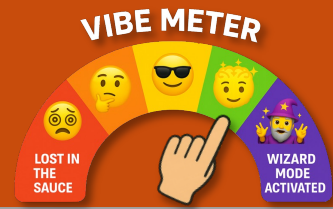
**DON'T BE SCARED OF AI – BE EMPOWERED!**

**Vibe coding takes away fear...  
and expands your creative potential in powerful ways.**



# IT STARTS WITH YOUR IMAGINATION

002  
045



CODING

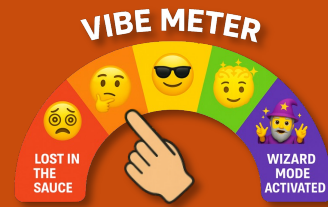
VIBING

Programmer → Experience Architect



# NOT JUST FOR PROGRAMMERS

003  
051



**Vibe Coding is for:**

- 🧠 **Designers**
- 🎨 **Artists**
- 📖 **Writers & Storytellers**
- 🎮 **Game Masters & Worldbuilders**
- 🚀 **Founders & Futurists**
- 🎥 **Filmmakers & Directors**
- 🎧 **Musicians & Sound Designers**
- 👩 **Educators & Facilitators**
- ✊ **And YOU!**

Ok... also for  
**Programmers**

~\\_ (ツ) \\_ /~

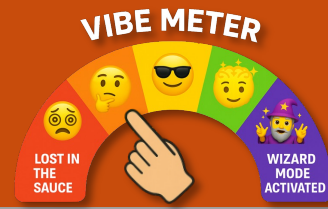
actually,  
programmers get



stereotypical  
programmers by language,  
according to AI



# WHAT XR VIBE CODERS NEED



**AI tools can be very helpful in doing these things:**

 **XR Native Scene Generation**

 **3D Asset Integration**

 **Spatial Interaction Scripting**

 **WebXR Pipeline Awareness**

 **AR/VR/MR API Assistance**

 **Asset Optimization Support**

 **XR Project Structuring**

 **Real-time Collaboration**

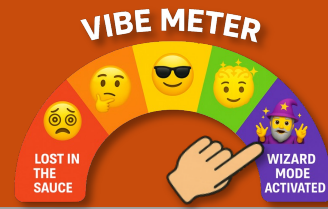
 **Cloud Deployment Readiness**

 **Custom XR Device Targeting**



# MY (CURRENT) VIBESTACK PARTY

004  
051



Use a Premium AI Reasoning model when you:

- Build with multi-user features, real-time physics, or advanced rendering pipelines
- Need best code quality for XR-specific metrics: latency, rendering optimization, memory usage
- Refactor large legacy XR codebases
- Deploy cross-platform and need to optimize performance for different devices



