



# Virtuelle Realität - Cardboard Workshop



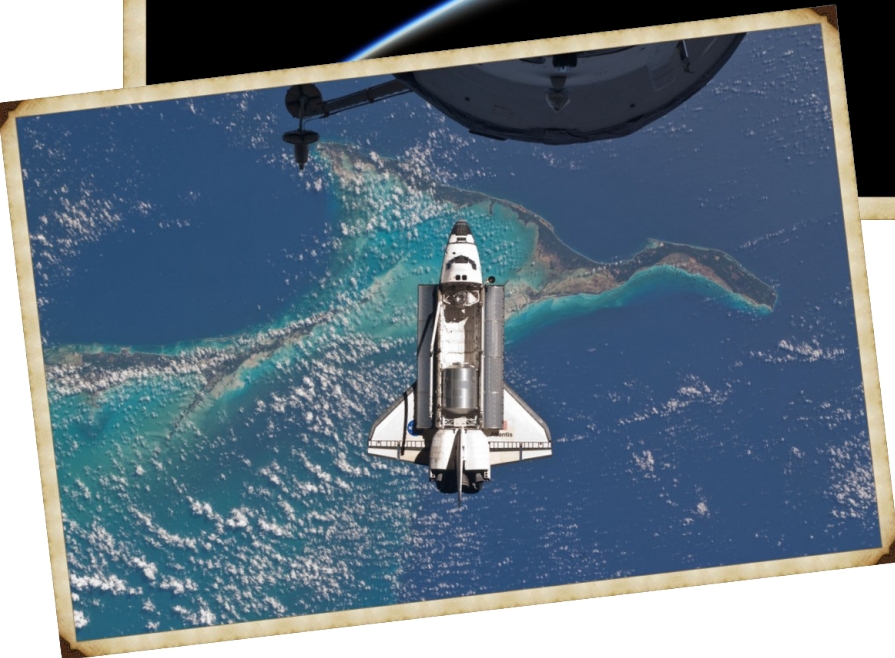
# Wer war schon tauchen?





