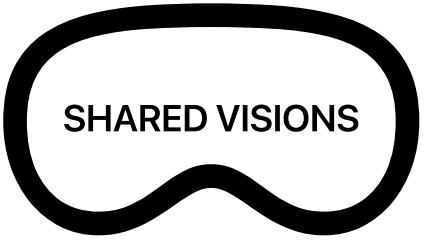


1. Tell us a bit about your journey so far with Vision Pro?



SUMMARY

Across these stories, a shared journey emerges: years of curiosity, experimentation, and skill-building converged when Apple revealed Vision Pro. Many had closely followed Apple's XR path since ARKit, convinced something profound was coming, and **deliberately prepared** by learning RealityKit, SwiftUI, photogrammetry, spatial UX, and immersive design **long before the device existed**.

For some, Vision Pro validated bold decisions - career pivots, leaving stable roles, self-teaching, or overcoming personal challenges. Others launched day-one apps, founded startups, built communities, and became advocates for spatial computing.

Nearly everyone describes a defining emotional moment when trying Vision Pro in person: the realism, presence, and seamless blending of digital and physical space felt groundbreaking. These experiences affirmed a long-held belief that spatial computing is not just another platform shift, but the future of computing - uniting imagination, craft, and purpose.

Motivations vary widely, yet the sentiment is consistent: **Vision Pro feels like both culmination and catalyst, aligning past skills and illuminating the creative path ahead.**

THEMES

Long-term anticipation

- Many had been watching Apple's AR/VR hints since ARKit (2017).
- Numerous respondents spent years learning RealityKit, SwiftUI, spatial UX, photogrammetry, or Unity in expectation of a headset.

Preparing for spatial computing before Vision Pro existed

- Publishing demos and labs
- Building AR prototypes
- Researching immersive interfaces
- Running early XR meetups, newsletters, or workshops

Career inflection points

- Leaving corporate roles to go indie
- Switching fields entirely (architecture → XR design)
- Withstanding personal struggles (health, employment shifts, financial sacrifice)
- Migrating from iOS apps into spatial computing

Community building

- Office hours
- VisionOS conferences, Local spatial groups
- Hackathons, mentorship, resource hubs
- Sharing code examples publicly

Immersive video as a breakout category

- Filmmakers seeing AVP as the long-awaited medium for immersive narrative

ANECDOTES

"A newborn and a new era - both in the same day."

- A developer watched the Vision Pro announcement from a hospital room less than 24 hours after their child was born. When the keynote reached "**one more thing**" they paused to care for the baby — symbolically welcoming new life and a new future for their craft at the same time.

The Munich lab epiphany

- A former AR skeptic, initially unimpressed by placing virtual cubes on tables, traveled to an early Vision Pro lab in Munich. The presence, accessibility, and fidelity instantly reversed their doubts and confirmed years of research into accessible spatial computing.

A \$100,000 lesson on timing

- A pioneer who invested nearly \$100k into VR hardware in 2005 - chasing a dream that was too early — now describes Vision Pro as the moment immersive tech finally delivered on its promise, after almost 20 years of waiting.

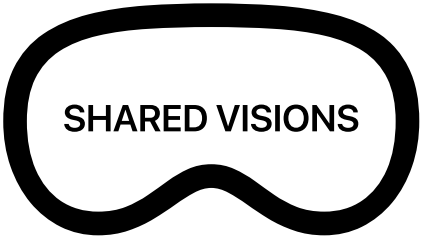
From DIY rigs to immersive filmmaking

- One respondent built a homemade 360° camera from GoPros, rubber bands, and styrofoam years before immersive cameras existed. Now they're shooting spatial documentaries, ballet, music videos, and immersive journalism with the URSA Cine Immersive.

The 14-foot floating hammerhead

- At Developer Labs, an artist loaded their 3D model into Vision Pro and watched a giant hammerhead shark orbit above their desk. That moment alone was enough to convince them to pre-order and become a Vision Pro evangelist and educator.

2. What kind of work or special interest led you to be using the Vision Pro?



SUMMARY

Across all responses, most people reached Vision Pro through deep experience in immersive media, software, and spatial design. Many come from VR/AR, creative tech, 3D tools, and storytelling - often mixing engineering, art, UX, film, and enterprise work. Vision Pro is seen not as another headset, but as where long-held passions meet a medium that merges computation, narrative, and spatial interfaces.

