AR Birthday

By Pratik Parmar

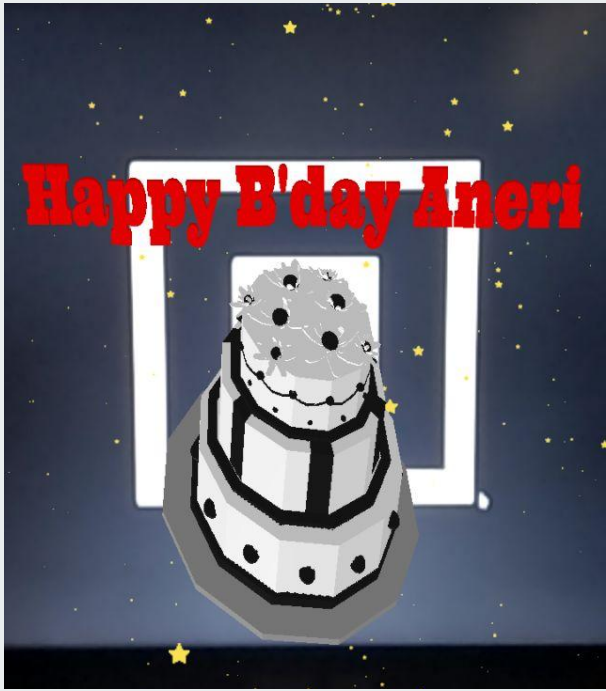
Necessary links

http://tiny.cc/czwebxr

Surprise on Birthday?

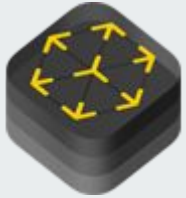
Wish birthday using AR?

Something like this?

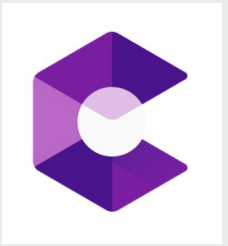


How?

Available options?