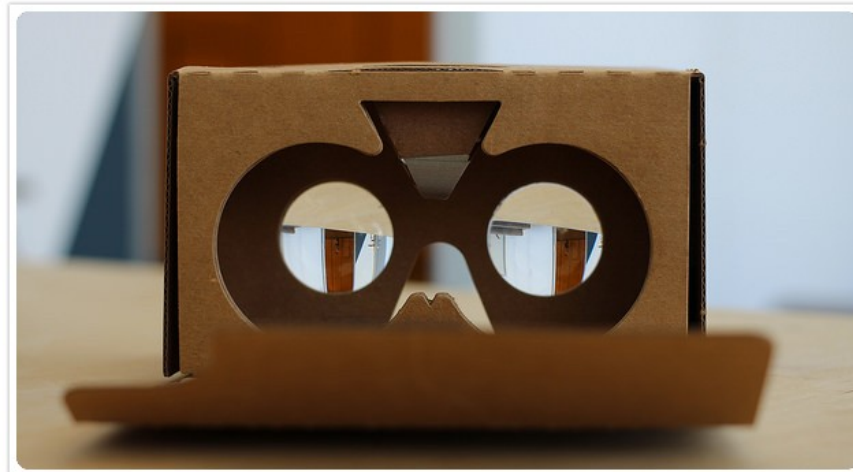


# Wer war schon im All?





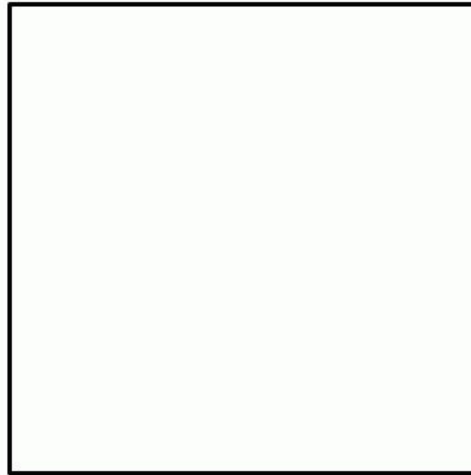






# Wie entsteht der 3D Eindruck?

## 1) Tiefe





# Wie entsteht der 3D Eindruck?

## 2) Perspektive

### Box 2 - show sides



Show 1

Show 2

Show 3

Show 4

Show 5

Show 6

Toggle Backface Visibility

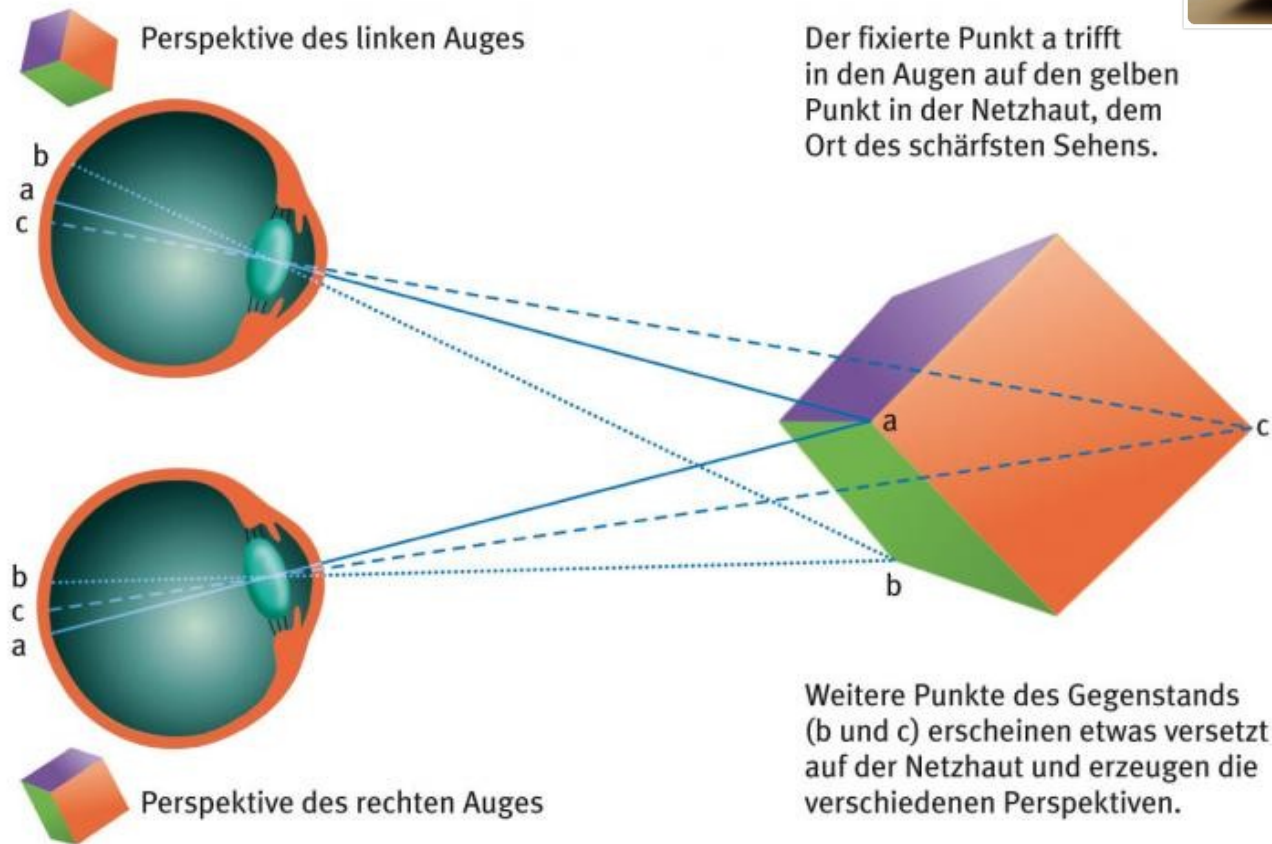
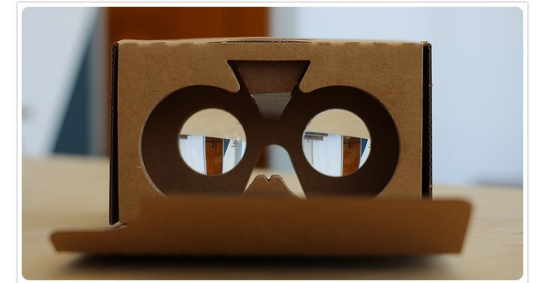
[Intro to CSS 3D transforms](#) by David DeSandro