Respondents believe it enables something fundamentally new: shared presence, interactive learning and spatial storytelling. Its sensors, Swift environment, immersive video, and Apple integration make it feel capable and transformative. Beyond entertainment, they view it as a tool for solving problems in data visualization, medical training, simulations, cultural preservation, and more.

Ultimately, Vision Pro feels like a perfect intersection of their creative and technical skillsets, and a new canvas for innovation - where spatial computing becomes collaborative, meaningful, and deeply human.

THEMES

Creative & Technical Fusion

- Respondents come from overlapping domains: software, design, 3D art, movies, music, UX, robotics, engineering.
- Vision Pro is perceived as the place where those multi-disciplinary skills finally combine

Spatial Storytelling

- Designing immersive enterprise walk-throughs, educational simulations, medical training, and cultural stories.

Shared, Accessible Experiences

- Strong enthusiasm for multi-user presence, SharePlay, collaborative prototyping, and experiential learning.
- Accessibility — both functional and conceptual — is seen as a defining strength.

Immersive Media & Audio

- 360 video, VR filmmaking, spatial audio, ambisonics, VR journalism.
- Belief that AVP renews credibility and artistic potential in immersive media

Enterprise, Education & Culture

- Filmmakers seeing AVP as the long-awaited medium for immersive narrative

Advanced Development & Problem-Solving

- Desire to build the “spreadsheet” of XR — productivity tools native to spatial computing.
- Use cases include data visualization, robotics simulation, fusion energy research, or real-time telemetry

Anecdotes that Capture the Spirit

From inflight PowerPoints to shared spatial worlds

- A team used Vision Pro to transform flight-experience presentations into live, spatial narratives — including skyboxes that change based on the movie you’re watching, simulated boarding processes, and virtual airport gates where executives can redesign layouts in real-time.

A career built toward this moment:

- A creative director with backgrounds in cinematic VR, spatial audio, immersive design, and cultural storytelling described Vision Pro as the exact fusion of their lifetime of work - **a device finally capable of delivering both deep technical execution and emotional depth.**

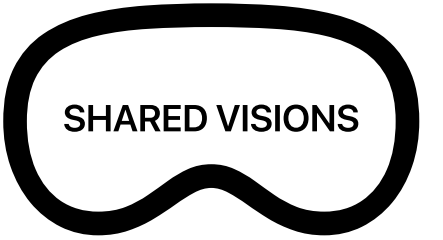
A long-term pursuit of the perfect headset

- One respondent has collected over 40 XR devices - not as toys, but as tools in pursuit of enterprise-grade design excellence - and believes Vision Pro finally meets the quality threshold necessary for professional use.

Fusion science meets tinkering culture

- One developer spent their days working on machine learning for fusion energy, building robotic arms, and training cutting-edge AI models — and sees Vision Pro simply as the next frontier to explore.

3. What outcomes, joy, successes (or failures ?) have you experienced, as a Vision Pro user?



SUMMARY

Vision Pro users describe breakthroughs, emotional milestones, and lessons learned while exploring a new creative medium. Wins include building early apps, shaping spatial interactions, gaining public recognition, and unlocking deeper focus, productivity, and human connection through shared presence.

Failures - crashes, scaling issues, missing tools, and slow adoption - are seen as valuable learning that sharpen skills and products.

Ultimately, Vision Pro feels both creatively empowering and emotionally meaningful: a place to experiment, reconnect with purpose, and prove that immersive computing can be personal, transformative, and the future of how we create and communicate.

THEMES

Breakthroughs in Creativity & Prototyping

- Seeing first prototypes come alive in real space
- Achieving flow between ideation, design, production, and collaboration
- Discovering new interaction models, UI, physics, and environment design
- “Simple lines of code” transforming familiar things into spatial experiences

Emotional Presence & Human Connection

- Spatial FaceTime moments that feel genuine and intimate
- Bringing distant family members “into the room”
- Watching emotional reactions to cultural, artistic, or personal immersive content
- Spatial photos and videos used as memory restoration and storytelling

Failures that Became Education

- Performance struggles: 90fps optimization, RealityKit bugs, spatial UI clarity
- Incorrect scale, physics misfires, interaction confusion
- Consumer adoption challenges, skepticism and resistance to wearing a headset
- Slow content rollout, missing platform tools, limited pro software

Meaningful Community & Shared Passion

- Conferences, meetups, developer labs, shared experiments
- Encouragement, inspiration, and mutual learning
- Early Vision Pro culture fueled by curiosity and collaboration

Anecdotes that Capture the Spirit

The Giant Butterfly Miscalculation

- A wrongly scaled animated butterfly — ten times too large — flew into someone’s face, instantly unlocking a new insect phobia but also demonstrating how utterly convincing spatial illusions can be.

