The 3D t-shirt shown after scanning the QR code is done using a library called AR.js

**Code explanation:**

The code starts with including AR.js library using the script tag. Inside the body we use the <a-scene> tag which helps us start the webcam and set the matrix Code Type (3x3 in this case)

Then we use the <a-assets> tag to include all the external files. The files can be any 3D modelling type (.gltf, .obj, .mtl, .glb), video, audio, image and many more file formats. Each file is given an id for future use with the help of <a-asset-item> tag. The source of the file can be local, downloaded or a publically accessible link.

After all files are included, we use the <a-marker> tag to define the type and value of the marker which on detected by the camera shows us what we want. The markers used here are barcodes with values ranging from 0 to 10 (with barcode 5 for t-shirt). The marker can also contain personalized complex QR patterns.

Inside the <a-marker> tag we use the <a-entity> tag to specify which asset we want to show on detection of that marker. Here, for obj files we’ve used obj-model attribute. Additional animations and features such as color, position, scale, rotation can be added here. (Pass the id value of asset to be used in the onj-model attribute.)

Use the <a-entity camera> tag to support multiple-markers at same time.

**Things to do after coding:**

Print all the markers used in the code, open the code in any device supporting webcam/camera tech, click on allow when it asks for permission for camera. Done!

The Barcodes used in this code are attached in a word file (QR Barcodes 0 to 10.docx)

()