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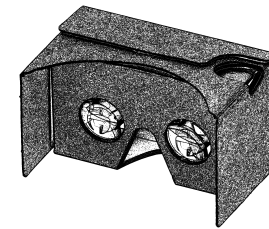
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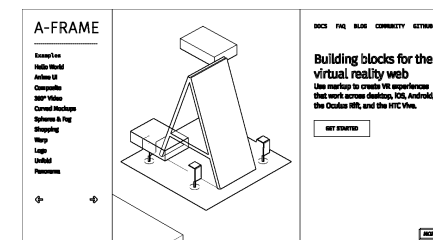
The 3-part Imperfect VR Manifesto*
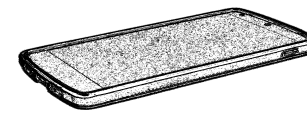
This is a Smartphone

This is a Cardboard

**This is A-FRAME
aframe.io**

Now Make a VR !

* based on The 3-part Imperfect Cinema Manifesto: imperfectcinema.com

@crcdng

Atom only: How to restart your project

In some workshops, we installed Atom from atom.io. Then we installed atom-live-server inside of Atom by going to Preferences -> Install -> install the "live-server" package. (You don't have to do these steps again, except if you work from a new computer.)

1. Use Finder to go to the imperfect vr directory you downloaded. If you want to start fresh, just download it again from

github.com/i3games/imperfect-vr

2. Start Atom. If its not already opened, drag the directory **00_do_it_yourself** on the Atom window. Open index.html from the file list.
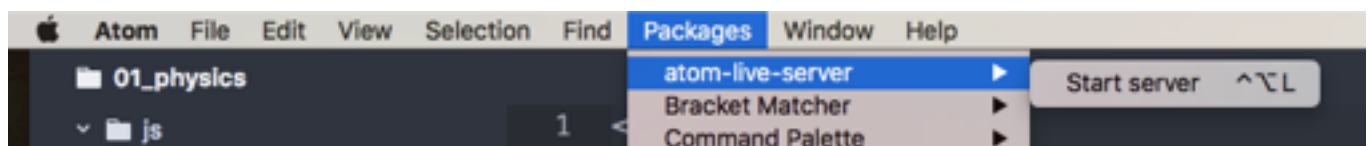
3. Start atom-live-server. A browser window opens with the scene.
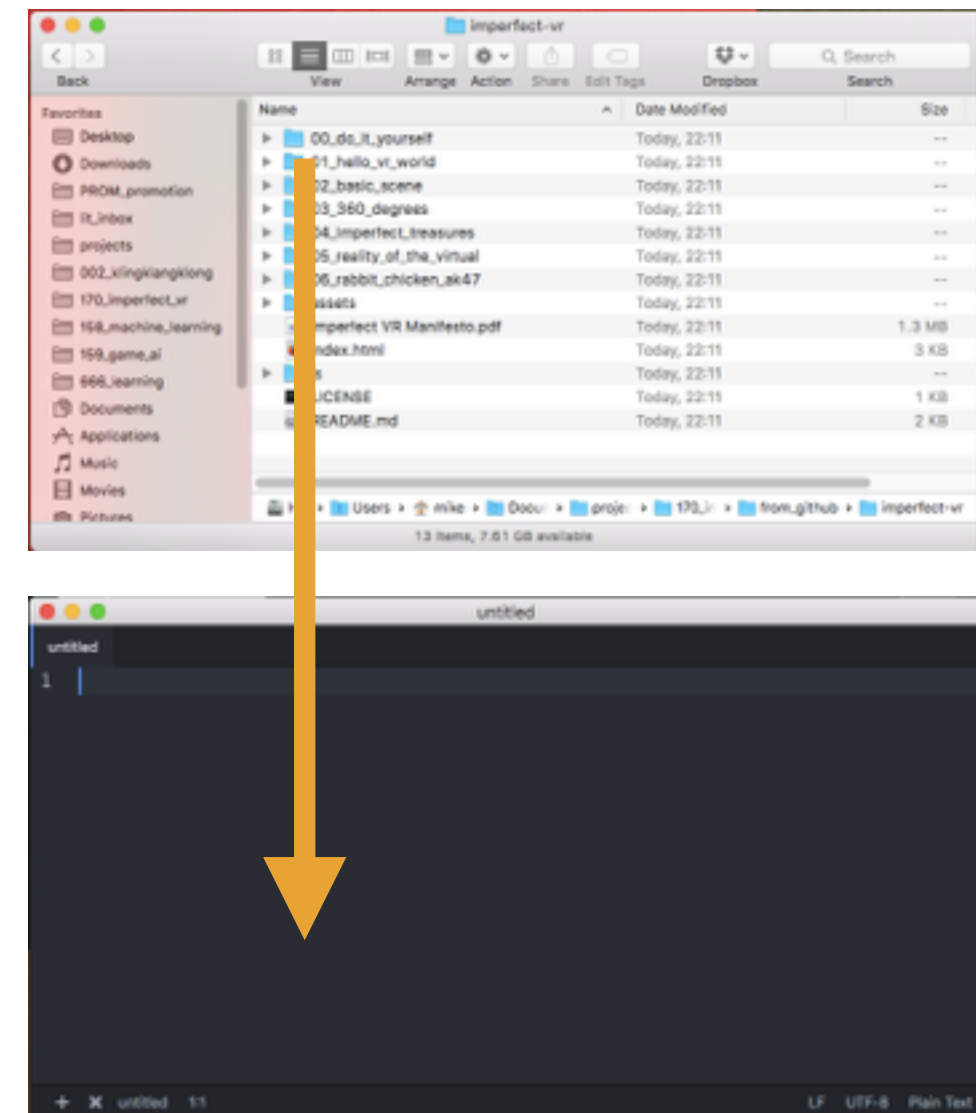
To navigate to the other projects, do the steps above with with the whole imperfect-vr directory