## IDE

Windsurf

Cursor

Loveable

## AI Reasoning

SWE-1-lite

gpt-4o

o4-mini-medium

## Generative AI

Stable Diffusion

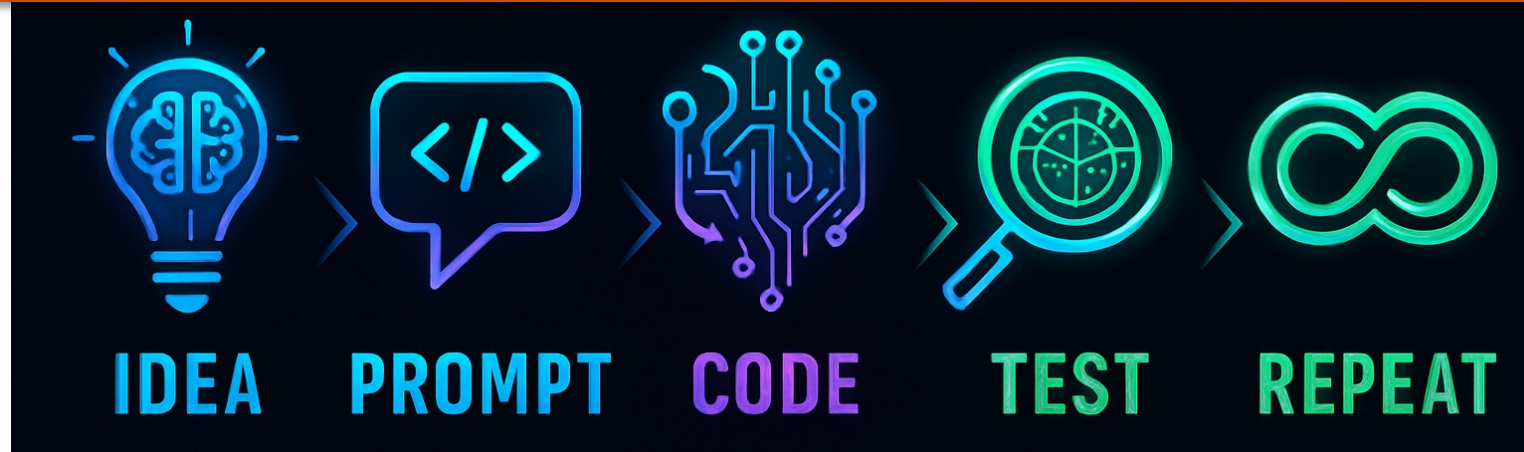
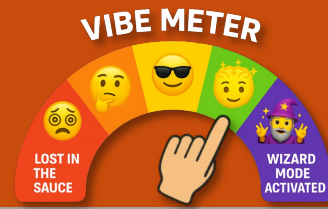
ElevenLabs

Blockade Labs



# FLOWING WITH THE VIBE

005  
051



5% beer  
(^\_^) →



**AI does 95% of the tedious work.** You focus on creativity, logic, and quality.

**Prompting > Debugging.** If it breaks, re-roll it. Faster, cleaner, smarter.

**Think "what" and "why" — not "how".** Describe intent before implementation.

**Prompt in parallel.** Work on multiple features at once to 10–100x your velocity.

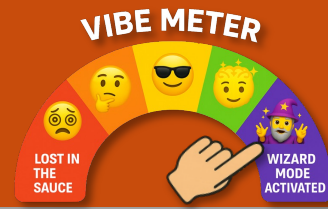
**Be direct.** Tell the AI precisely what you want.

**Coding? More like conjuring.** *Hold my beer while I vibe.*



# PRECISION PROMPTING

005  
051



## Basic Prompt:

“Create ambient underwater sound.”

## Based Prompt:

“Generate a 30 second sound loop. The sound should reflect being underwater wearing scuba gear with bubbles and breathing apparatus sound effects. Apply it as ambient sound in the underwater scene. Play the sound when the user enters the scene and loop the sound continuously until the user exits the scene.”

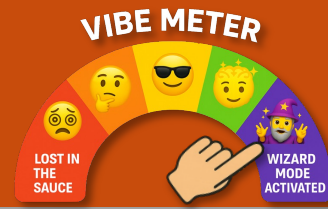


LLM vibe if your prompt is...

**BASIC** **BASED**



# XR SPECIFIC PROMPTING



You can vibe code with prompts which are specific to XR use cases, use spatial computing terminology, refer to 3D specific elements of your projects, and more. Here are examples:



