

What is Mozilla hubs?

Mozilla Hubs is a virtual platform that runs in your browser. We chose Hubs for our Affective Storytelling event as our initial plan was to present the films in a physical exhibition. Due to the pandemic this is of course not possible. Hubs is a great way to present the films in the same format, albeit a virtual one. It may take a bit of time getting used to navigating the virtual space. That's why we share the most necessary functions below.



You can find more information [here](#).

Keyboard and Mouse Controls

The easiest way to navigate the room is to use the arrows on your keyboard. Turning is possible with Q and E keys or left mouse button. Additional controls can be found [here](#).

User interface

1. Invite: Opens a dialog box with information on sharing the room with friends. More info is provided in the [Share Room Dialog](#) section at the bottom of this page.
2. Mute: Toggles your microphone on/off.
3. Share: Enables you to share your desktop, webcam, or phone camera with room members. The shared media will appear like a video in the room. Click this button again or use the [object menu](#) to remove the media.
4. Place: Opens a search tool to find media you can bring into the room. Select from 3D models, scenes, avatars and gifs, or provide a URL or file for an image, video, model or scene. Additional objects that you can place are listed below:

- Pen: Lets you draw in 3D space. You can change the pen's size and color (see [Hubs Controls](#)), undo strokes, and generate 3D models from your drawing (see the [drawing menu](#)).
- Camera: Creates a camera object that can take photos and videos of the room then add them to the room as objects. When you take a photo or video, a link also appears in the chat. Click the camera button again to remove the camera object.

5. React: Opens a menu where you can select an emoji to spawn in the room.

6. Chat: Enables you to communicate via text chat, create objects or enter commands. Commands include:

`/leave` - Disconnect from the room.

`/grow` - Increase your avatar's size.

`/shrink` - Decrease your avatar's size.

`/duck` - Create a duck object.

`/debug` - Toggle physics debug rendering.

`/vrstats` - Toggle stats in VR.

`/scene <scene url>` - Change the scene (moderators only).

`/rename <new name>` - Rename the room (moderators only).

`/audiomode` - Toggle left-right spatialization, but keep distance-based attenuation (experimental).

`/audioNormalization <factor>` - Equalize audio levels (experimental)

`/fly` - Toggle fly mode.

7. Leave: Leave the current room that you are in

8. More: Opens a panel to display additional commands that are available. From this menu, you can favorite a room, modify your user preferences, access help, and other settings. If you are the room owner, this menu will also include settings related to the room permissions and current scene.

9. Objects: Displays a list of the media items that exist in the room. Click on the objects in the list for further options.

10. People: Displays information on the people in the room and lobby. Shows the number of room members, their names, and their device type. You can also access advanced user controls from this list.

Video Controls

Hover your cursor on a video to display its video controls.



1. Screenshot: Takes a screenshot of the video and then adds it to the room as an object.
2. Volume: Changes the volume of the audio playback for you. (Does not affect the volume for others in the room.)
3. Play/Pause: Plays/pauses the video.
4. Time Controls: Jumps forwards/backwards in the video.