ARKit by Apple



ARCore by Google

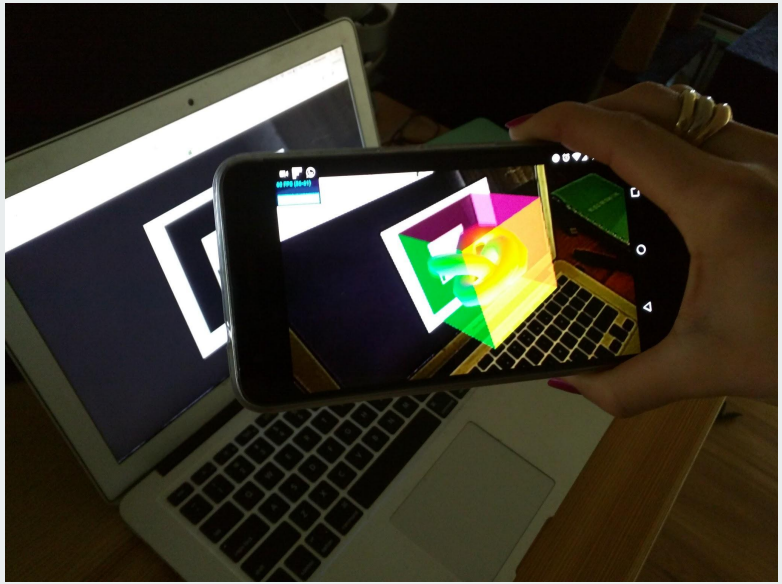
AR.js

- Very Fast
- Web-based
- Open Source
- Standards

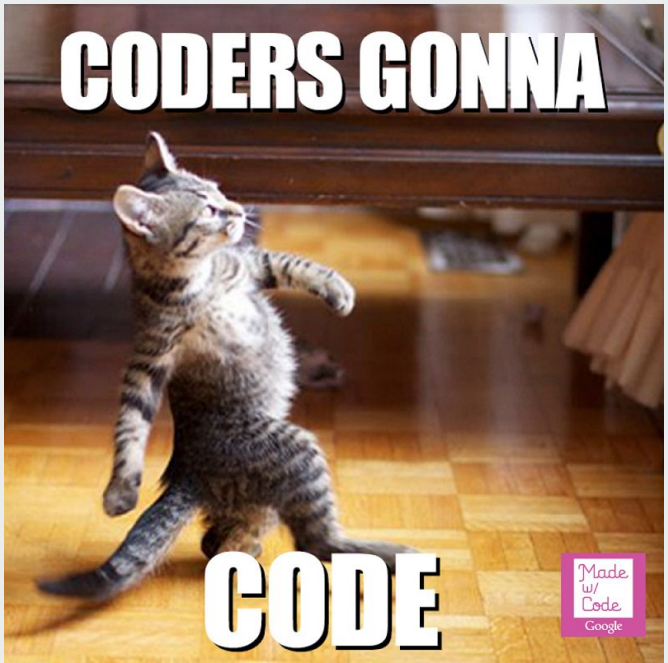
Wanna try?

- Open hiro marker http://tiny.cc/hiromarker in your laptop and save it
- Open http://tiny.cc/arjsdemo in your phone browser and point it to your desktop screen

You should see something like this



Give some space because

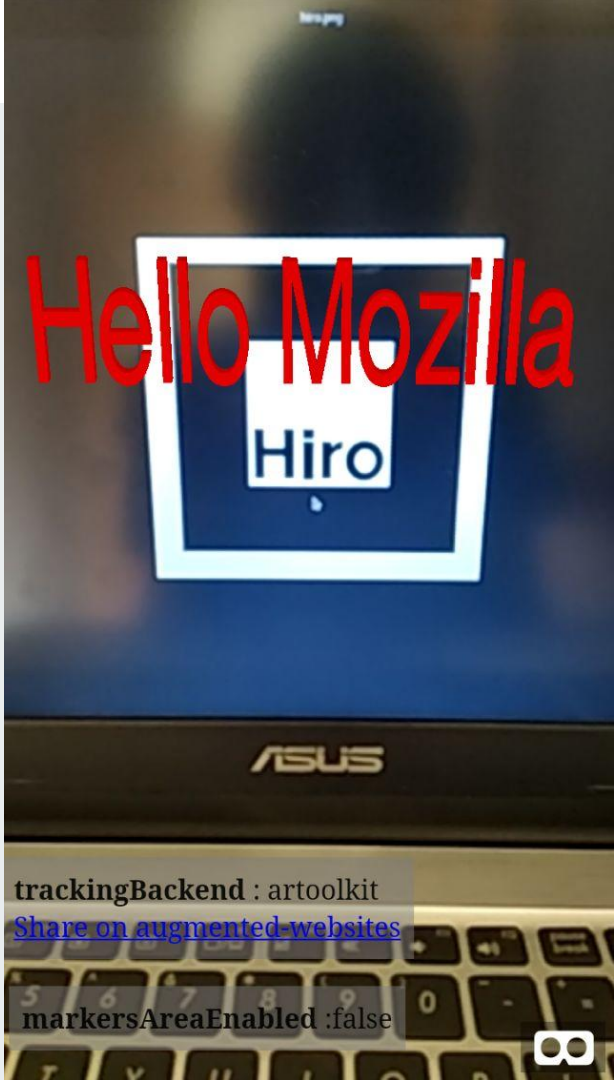


```
<!doctype HTML>
<html>
  <head>
    <title>HBD Aneri</title>
    <script src="https://aframe.io/releases/0.8.0/aframe.min.js"></script>
    <script src="https://cdn.rawgit.com/jeromeetienne/AR.js/1.5.0/aframe/build/aframe-ar.js"></script>
  </head>

  <body style='margin : 0px; overflow: hidden;'>
     <a-scene embedded arjs='sourceType: webcam;'>

       <a-marker-camera preset='hiro'>
         <a-box position='0 0.5 0' material='opacity: 0.5;'></a-box>
         <a-sphere position="0 0.25 0" radius="0.25" color="#EF2D5E" shadow></a-sphere>
       </a-marker-camera>
     </a-scene>
  </body>
</html>
```

Make sure you've added **https://** at the beginning of URL (**https://**pratik_pintu.glitch.me)

Back to birthday project

Add Text


Hello Mozilla
Hiro
ASUS
trackingBackend : artoolkit
Share on augmented-websites
markersAreaEnabled :false