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<https://desandro.github.io/3dtransforms/examples/box-02-show-sides.html>

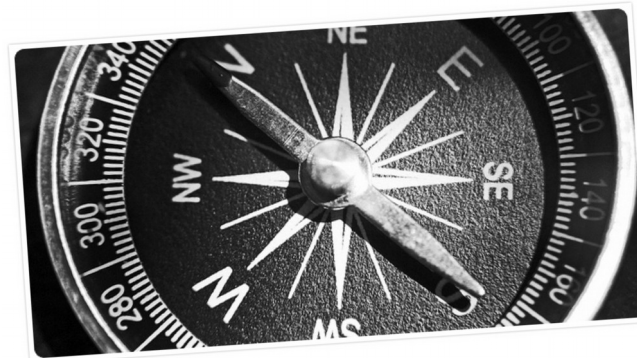
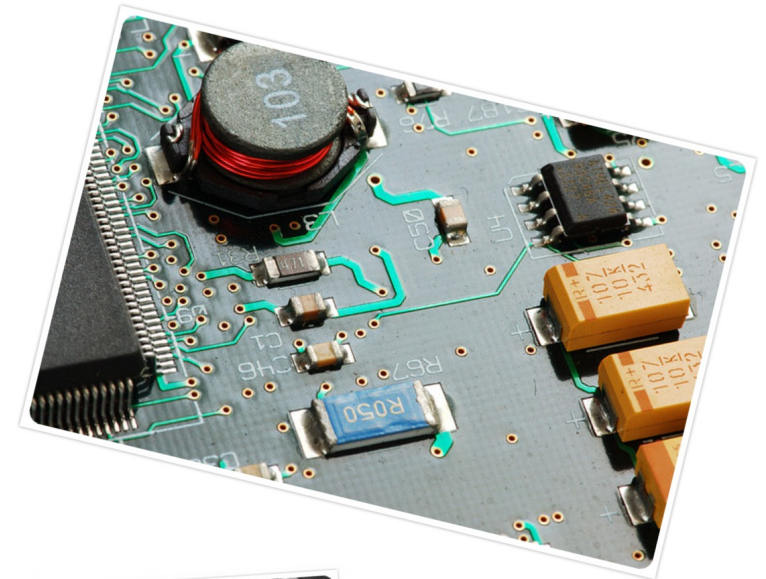
# Wie entsteht der 3D-Eindruck?

