# Example: aframe-shader-buildings

- Several styles of buildings; all buildings of one style are one object

- Buildings can only be placed on grid

- Each building is just an ell-shaped box made from 12 triangles

- Novel: shader uses 3-D position to switch from texture for walls to cubemap texture for windows

- Result: Thousands of buildings w/ sharp transition from wall to window
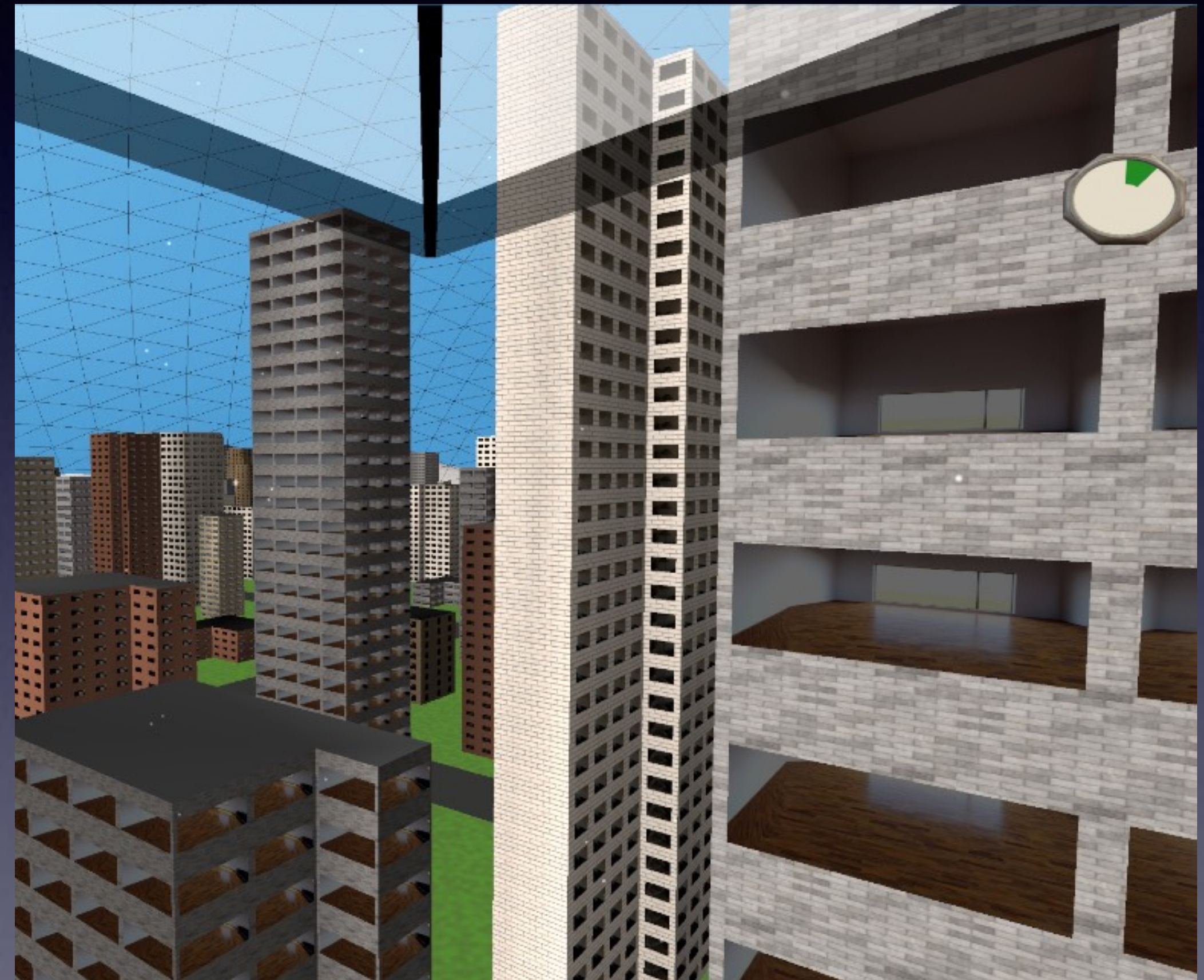
WebXR API proper

- complements WebGL/WebGPU

- VR/AR life-cycle

  - start & stop immersive & AR modes

  - frame timing

- exposes new inputs

  - head pose for camera

  - Controller pose and buttons (re-uses Game Controller API)

  - Hand tracking

  - transient inputs (like laser pointer): mobile tap or Vision OS click

- exposes platform features like AR plane detection