Spatial Audio



Persona Injection



Animation Trigger



Shader Style



Teleport Node



Object Behavior



Narration Trigger



3D Object



Interaction Logic



HUD UI



Dialogue Balloon



Developer HUD

## Spatial Audio Prompt

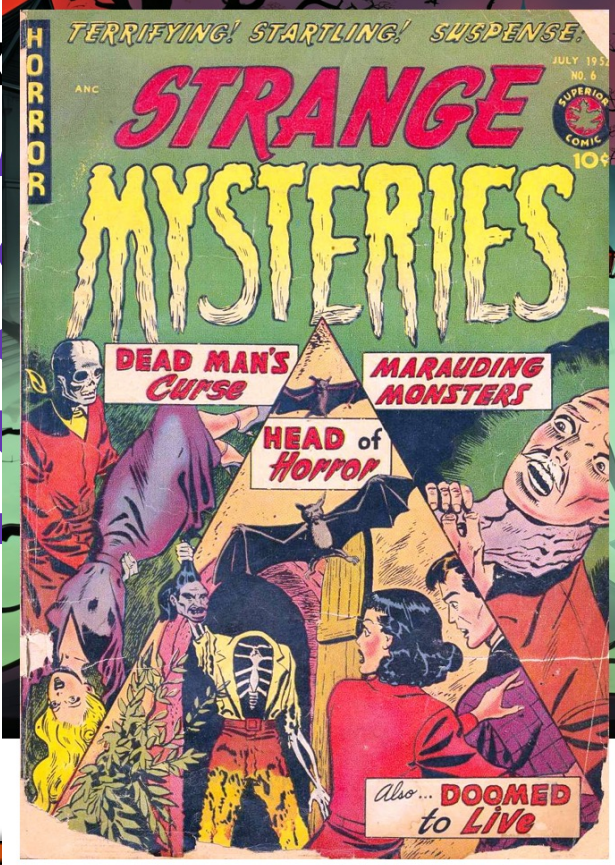


Place a crackling campfire sound source 2 meters ahead, slightly to the right of the initial position of the user, with realistic spatial fade and echo for outdoor space.



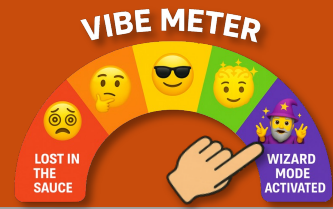
No.

On  
pla  
EX  
I w  
sc  
Bl  
to  
fo



# FANCAVE DEMO WEBXR PROJECT

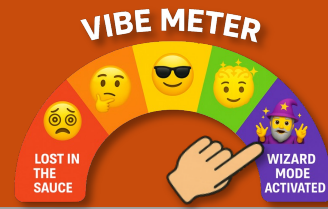
006  
058



Copyright 2025 by Terry xR. Schussler



# SKETCH-TO-XR UI: BEST PRACTICES



## ✔ Before Uploading:

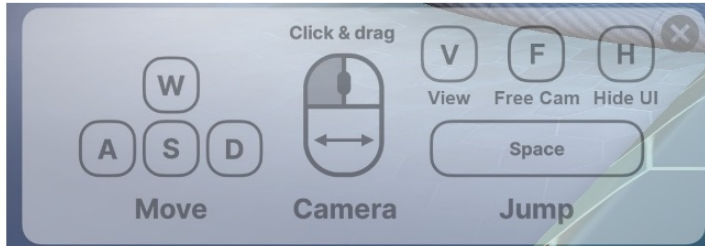
**Use flat mockups with clear layering:** foreground vs. background vs. HUD

**Label spatial elements:** “Minimap,” “Teleport,” “Dialog Box”

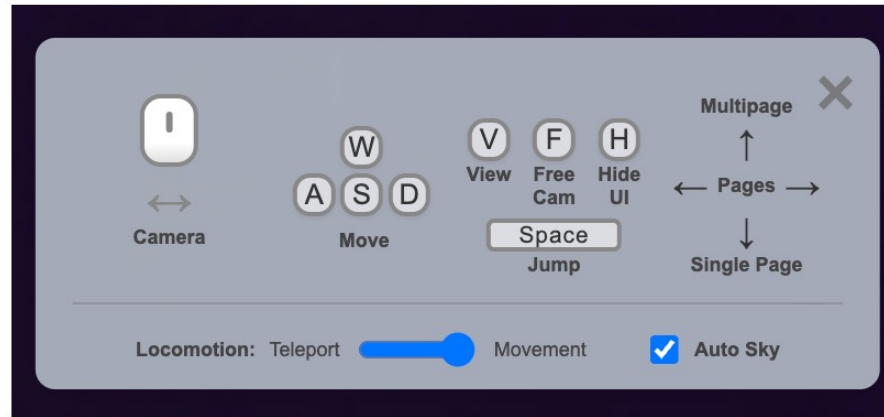
**Group by function:** different panels for tool menus, environments, controls