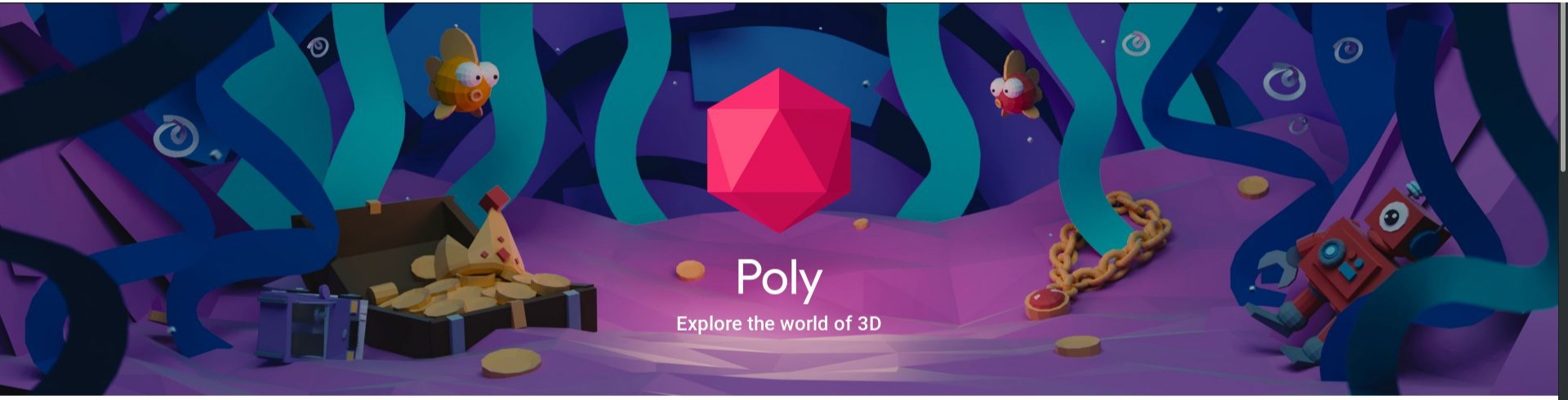
```
<!doctype HTML>
<html>
  <head>
    <title>Hello Mozilla</title>
    <script src="https://aframe.io/releases/0.8.0/aframe.min.js"></script>
    <script src="https://cdn.rawgit.com/jeromeetienne/AR.js/1.5.0/aframe/build/aframe-ar.js"></script>
    <script src="https://unpkg.com/aframe-text-geometry-component@^0.5.0/dist/aframe-text-geometry-component.min.js"></script>
  </head>

  <body style="margin : 0px; overflow: hidden;">
    <a-scene embedded arjs="sourceType: webcam;">
      <a-entity rotation="-120 0 0">
        <a-entity
          position="-1 0.1 0"
          material="color: red"
          scale="0.5 0.5 0.5"
          text-geometry="value: Hello Mozilla">
        </a-entity>
      </a-entity>
      <a-marker-camera preset="hiro"></a-marker-camera>
    </a-scene>
  </body>
</html>
```

Change the font

```
<!doctype HTML>
<html>
  <head>
    <title>Hello Mozilla</title>
    <script src="https://aframe.io/releases/0.8.0/aframe.min.js"></script>
    <script src="https://cdn.rawgit.com/jeromeetienne/AR.js/1.5.0/aframe/build/aframe-ar.js"></script>
    <script src="https://unpkg.com/aframe-text-geometry-component@^0.5.0/dist/aframe-text-geometry-component.min.js"></script>
  </head>

  <body style="margin : 0px; overflow: hidden;">
    <a-scene embedded arjs="sourceType: webcam;">
      <a-asset-item id="ultra" src="https://cdn.rawgit.com/HackyRoot/A-Frame-Examples/e4751baf/Happy_Birthday/assets/ultra.json"></a-asset-item>
      <a-marker-camera preset="hiro">
        <a-entity rotation="-120 0 0">
          <a-entity
            position="-1 0.1 0"
            material="color: red"
            scale="0.5 0.5 0.5"
            text-geometry="value: Hello Mozilla; font: #ultra">
          </a-entity>
        </a-entity>
      </a-marker-camera>
    </a-scene>
  </body>
</html>
```

Birthdays are incomplete without cake, isn’t it?

