

# A-FRAME VR — Texture & Animation for Beginners



Prashant Mhatre · [Follow](#)

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In this tutorial, we will take a look at how to texture and animate an object in A-FRAME VR.



**Note:** Texture and material (and Shader), are different if you are not from 3D Graphics background.

**A-FRAME Animation — Full Source**

```

1 <html>
2 <head>
3   <script src="https://aframe.io/releases/0.5.0/aframe.min.js"></script>
4 </head>
5 <body>
6   <a-scene>
7     <a-assets>
8       
9     </a-assets>
10    <a-box src="#woodTexture" position="0 3 -7" rotation="0 65 35" scale="2 2 2">
11      <a-animation attribute="rotation" dur="3000" fill="forwards" to="30 360 60" repeat="indefinite"></a-animation>
12      <a-animation attribute="position" dur="3000" from="0 3 -7" to="5 0 -3" repeat="indefinite"></a-animation>
13      <a-animation attribute="scale" dur="3000" from="2 2 2" to="8 1 2" repeat="indefinite"></a-animation>
14    </a-box>
15    <a-sky color="#000"></a-sky>
16  </a-scene>
17 </body>
18 </html>

```

## End Result

### A-Frame Texture and Animation Rotation Position Scaling



A-Frame Animation

## Applying Texture

```

<a-assets>
  
</a-assets>
<a-box src="#woodTexture" position="0 3 -7" rotation="0 65 35" scale="2 2 2">

```

Texture

## Animate Rotation

```
<a-animation attribute="rotation" dur="3000" fill="forwards" to="30 360 60" repeat="indefinite"></a-animation>
```

Rotation

## Animate Position

```
<a-animation attribute="position" dur="3000" from="0 3 -7" to="5 0 -3" repeat="indefinite"> </a-animation>
```

Position

## Animate Scale

```
<a-animation attribute="scale" dur="3000" from="2 2 2" to="8 1 2" repeat="indefinite"></a-animation>
```

Scala

## Where to go next?

### Animating Different Types of Properties

A Frame

Virtual Reality

VR



## Written by Prashant Mhatre

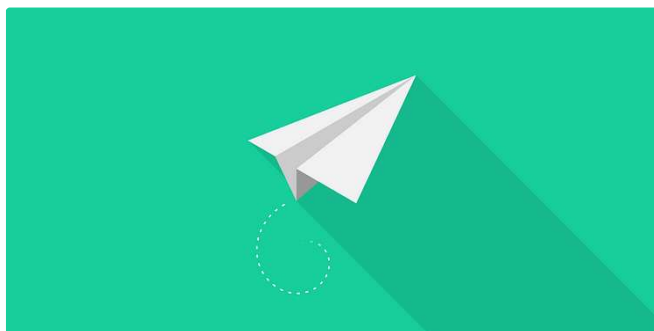
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