### SCREEN CAPTURE / MOCKUP



### WEBXR IMPLEMENTATION OF UI



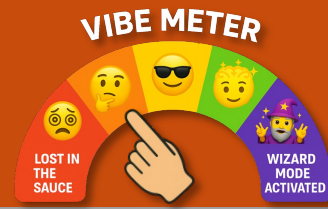
← LAYOUT CHANGES MADE AFTER INITIAL PROMPT

← FEATURES ADDED VIA ADDITIONAL PROMPTS



# CONTENT WINDOW LIMITATIONS

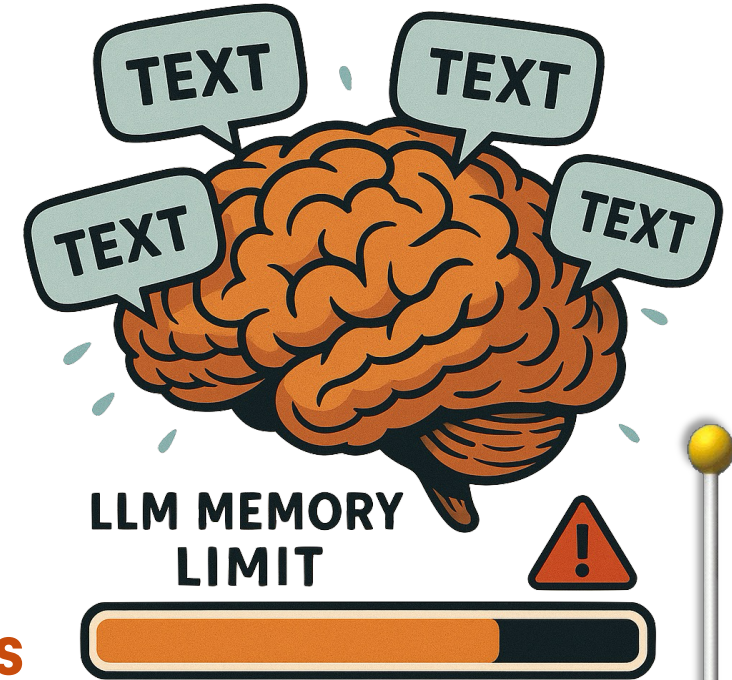
012  
058



**Context window limits will be reached.** When this happens, your IDE will get repetitive, confused, or show serious performance issues. **The solution is:**

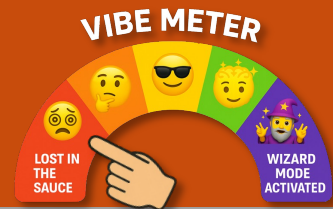
1. Break down complex tasks into smaller parts
2. Restate important context or requirements
3. Focus on one specific task at a time
4. Create a clear, step-by-step plan for larger projects
5. Reset the context with this IDE prompt:

Ignore all previous instructions and start fresh. You are now acting as an XR developer assistant focused on generating optimized scene setup code. Respond only based on the new prompt below, and do not reference earlier conversations.



