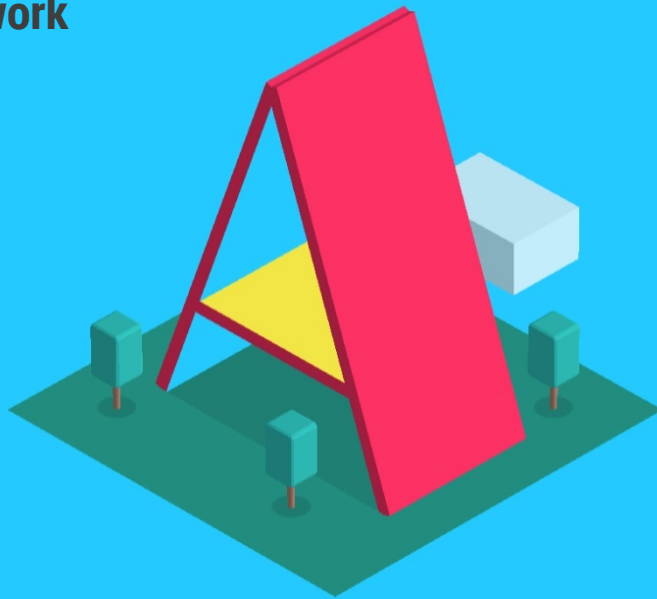


VIRTUAL REALITY IN THE BROWSER

Introducing Mozillas A-frame framework

Web & Wine Feb 2016

Sina Busch



AGENDA

1. What is A-frame
2. How does it work?
3. Interaction possibilities
4. Application examples
5. Stay tuned

WHAT IS A-FRAME?

A-FRAME

Open source JS framework

built on top of WebGL API

Designed by MozVR

Mozilla Virtual Reality Research Team

Introduced on 16th December 2015

Current Version 0.1.0

Desktop, iPhone, OculusRift

Android coming soon

PURPOSE

Easily create WebVR with HTML

VISION

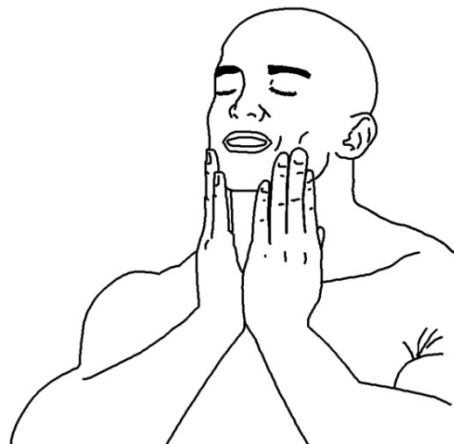
Power of
WebGL



Markup
Language

Smooth learning curve
between beginners and
experts

For non WebGL
developers



HOW DOES IT WORK?

SETUP FOR OCULUS/CARDBOARD

Desktop

Firefox + Mozilla WebVR Enabler (Addon)

Firefox Nightly

WebVR builds of Chromium

Mobile Devices

Newer iPhones work best (mobile Safari/Firefox)

Firefox/Chrome on Android have some bugs (wrong textures etc)

LIVE CODING :]

INTERACTION POSSIBILITIES

INPUT

Desktop

Cursor or „Gaze“ (mouse controls)
Keyboard

Oculus Rift/Cardboard

Gamepad
Tracking
Gaze

INTERACTIONS

Gaze control

hovering + time

hovering + hardware input

WASD, Mouseclick

walking, „firing“

Collision

Special position triggers effect

APPLICATION EXAMPLES

SOME IDEAS

E-commerce

dressroom for clothing (with own 3D model)

showrooms for products with further interaction

Architects/Properties

walking around in future buildings or houses

360° videos/sphere photography from rooms

SOME IDEAS

Browsergames

No need for plugins

Maybe an a-frame portfolio game

Rapid VR Prototyping :]

Before building VR software in i.e. unity

Creating the look & feel in a fast way

HOW TO STAY TUNED

CHANNELS

Slack Channel

Made with A-frame Tumblr

@aframevr

Github

THANKS! QUESTIONS?