

A Brief of Reflection Report for Assignment 1 WebVR with A-Frame

By: Jack Keo Lin Jie (Matric no. :A21EC0187)

This assignment is focused on the exploration of A-Frame which is a web framework for building VR experiences to create a simple VR scene with some animations. By utilizing mixamo, we are able to download and customize the character animations to enhance the interactivity of the VR scene.

Reflection

While working on this assignment, I reviewed all the information provided in the slides and did much research about how to use glitch to construct a VR scenario. I am very confused at first about what theme that I want to do in this assignment. To gain clarity, I watch many youtube videos to better understand how to code a WebVR using A-frame in the Glitch IDE. Subsequently, I decided to explore the topic of WebVR which is related to Japanese Anime. To implement this idea, I began to search some free character models on Sketchfab and then used the mixamo software to add the animations onto each character model. However, I encountered challenges during this process. I discovered that some character models could not be uploaded to the mixamo for animation despite the file format being correct. Nonetheless, I persisted and tried all the character models that I wanted to include in my VR scene. This step took me a lot of time. Afterward, I uploaded those character models to the assets in the Glitch but unfortunately most of the character models were unusable. Initially, I thought I was coding incorrectly. So, I extensively searched through Youtube videos and online resources to understand why those character models cannot function properly. Finally, I found the solution. I imported those animated character models into the blender and exported them in glTF format. Then, I reuploaded them to the assets in the Glitch and tried again by putting the new source in my code. The character models functioned normally this time. However, the character model had to reapply the texture in the blender before exporting them to the glTF file. Otherwise, those character models would have no skin. After going through this complicated and repetitive process, I had limited time left to conduct further research on how to apply events to each character model. Despite time constraints and lack of ability, I could not do a complete webVR and felt a sense of disappointment. This is because I was not able to bring all of my ideas to fruition. However, I consulted the online resources to make the poster and frames for introducing the background of those character models. During this step, I feel extremely excited and fulfilled. This is because I love to share the Japanese animation with a wider audience including friends and even strangers. In a nutshell, I acquired valuable insights and knowledge into implementing animated character models from Mixamo to Glitch and coding with A-frame.

Live demo link - <https://momentous-swanky-partridge.glitch.me/>

Demo Reel (Youtube link) -<https://youtu.be/7DtrnUHw4d0>