The Lighthouse Love Letter

- A user flew a drone with his brother at the lighthouse where he married, built a 3D model of it with Polycam onsite, then FaceTimed his wife inside the model at the foot of the actual lighthouse — a playful and romantic proof of how seamlessly Vision Pro integrates spatial capture, creativity, and presence.

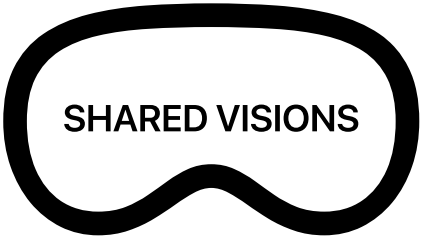
Falling in Love with the Medium (Again)

- Struggling through rendering glitches, pipeline failures, heavy workflows, users still describe Vision Pro as the device that restored their belief in immersive media — reminding them why they started.

From Skeptic to Believer in 30 Minutes

- People afraid to look silly or get nauseous were first offered iPad or Apple TV view-only demos. By the end, they were quietly asking to try the headset — small, human transformations driven by presence.

4. What kind of challenges with Vision Pro keep you up at night? Out of frustration or excitement?



SUMMARY

The main challenges with Vision Pro center on building for a young platform: limited documentation, RealityKit quirks, performance constraints, content hurdles, immature APIs, high device cost, small market size, and the struggle to convey spatial computing without firsthand experience. Business concerns and platform immaturity add pressure.

Yet respondents remain energized. Many stay up imagining better interfaces, storytelling tools, and future versions that are lighter, sharper, affordable, and widely adopted. **Despite frustrations, Vision Pro feels like a fast-evolving frontier - rough around the edges but full of possibility.** Most believe it represents the next era of computing, worth the obstacles and experimentation along the way.

THEMES

Platform Immaturity

- Sparse documentation, missing APIs, RealityKit limitations, unstable physics
- Spatial media conversion challenges, codec complexities

Steep Learning Curve

- 3D workflows, asset creation, native pipelines, spatial UX patterns

Explaining Spatial Computing

- Hard to describe; demos required to convert skepticism

Market Uncertainty

- Concerns about user base, content ecosystem, and Apple's long-term commitment

Too Many Ideas, Not Enough Time

- Creative overload, prioritization struggles, desire to explore everything

Ethical & Cultural Responsibility

- Building healthier digital habits, meaningful content, timeless experiences

Anecdotes that Capture the Feeling

“A Wild West Becoming Civilized”

- One user likened the platform to Deadwood - a rough, half-built frontier town steadily turning into a real city. **Frustration and optimism coexist in the same breath.**

Hundreds of App Ideas, One Pair of Hands

- Multiple people confessed to having more visionOS ideas than time, lying awake trying to decide which one deserves focus.

“You Can’t Describe an Unimagined Color”

- The difficulty of explaining spatial computing without letting someone wear the device became both a philosophical frustration and a driver to push harder on demos.

Fear of a Platform Vanishing

- One respondent worries Apple might pivot away from Vision Pro entirely - comparing it to the fate of HoloLens after years of investment, passion, and mastery.