Atom + node: How to restart your project

In some workshops, we installed Atom from atom.io and node from nodejs.org. Then we installed live-server by "sudo npm install -g live-server" (Mac) or "npm install -g live-server" (Windows) in the Terminal. You don't have to do these steps again, except if you work from a new computer.)

1. Use Finder to go to the directory you downloaded. If you want to start fresh, just download it again from
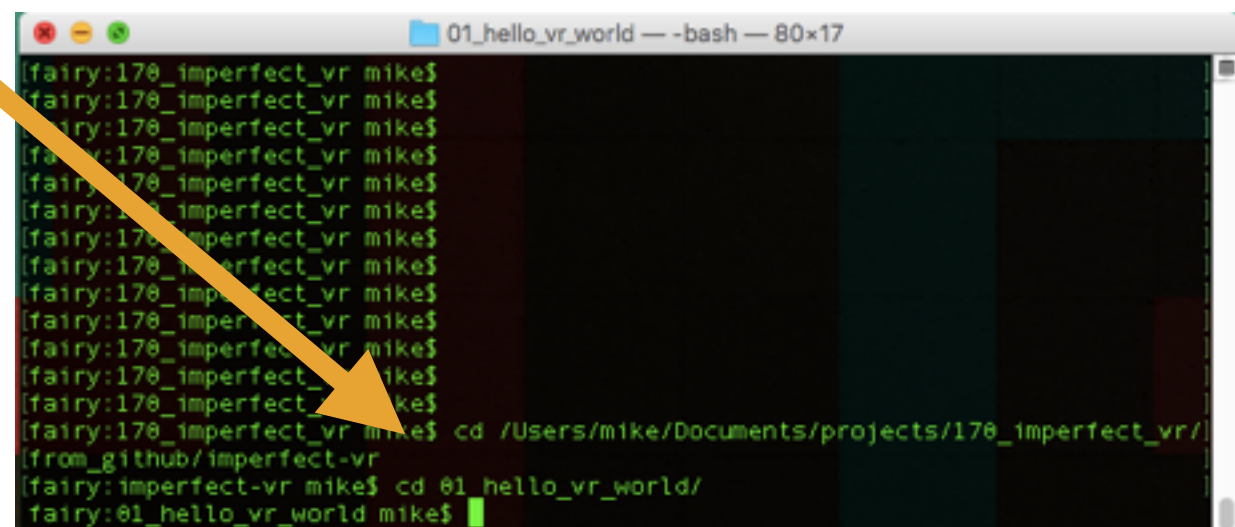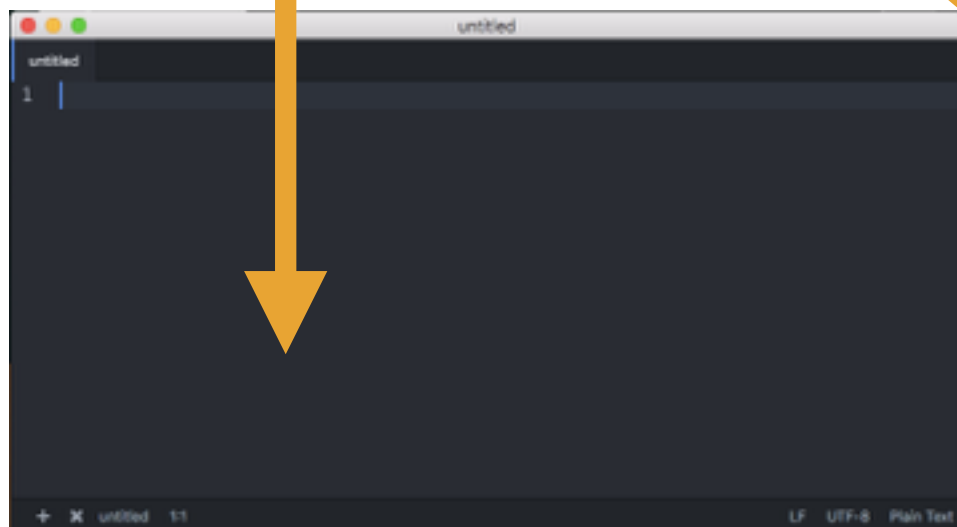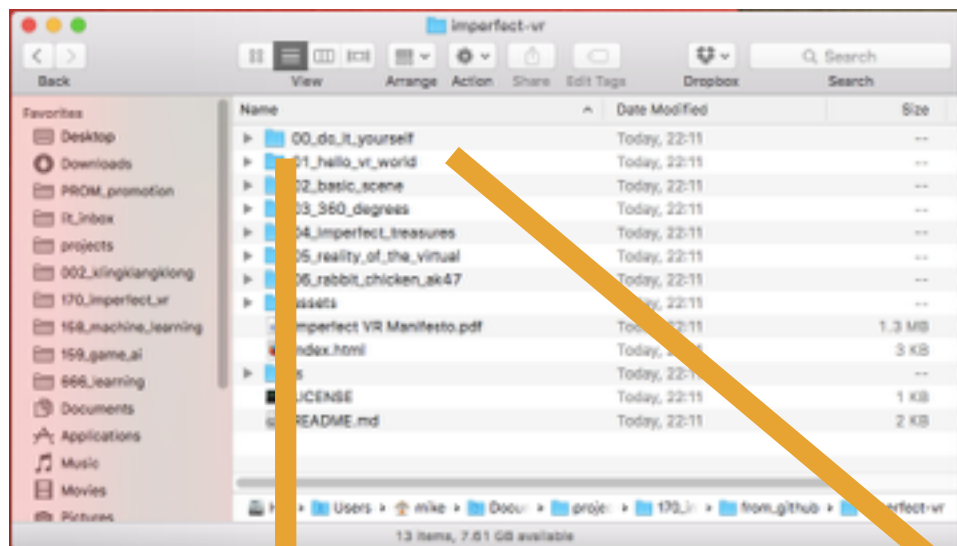
github.com/i3games/imperfect-vr

2. Start Atom. If its not already opened, drag

00_do_it_yourself on the Atom window. Open

index.html from the file list.