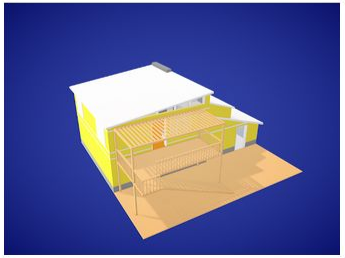
How about a 3D model of cake?



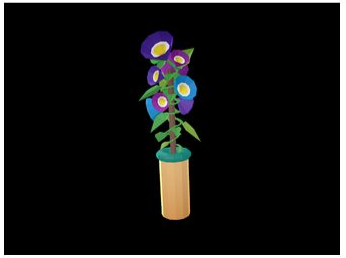
Featured

Colorful Man

My Trip to Boca Raton



Nuketown Yellow House



Morning Glorys in a Vase

19th Immigration Experience

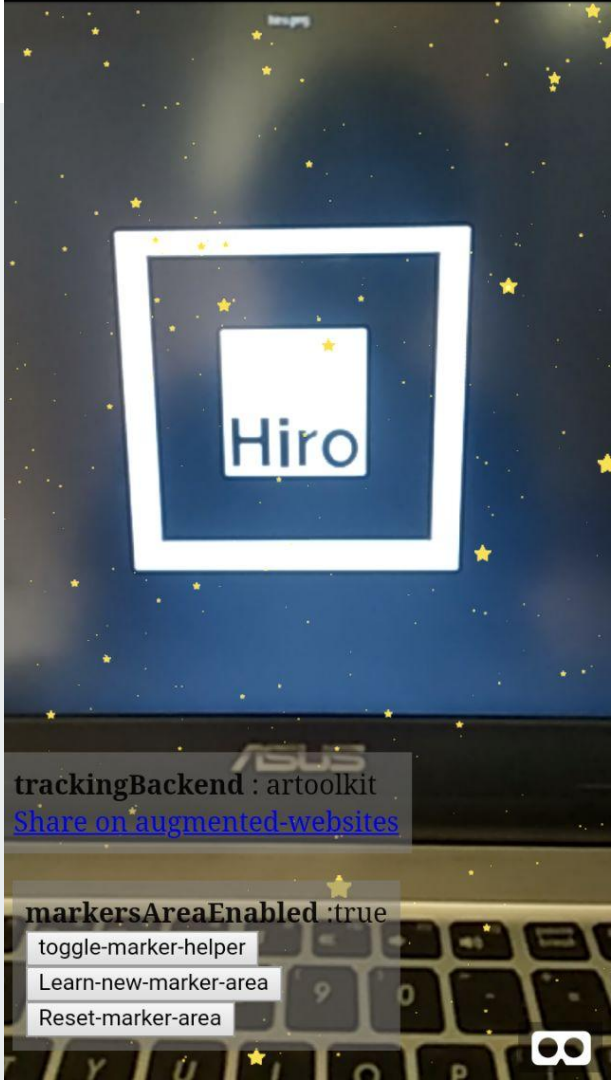
Add 3D model

trackingBackend : artoolkit
Share on augmented-websites
markersAreaEnabled :true
toggle-marker-helper
Learn-new-marker-area
Reset-marker-area

```
<!doctype HTML>
<html>
  <head>
    <title>HBD Aneri</title>
    <script src="https://aframe.io/releases/0.8.0/aframe.min.js"></script>
    <script src="https://cdn.rawgit.com/jeromeetienne/AR.js/1.5.0/aframe/build/aframe-ar.js"></script>
  </head>

  <body style="margin: 0px; overflow: hidden;">
    <a-scene embedded arjs="sourceType: webcam;">
      <a-assets>
        <a-asset-item id="cake-obj" src="assets/cake.obj"></a-asset-item>
        <a-asset-item id="cake-mtl" src="assets/cake.mtl"></a-asset-item>
      </a-assets>

      <a-marker-camera present="hiro">
        <a-obj-model src="#cake-obj" mtl="#cake-mtl" rotation="60 20 -155" scale="1 0.5 1"></a-obj-model>
      </a-marker-camera>

    </a-scene>
  </body>
</html>
```

How about party popper?