5. What role has the Step Into Vision community played?

SUMMARY

Step Into Vision is portrayed as a vital anchor for Vision Pro creators - a collaborative space that sustains passion, accelerates learning, and prevents the journey from feeling lonely. Members credit it with technical support, shared victories, skill growth, idea testing, and a safe place to ask questions or exchange code. **It's valued not just as a knowledge hub, but as a source of creative energy, humility, encouragement, and professional inspiration.**

Equally, the community gives Vision Pro emotional and cultural weight. It rekindles belief in spatial computing, connects like-minded peers, sparks collaborations, and turns the platform into a shared frontier. With meetups, office hours, open-source tools, and collective celebration, **Step Into Vision makes the work feel richer, more hopeful, and fundamentally human.**

THEMES

Knowledge Sharing & Problem Solving

- Code help, tutorials, dev examples, technical troubleshooting

Motivation & Perseverance

- Encouragement during setbacks, preventing burnout, keeping momentum

Collaboration & Co-Creation

- Meetups, office hours, open-source tools, shared workflows

Community of Passionate Builders

- Highly skilled members, humility, enthusiasm, shared ambition

Professional Momentum

- Events, networking, shared opportunities, documentary involvement

A Cultural Home for Spatial Computing

- Vision Pro seen as more meaningful, future-shaping, and hopeful within this collective

Anecdotes that Capture the Feeling

A Plugin Born from Shared Pain

- A Blender-to-Vision Pro streaming tool emerged directly from community discussions about common workflow frustrations — later open-sourced and improved by others.

Solving a Cat-Scaling Mystery

- Someone couldn't figure out how to scale a 3D cat model in a volumetric window... until they stumbled into Step Into Vision and finally found the fix.

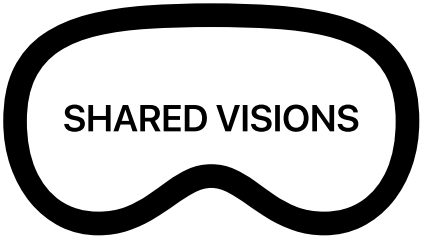
MIT Meeting to Global Office Hours:

- A chance encounter at MIT Reality Hack led to hosting Step Into office hours across continents, connecting developers from US to EMEA every week.

A Lifeline After Almost Quitting:

- One member nearly abandoned spatial computing after a bad hackathon experience - until Step Into Vision revived their interest, curiosity, and motivation.

6. What are your personal goals, aspirations or hopes for the Vision Pro in the future?



SUMMARY

Across these responses, people share a desire to build meaningful, accessible spatial experiences on Vision Pro.

They hope to ship breakthrough apps, refine prototypes, open-source tools, and help grow an ecosystem of designers, educators, and engineers. Vision Pro is imagined as a mature platform with stronger hardware, richer spatial media, broader adoption, and cultural relevance - a medium for preservation, storytelling, enterprise innovation, and natural human interaction.

Many have personal creative aims, from immersive film and Apple Immersive Video to life-enhancing interfaces. They also envision lighter, more affordable hardware, wider audiences, and sustainable businesses. Across varied goals, the core belief is unified: **Vision Pro sits at the start of a transformative era that will reshape how people work, create, communicate, and remember.**

THEMES

Build Meaningful Spatial Experiences

- Apps that improve life, industry tools, narrative spatial content.

Ecosystem Growth

- Open-source tools, shared knowledge, stronger developer community

Professional & Creative Milestones

- Publishing apps, App Store features, career paths, evangelism roles

Enterprise & Education

- Training, aviation, fashion, retail, medical, cultural preservation

Immersive Media Evolution

- Cinematic VR, ballet shoots, Apple Immersive Video, spatial audio

Social & Collaborative Future

- Real-time shared environments, Personas meetings, spatial social platforms

Hardware & Platform Advancement

- Better tracking, permissions, performance, and expanded capabilities
- Mainstream Accessibility
- Cheaper, lighter hardware; broader cultural adoption; more users

Anecdotes that Bring These Hopes to Life

“I want grandma to get one and like it.”

- A simple but powerful measure of success: the moment Vision Pro is intuitive, comfortable, and valuable enough for everyday family members.

Filmmaker Chasing Immersive Fidelity

- A storyteller hopes to shoot cinematic VR on professional gear like the Blackmagic URSA Cine Immersive camera and master the full Apple Immersive Video workflow — proof that Vision Pro isn't a toy, but a creative endpoint worth investing in.

From Open-Sourcing Tools to Designing Aviation Interfaces

- An aviation team wants to contribute shared dev tools, grow cross-disciplinary collaborators, and make Vision Pro the platform where passenger experience design can evolve beyond 2D.

The Spatial Social Platform of the Next Generation

- One responder imagines Vision Pro as tomorrow's social space - richer than phone-based apps, deepened through presence, Personas, and embodied digital interaction.

