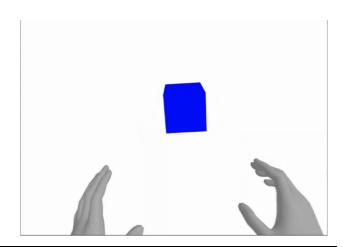
```
npm install three @react-three/fiber @react-three/xr@latest
```

What does it look like?

A simple scene with a mesh that toggles its material color between "red" and "blue" when clicked through touching or pointing.



```
import { Canvas } from '@react-three/fiber'
import { XR, createXRStore } from '@react-three/xr'
import { useState } from 'react'
const store = createXRStore()
export function App() {
 const [red, setRed] = useState(false)
    <button onClick={() => store.enterAR()}>Enter AR</button>
    <Canvas>
      <XR store={store}>
        <mesh pointerEventsType={{ deny: 'grab' }} onClick={() =>
setRed(!red)} position={[0, 1, -1]}>
          <boxGeometry />
          <meshBasicMaterial color={red ? 'red' : 'blue'} />
        </mesh>
      </XR>
    </Canvas>
  </>
}
```

Turn any @react-three/fiber app into an XR experience

```
1. const store = createXRStore() create a xr store
```

- 2. store enterAR() call enter AR when clicking on a button
- 3. <XR>...</XR> wrap your content with the XR component

... or read this guide for converting a react-three/fiber app to XR.

- <a> Interactions
- Noptions
- **B** Object Detection
- * Origin
- / Teleport
- M Custom Controller/Hands/...

Roadmap

- J XR Gestures
- 🐧 Anchors
- 🖳 Layers
- **B** Dom Overlays
- 🏌 Tracked Body
- of Hit Test
- \(\pmonto\) react-three/controls

Migration guides

- from @react-three/xr v5
- from natuerlich

Sponsors

This project is supported by a few companies and individuals building cutting-edge 3D Web & XR experiences. Check them out!









