<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8">

<title>VR and AR Scene</title>

<meta name="description" content="A-Frame VR and AR Scene">

<script src="https://aframe.io/releases/1.2.0/aframe.min.js"></script>

<script src="https://raw.githack.com/AR-js-org/AR.js/master/aframe/build/aframe-ar-nft.js"></script>

</head>

<body style="margin: 0; overflow: hidden;">

<a-scene embedded arjs="sourceType: webcam; debugUIEnabled: false;">

<!-- Entity to load the GLB model -->

<a-entity gltf-model="url(path/to/your-model.glb)" scale="0.5 0.5 0.5" position="0 0 0" rotation="0 45 0">

</a-entity>

<!-- Camera -->

<a-camera static-body></a-camera>

</a-scene>

</body>

</html>