Ballet Studios to Theatre Stages

- One creator dreams of expanding their Vision Pro ballet captures from small-studio rehearsals to full on-stage theatre immersives — a vision for how performing arts can live in spatial media.

7. What has been your most memorable moment, sharing the experience of Vision Pro?



SUMMARY

These memories show that Vision Pro's most meaningful moments often come from sharing it with others. People describe first-time users reacting with awe, emotion, or disbelief - from skeptics becoming believers to loved ones moved by immersive video, cultural spaces, or impossible places.

Brief encounters, like a parent revisiting travel scenes or an elderly mother floating over Cappadocia, become unforgettable. Alongside emotional connection, there's professional pride in showing prototypes, inspiring experts, or seeing someone instinctively treat digital content as real. **These stories highlight that Vision Pro's impact goes beyond technology: it's about presence, memory, wonder, and shared discovery - and for many builders, those reactions reaffirm why they create.**

THEMES

The First-Time "Wow"

- Instant reactions of amazement, disbelief, tears, or stunned silence.

Emotional Presence & Memory

- Spatial videos and photos triggering nostalgia, cultural reconnection, and family closeness.

Human Connection

- Personas calls, shared demos, long-distance reunions, feeling "in the same room."

Validation Through Sharing

- Showing work to colleagues, creators, or industry leaders and receiving meaningful feedback.

Immersion That Feels Real

- People leaning on virtual objects, reaching for digital art, or trying to set a mug on a non-existent table.

A Sense of Wonder

- Reactions to dinosaurs, immersive concerts, balloon rides, or Earth floating in front of them.

Anecdotes That Capture the Spirit

Coffee on a Virtual Desk

- While working in a shared XR scene, a team unconsciously treated virtual furniture as real — almost resting coffee cups on invisible tables and leaning on digital lockers. Laughter turned to realization: their brains had accepted the mixed world

A Five-Year-Old and a Captured Moment

- One parent accidentally recorded their child talking to them through passthrough. Watching it back felt like reliving a perfect slice of life — an unexpected, treasured memory made spatial.

The Balloon Ride for Someone Who Missed the Real One

- A woman who couldn't attend a cancelled hot-air festival watched the AVP balloon experience instead — and felt genuine closure, as if she finally got the moment she'd lost.

Tears from Home

- A family friend from the Philippines watched a spatial choir experience and whispered, "I feel like I'm home again." Presence wasn't just visual — it was cultural, emotional, and deeply personal.

A Childhood Dream Fulfilled 30 Years Later

- After sharing an immersive theme-park prototype with Disney Imagineers — the same group they once hoped to join — a creator realized they'd not only impressed their heroes, but helped inspire new ideas within Disney's teams.

Parents Rediscovering Their Child's World

- From sending TestFlight builds to a father who once taught his child to code, to showing elderly parents immersive vistas they'll never physically reach, Vision Pro becomes a bridge across distance, life stages, and memory.



8. Have you had any 'goosebump' moments, where you've been particularly moved by what you experienced on Vision Pro?

SUMMARY

Across these reflections, “goosebump moments” are rooted in presence - the uncanny feeling that virtual scenes are truly real. Immersive video, spatial audio, and lifelike environments spark visceral reactions: awe, vertigo, tears, instinctive movement. From dinosaurs and deep-sea dives to musical performances or standing beside Saturn, users feel scale, story, and realism that flat screens can't match.

Equally powerful are personal memories: reliving family milestones in spatial video, revisiting cultural spaces, or walking through worlds they created. Even developers describe goosebumps when their own environments finally render as imagined. **These stories reveal Vision Pro at its most human - evoking wonder, memory, and emotional presence, and showing spatial computing's ability to move us in ways traditional media never has.**

THEMES

Immersive Presence

- Feeling physically present in places: heights, oceans, outer space, concert stages

Emotional Storytelling

- Music videos, concerts, ballets, and choir performances eliciting tears or awe

Memory, Family & Connection

- Re-living milestones, capturing parent-child moments, sharing with loved ones

Creative Fulfillment

- Goosebumps from seeing a personal idea become a spatial world

Reality-Blurring Fidelity

- Instinctively dodging objects, feeling vertigo, reacting as if scenes are truly happening

Breakthrough Discoveries

- Solving rendering issues, unlocking performance, realizing hidden capabilities

Anecdotes That Capture the Spirit

Dinosaurs Enter the Room

- Standing at a portal as a dinosaur leans in, its tail sweeping overhead, triggered instinctive physical reactions — proof that immersion had crossed from spectacle into embodiment

A Birthday Saved in Spatial Form

- Someone bought a spatial-video phone before the Vision Pro launched, just to film their child's birthday. Reliving that moment through AVP brought literal goosebumps.