AFrame Particle System



```
<!doctype HTML>
<html>
  <head>
    <title>HBD Aneri</title>
    <script src="https://aframe.io/releases/0.8.0/aframe.min.js"></script>
    <script src="https://cdn.rawgit.com/jeromeetienne/AR.js/1.5.0/aframe/build/aframe-ar.js"></script>
    <script src="https://unpkg.com/aframe-particle-system-component@1.0.x/dist/aframe-particle-system-component.min.js"></script>
  </head>

  <body style="margin: 0px; overflow: hidden;">
    <a-scene embedded arjs="sourceType: webcam;">
      <a-marker-camera present="hiro">
        <a-entity rotation="-90 0 0">
            <a-entity
              position="0 -7 -15"
              particle-system="
                preset: default;
                color: #f9e154;
                particleCount: 3000;
                rotationAxis: z;">
            </a-entity>
          </a-entity>
      </a-marker-camera>
    </a-scene>
  </body>
</html>
```

Let’s put all things together

Imports

```
<head>
  <title>HBD Aneri</title>
  <script src="https://aframe.io/releases/0.8.0/aframe.min.js"></script>
  <script src="https://cdn.rawgit.com/jeromeetienne/AR.js/1.5.0/aframe/build/aframe-ar.js"></script>
  <script
src="https://unpkg.com/aframe-particle-system-component@1.0.x/dist/aframe-particle-system-component.min.js">
</script>
  <script
src="https://unpkg.com/aframe-text-geometry-component@^0.5.0/dist/aframe-text-geometry-component.min.js">
</script>
</head>
```

Assets

```
<body style="margin: 0px; overflow: hidden;">
  <a-scene embedded arjs="sourceType: webcam;">
    <a-assets>
      <a-asset-item id="cake-obj" src="assets/cake.obj"></a-asset-item>
      <a-asset-item id="cake-mtl" src="assets/cake.mtl"></a-asset-item>
      <a-asset-item id="ultra" src="assets/ultra.json"></a-asset-item>
    </a-assets>
```

3D model

```
<a-marker-camera preset="hiro">
  <a-obj-model
        src="#cake-obj"
        mtl="#cake-mtl"
        rotation="60 20 -155"
        scale="1 0.5 1">
    </a-obj-model>
```

Particle System

```
<a-entity rotation="-90 0 0">
  <a-entity
  position="0 -7 -15"
  particle-system="
    preset: default;
    color: #f9e154;
    accelerationValue: 0, -10, 0;
    particleCount: 3000;
    direction: -1;
    rotationAxis: z;
    rotation: -90, 0, 0">
  </a-entity>
</a-entity>
```

Text

```
<a-entity rotation="-120 0 0">
  <a-entity
    position="-1 0.25 0"
    material="color: red"
    scale="0.25 0.25 0.25"
    text-geometry="value: Happy B'day Aneri; font: #ultra">
  </a-entity>
</a-entity>
```

And most important thing, close the all the tags

```
    </a-marker-camera>
  </a-scene>
</body>
</html>
```

You made it
Congratulations

Up for a challenge?

Add audio

```
    <a-assets>

        <a-asset-item id="cake-obj"
src="https://cdn.rawgit.com/HackyRoot/A-Frame-Examples/c6a977a7/Happy_Birthday/assets/cake.obj"></a-asset-item>
        <a-asset-item id="cake-mtl"
src="https://cdn.rawgit.com/HackyRoot/A-Frame-Examples/c6a977a7/Happy_Birthday/assets/cake.mtl"></a-asset-item>
        <a-asset-item id="ultra"
src="https://cdn.rawgit.com/HackyRoot/A-Frame-Examples/e4751baf/Happy_Birthday/assets/ultra.json"></a-asset-item>
        <audio id="bday"
src="https://cdn.rawgit.com/HackyRoot/A-Frame-Examples/c6a977a7/Happy_Birthday/assets/bday.mp3"></audio>

</a-assets>
```

```
<a-entity rotation="-120 0 0">
  <a-entity
    position="-1 0.25 0"
    material="color: red"
    scale="0.25 0.25 0.25"
    text-geometry="value: Happy B'day Aneri; font: #ultra"
        sound="src:#bday; autoplay: true; loop: true; on:click">
  </a-entity>
</a-entity>
```

No Questions Please !