3. Open a Terminal and type

cd ⎵

(this is "cd" followed by a space). Then drag the directory

00_do_it_yourself on the window. Press return. Then type
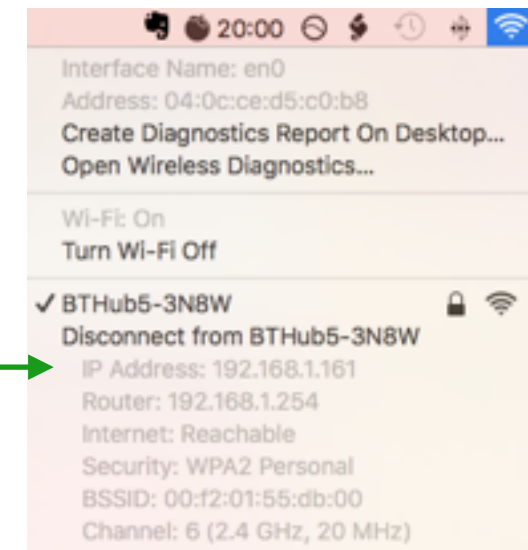
live-server

and press return. A browser window opens with the scene.

To navigate to the other projects, do the steps above with with the whole imperfect-vr directory

How to bring your scene into VR.

1. Make sure your phone and laptop are on the same WiFi.

2. Find out the IP-Address of of your laptop

3. Type this into the address field of the Browser on your phone:
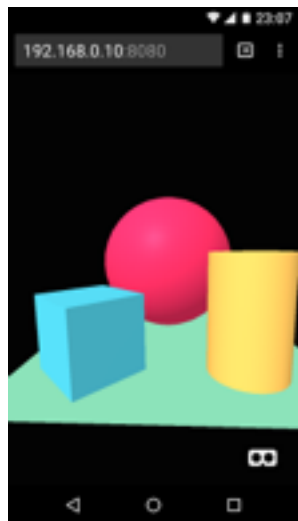
Atom only

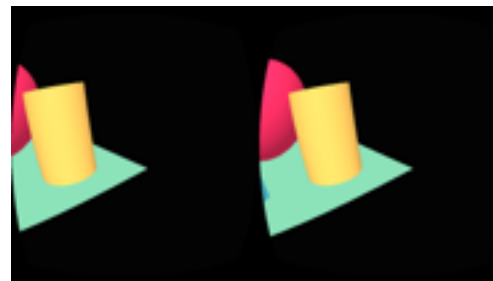*Your IP-Address*:3000

e.g

192.168.1.161:3000

Atom + node

Your IP-Address:8080

e.g

192.168.1.161:8080

4. Tap the "glasses" icon

(5. Remember)

Get rid of the address line on the iPhone (and learn how to add a component)

In the workshops we discovered that on some of our phones (mostly iPhones) the address line did not go away in VR. *Meh.*

Let's tackle that....and learn how to add a component at the same time. *Yeah.*

Around A-Frame there is a whole ecosystem of people who contribute code and knowledge, writing and sharing VR scenes and components. There is a comprehensive listing of these things called "Awesome A-Frame".

github.com/aframevr/awesome-aframe

- Always Fullscreen - Provide ways to enable Fullscreen on iOS (Scroll to Minimal-UI) and Android/Desktop (Fullscreen API)

This looks like what we are looking for.

1. Open your project in Atom, start live-server (see page 2/3) and bring the scene on your phone (page 4). Check if it looks alright (except for the address line for now).

2. Download the always fullscreen component github.com/protyze/aframe-always-fullscreen-component and unpack the zip file. It is a good a idea to read the description and possible problems (issues). You can also raise an issue (I did.)