## 2) Perspektive





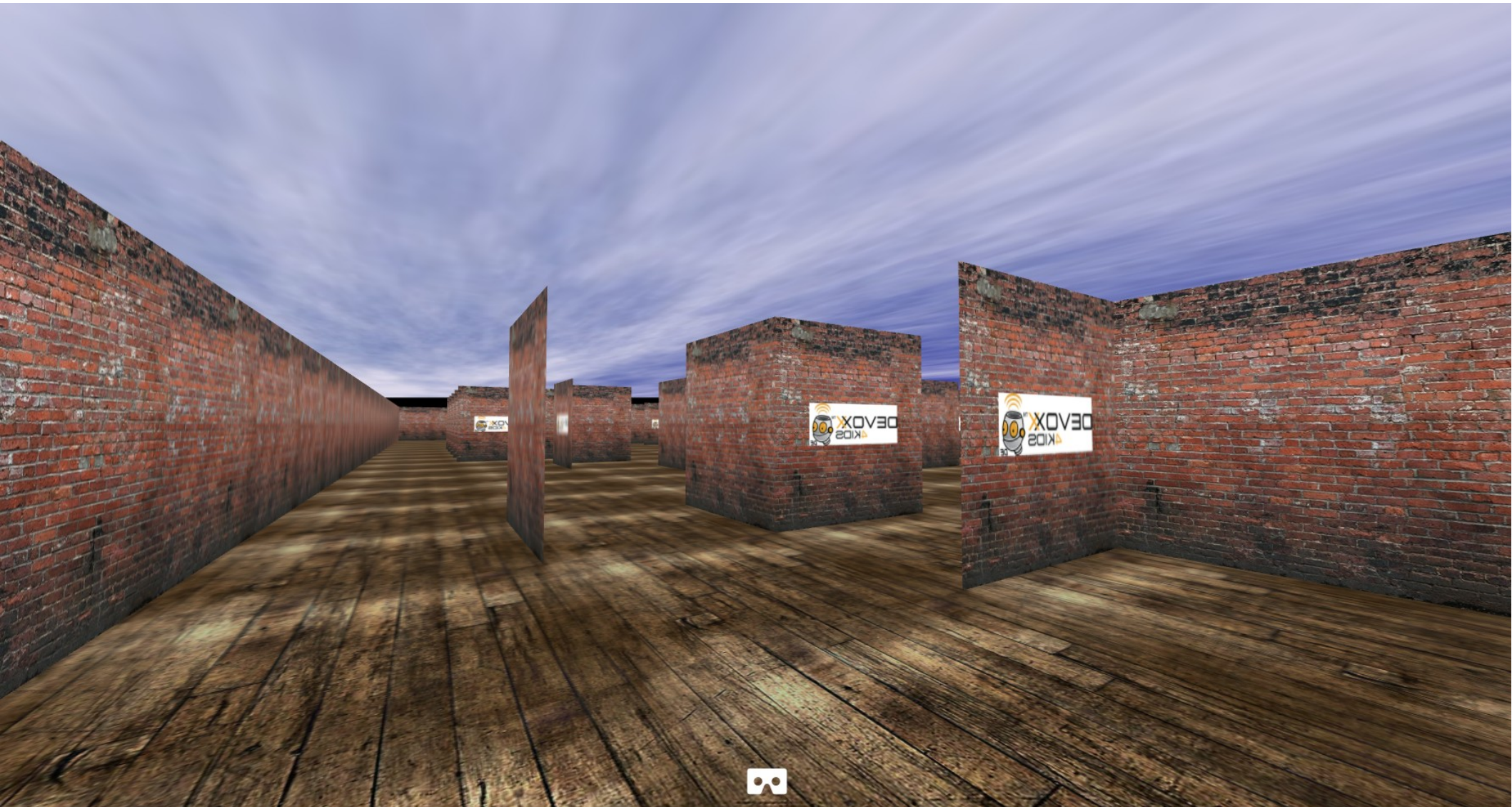
- Woher weiß die Brille, dass ich meinen Kopf bewege?



