```html
<!doctype HTML>
<html>
  <head>
    <meta name="viewport" content="width=device-width, user-scalable=no, minimum-scale=1.0, maximum-scale=1.0">
  </head>
  <script src="https://aframe.io/releases/0.9.0/aframe.min.js"></script>
  <script src="https://rawgit.com/jeromeetienne/AR.js/master/aframe/build/aframe-ar.min.js"></script>
  <script src="https://rawgit.com/donmccurdy/aframe-extras/master/dist/aframe-extras.loaders.min.js"></script>

  <body style='margin : 0px; overflow: hidden;'>
    <!-- we add detectionMode and matrixCodeType to tell AR.js to recognize barcode markers -->
    <a-scene embedded arjs='sourceType: webcam; debugUIEnabled: false; detectionMode: mono_and_matrix; matrixCodeType: 4x4;'>

    <a-marker type='barcode' value='129'>
      <a-sphere position='0 1 0' color="blue"></a-sphere>
    </a-marker>

    <!-- use this <a-entity camera> to support multiple-markers, otherwise use <a-marker-camera> instead of </a-marker> -->
    <a-entity camera></a-entity>
    </a-scene>
  </body>
</html>
```