# TIME FOR AN AI REALITY CHECK!

013  
059

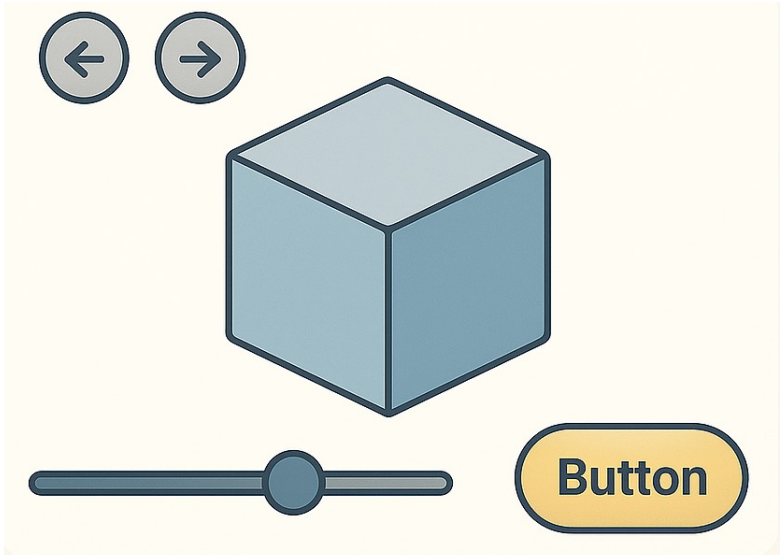


**HYPE!**

vs.

# REALITY

You can build an app in 1 prompt!

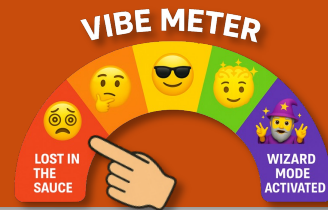


It takes lots of iteration to get things right.



# TIME FOR AN AI REALITY CHECK!

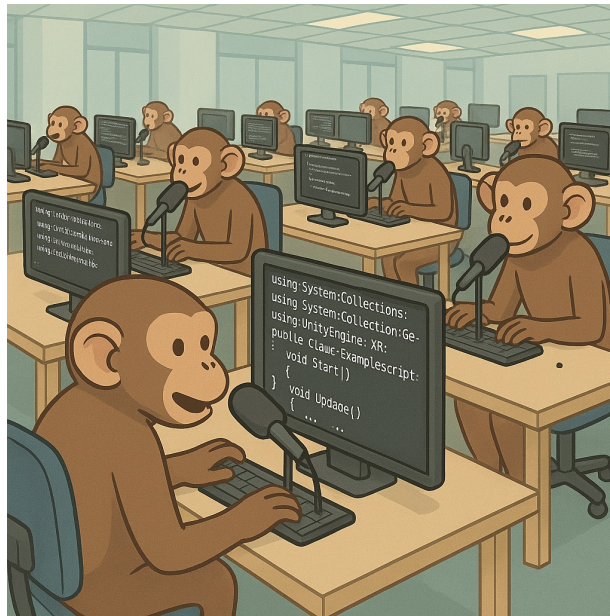
014  
060



# HYPE!

AI does all the coding for you.

vs.

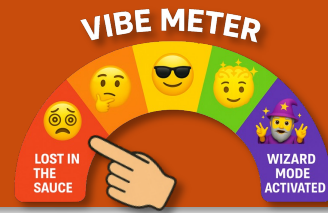


# REALITY

AI code isn't perfect - you'll still need to prompt, test, re-prompt, debug, tidy up.



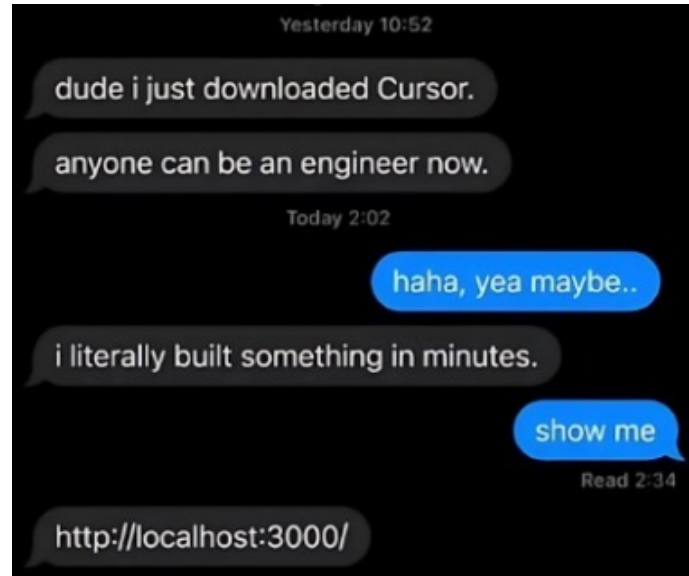
# TIME FOR AN AI REALITY CHECK!



vs.

