Resources

AR.js

https://github.com/jeromeetienne/ar.js

A-Frame

https://aframe.io/

https://aframe.io/docs/0.7.0/guides/building-a-basic-scene.html

AR.js for A-Frame

https://github.com/jeromeetienne/AR.js/tree/master/aframe

ARToolKit

https://github.com/artoolkit/artoolkit5

https://archive.artoolkit.org

AR Markers

Types of Markers

https://aframe.io/blog/arjs/#different-type-of-markers-pattern-and-barcode

Multi-Markers

https://medium.com/arjs/area-learning-with-multi-markers-in-ar-js-1ff03a2f9fbe

Multiple Distinct Markers

https://aframe.io/blog/arjs/#how-to-handle-multiple-distinct-markers

Creating Custom Markers

https://aframe.io/blog/arjs/#customize-your-marker

https://artoolkit.org/documentation/doku.php?id=3_Marker_Training:marker_training

Three.js

https://threejs.org

WebGL

https://www.khronos.org/webgl

WebRTC

https://webrtc.org

glTF 2.0 models

Sources for Models

https://sketchfab.com

https://github.com/KhronosGroup/glTF-Sample-Models/tree/master/2.0

Converter for Blender

https://github.com/KhronosGroup/glTF-Blender-Exporter