3. In the description it says we need another piece of code called platform.js. Get it from github.com/bestiejs/platform.js and unpack that zip file as well.
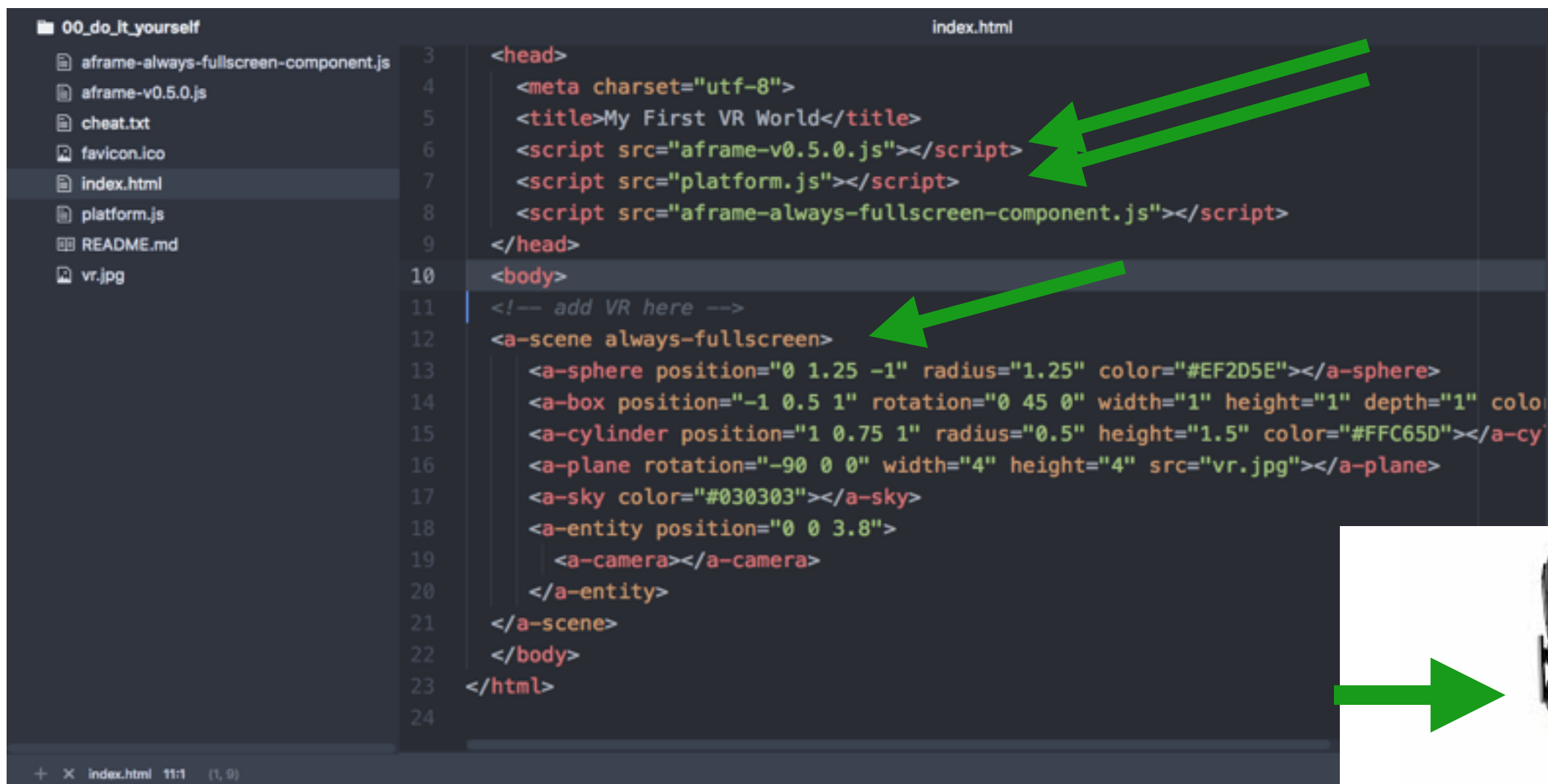
Get rid of the address line (continued)

4. Now we copy two files   **aframe-always-fullscreen-component** from aframe-always-fullscreen-component-master/dist/

platform.js from platform.js-master

...into the directory with our scene.

5. We tell A-Frame that we want to use the new files   6. We add always-fullscreen to the <scene> element

Did it work? Send me a line on Twitter @crcdng