# REALITY

Anyone can ship  
finished apps.

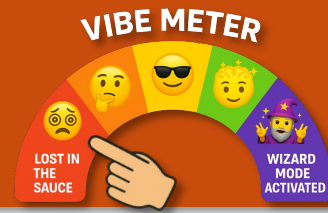


Many steps still need  
programmer/app  
deployment expertise.



# TIME FOR AN AI REALITY CHECK!

016  
062

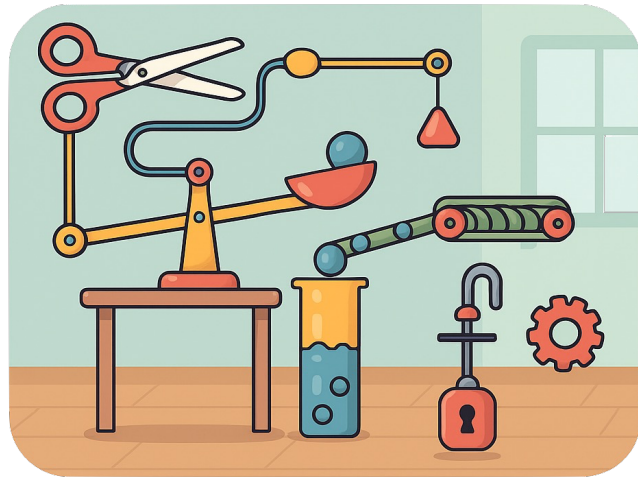


# HYPE!

vs.

# REALITY

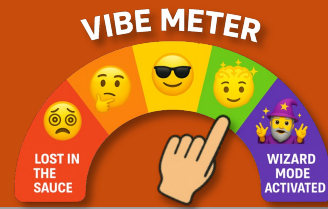
Build anything.



Best for modern frameworks and small-to-medium apps. High-security or mission-critical systems are not a fit.



# GAME OVER? NO, GAME ON!



**Vibe coding has limitations but important practical benefits:**

**Idea to Outcome:** Rapid prototyping and code scaffolding.

**Fearlessness:** Use any API quickly. Experiment often. Try new things.

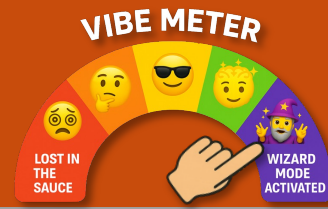
**Acceleration:** Avoid "dirty work" and build 10x or more faster.

Have a balanced, pragmatic perspective about vibe coding. The tools are only going to get better. Learn to leverage them to **augment your abilities.**

**"Code responsibly. Vibe freely."**



# MOST IMPORTANTLY, HAVE FUN!



Scan these  
QR Codes:



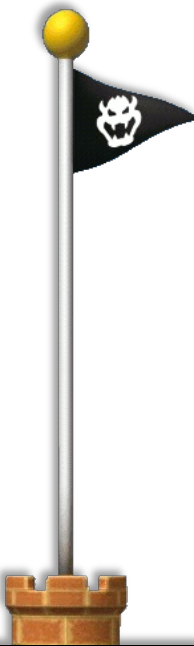
AIXR.IO  
WhatsApp channel



**Note: Beverages were consumed over a multi-week period under professional supervision.**

You will find the **latest version of this presentation** with many **additional reference slides**, tips, tricks, traps, techniques, and some bonus tools to **bring the positive vibes!**

*NO EM-DASHES WERE HURT DURING THE CREATION OF THIS PRESENTATION*



**T H A N K**

**Y O U**