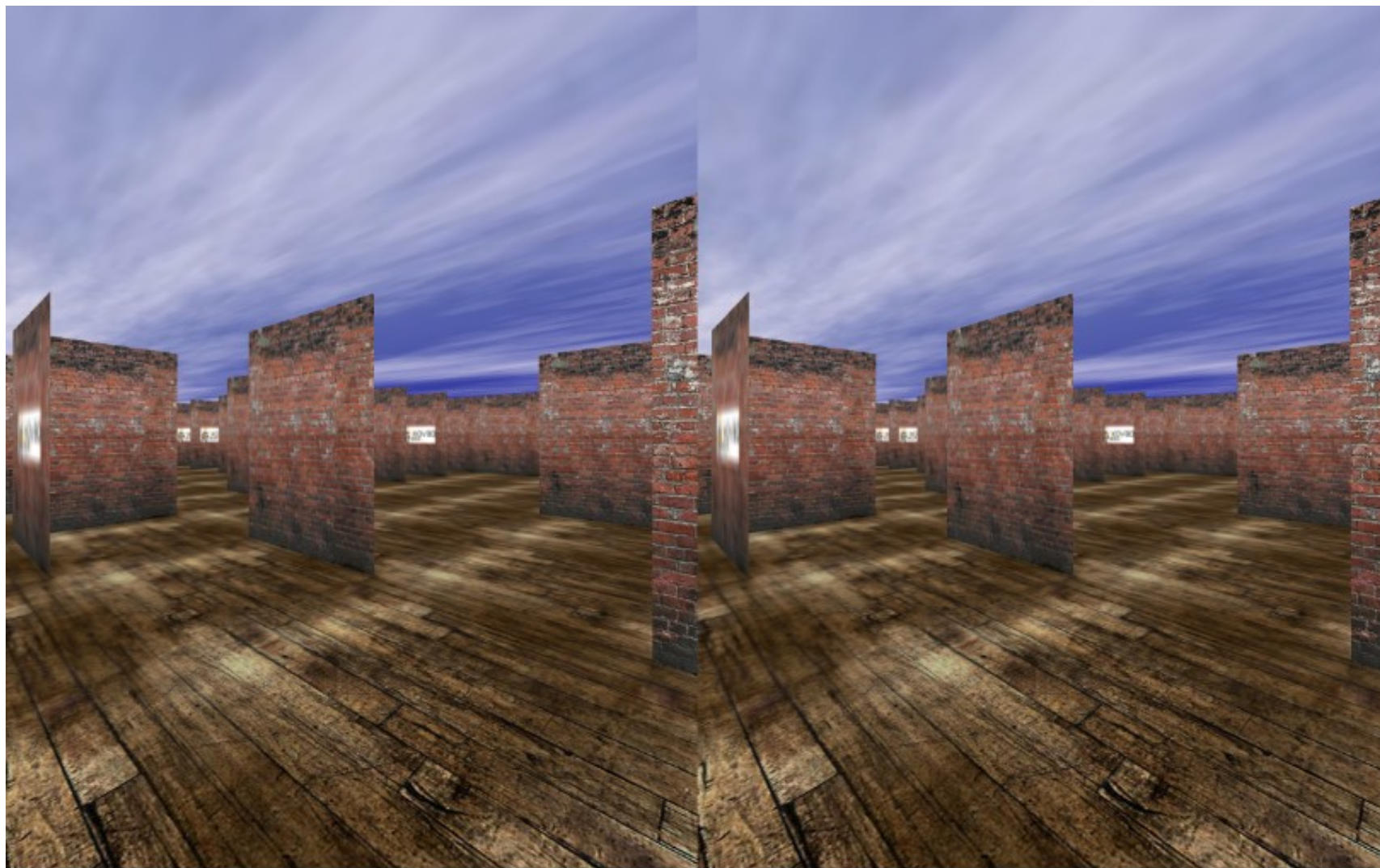


# Maze VR

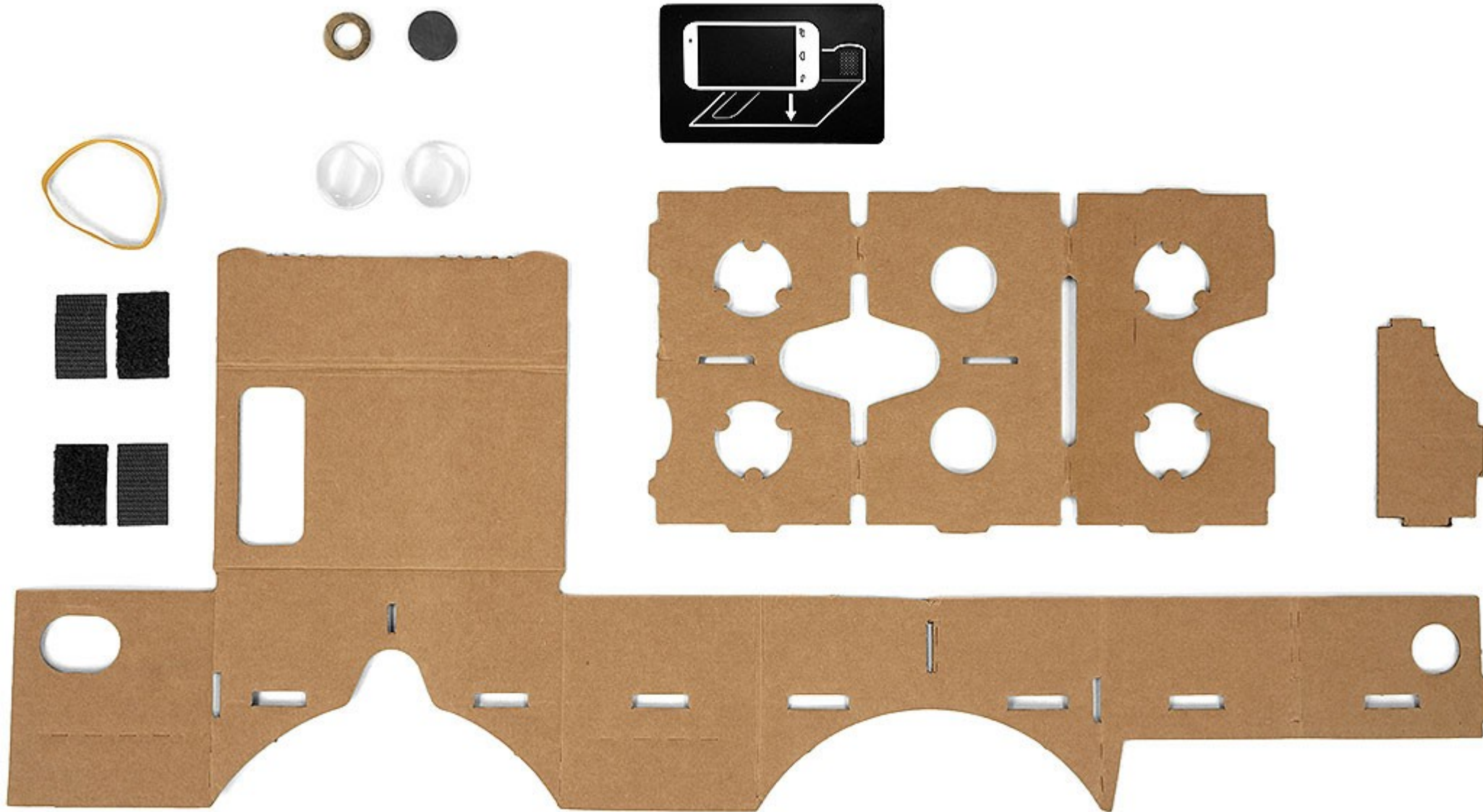








# Google Cardboard aufbauen







Maze Anleitung und Quellcode

<https://github.com/Devoxx4KidsDE/workshop-maze-vr>

## Quellen Bilder

- <https://www.flickr.com/photos/nasamarshall/9970558766>
- <https://www.flickr.com/photos/nasamarshall/16307931876>
- <https://www.flickr.com/photos/nasamarshall/5927528805>
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