Walking Inside One's Own Vision

- Multiple creators described their first time stepping into worlds they imagined - feeling thirteen years old again, watching pseudocode sketches become places they could stand inside.

Tears on the Tightrope

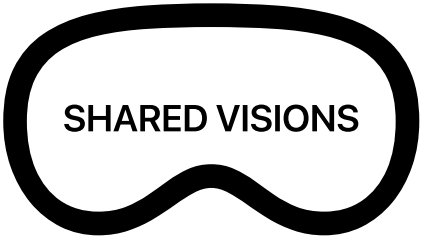
- During Highlining, when Faith Dickey finally crosses the canyon and the emotional score rises, even a self-described stoic viewer “bawled” — the medium made the familiar story viscerally new.

The Day of Birth, Re-Experienced

- A spatial video of a son's birth, later watched with his wife, turned memory into living presence — reliving the day rather than remembering it.

The Metallica Shout

- On stage beside James Hetfield, who turns and screams into the camera, someone felt the immediate thrill of presence - sound, scale, and adrenaline delivered without leaving home.



9. Any additional thoughts or ideas you would like to share here?

SUMMARY

These closing reflections express gratitude, optimism, and a shared mission. Respondents feel honored to build together, contribute to Step Into Vision, and help shape a technology they believe will become everyday and foundational.

They hope spatial computing grows into a natural medium for creativity, storytelling, education, communication, and healthier digital interaction. Many want to create meaningful, “sticky” experiences - cultural, educational, and enterprise tools that inspire empathy, connection, and real-world impact.

They see spatial computing as a new literacy that will shape how future generations think and create, and they hope to welcome more voices, meet in person, and keep advancing the medium. **Ultimately, Vision Pro’s success is defined not just by apps, but by a generous, curious culture built together.**

THEMES

Gratitude & Community Appreciation

- Thankfulness for shared effort, inspiration, and belonging

Optimism for Spatial Computing

- Hope that Vision Pro becomes natural, mainstream, and integrated

Desire for Meaningful, “Sticky” Experiences

- Tools for learning, creativity, connection, and everyday use

Enterprise & Educational Potential

- First aid, road safety, training simulations, industry applications

Spatial Computing as Creative Literacy

- A new way to think, design, and communicate in 3D

Representation & Inclusion

- Encouraging more women, creators, and diverse voices in the field

In-Person Connection

- Interest in meetups, shared demos, and real-world gatherings

Anecdotes That Capture the Spirit

“I want it to become boring.”

- One respondent looks forward to the day when spatial computing is so normal that no one marvels at it - it’s simply part of daily life.

Stories Yet to Come

- A contributor plans to share two enterprise-scale Vision Pro case studies (first aid and road safety training), illustrating confidence that the tech will soon solve real-world problems

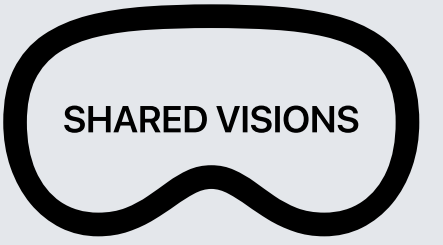
A Vision Pro Evangelist

- Someone proudly calls themselves an ambassador for the platform and hopes to inspire more women to participate — proof that this medium isn’t just technical, but cultural.

Spatial Computing as a New Literacy

- One respondent sees Vision Pro as the beginning of a new human-technology language, where creators today are shaping how people will think in 3D decades from now.

10. Exec Summary & AI Narrative



Core Themes from the Stories

Convergence of Lifetimes of Work

- People arrive at Vision Pro from film, games, UX, music, architecture, medicine, aviation, fashion, robotics and more – and feel like all their skills finally meet in one place

Presence, Emotion & Memory

- Goosebump moments come from feeling there: on a highline, in a concert, beside Saturn, back at a child's birthday or the day a baby was born, or "home again" with a choir

Sharing the Magic

- The biggest highs often happen when handing the headset to someone else: parents, kids, clients, colleagues, Disney Imagineers – seeing disbelief, laughter, tears, and instant "wow".

Challenges on the Frontier

- Sparse docs, tricky performance, weird physics, small market, high cost, doubts about Apple's long-term plans – all create late-night anxiety and fuel the thrill of pioneering

Step Into Vision as the Campfire

- The community becomes the anchor: a place to ask "basic" questions, debug cats and codecs, share plugins, host office hours, and keep going when people might otherwise give up.

• Ambition for Impact, Not Just Demos

- o Hopes for first-aid and road-safety training, medical and aviation tools, fashion and cultural preservation, education and enterprise – spatial computing as something that genuinely helps people.

A New Literacy & A More Human Tech

- Spatial computing is seen as a new way of thinking and communicating in 3D, and a chance to build a healthier relationship with technology – one that feels embodied, present, and humane.

The Community That Stepped Into Vision...

It starts, for most of them, alone.

A filmmaker with a homemade 360° camera, a developer debugging foveated rendering at 2am, a fashion futurist imagining garments floating in her kitchen, a parent quietly filming a child's birthday on a new spatial-video phone before the headset even exists. Scattered across cities and time zones, they've all been chasing something they can't quite name: a way to make stories, data, art, and memory feel present, not just displayed.

Then Vision Pro arrives, and for many, the first time they put it on feels like a confirmation. A dinosaur leans out of a portal and their body flinches. A tightrope walker finally crosses the chasm and a self-described stoic finds themselves crying. A choir surrounds a viewer from the Philippines and she whispers, "I feel like I'm home again." A father and mother "relive" the day their son was born in spatial video, not just remembering, but standing inside the memory. It's the same device, but it lands differently for each of them: a toy, a tool, a revelation – and, increasingly, a responsibility.

Building for this new medium is exhilarating and brutal. Documentation is thin, physics are weird, codecs are stubborn, and the market is small enough that friends still call it a flop. One person compares it to a Wild West town slowly becoming a city; another lies awake, torn between a hundred app ideas and one pair of hands. Someone wrestles for weeks to get a stereoscopic film to play correctly; another wonders if Apple might pivot away entirely, like other platforms before it. Yet even on the rough days, a breakthrough – a stable render, a smooth 3D garment in a Personas meeting, a hammerhead shark orbiting a desk, a bug fix that makes an app suddenly "click into reality" – sends goosebumps up their arms and keeps them going.

This is where Step Into Vision appears, almost like a hidden door they all discover around the same time. At first it's a link, a newsletter, a Discord, a Zoom call. Then it becomes something bigger: a place where a Blender-to-Vision Pro plugin is born out of shared pain, where someone finally learns how to scale their stubborn 3D cat, where office hours connect MIT hackathon acquaintances across continents, where a developer who nearly quit finds enough encouragement to stay. People who had zero local Vision Pro friends suddenly realise they're not the only ones staying up late thinking about depth buffers and ballet shoots.

Together, they start to dream in plural. They talk about first-aid scenarios and road-safety simulators, about ballet moving from studios to full theatres, about aviation dashboards, retail try-before-you-buy, spatial museums, and fashion showrooms you can walk through from your living room. They imagine Vision Pro as "headphones for the eyes," as the next generation's social platform, as the monitor that replaces every physical screen in the house. One person sums up the ultimate benchmark simply: "I want grandma to get one and like it."

Over time, the story shifts from "my app" and "my goosebump moment" to "our ecosystem" and "our responsibility." They start to see spatial computing not as a gadget phase, but as a new literacy – a way future generations will think and create in 3D by default. They organise meetups, record office hours, work on documentaries, cheer each other's App Store launches, and celebrate every little "wow" from a first-time user. They stay optimistic, even when the hardware is heavy, the APIs are limited, and the world hasn't quite noticed what they're building yet.

In the end, the journey of this community isn't just about loving the Vision Pro. It's about finding each other inside a technology that can feel lonely, and turning that loneliness into a shared frontier. It's about a group of people who believe that, if they keep showing up – fixing bugs, telling stories, teaching, experimenting, evangelising – one day spatial computing will be so natural, so woven into everyday life, that nobody will call it "futuristic" anymore.

It will just be how we see, share, and remember the world.