

the portARble museum

Developing Augmented Reality for the Web with AR.js

Introduction

Fred Leighton

Assistant Professor

Media Arts and Game Development Program

College of Arts and Communication

University of Wisconsin-Whitewater

<https://www.uww.edu/cac/magd>

email: leightof@uww.edu

twitter: @fleighton3

website: <https://www.artsdigital.com>

Inspiration

Marcel Duchamp's *Boite-en-valise*, 1938-42



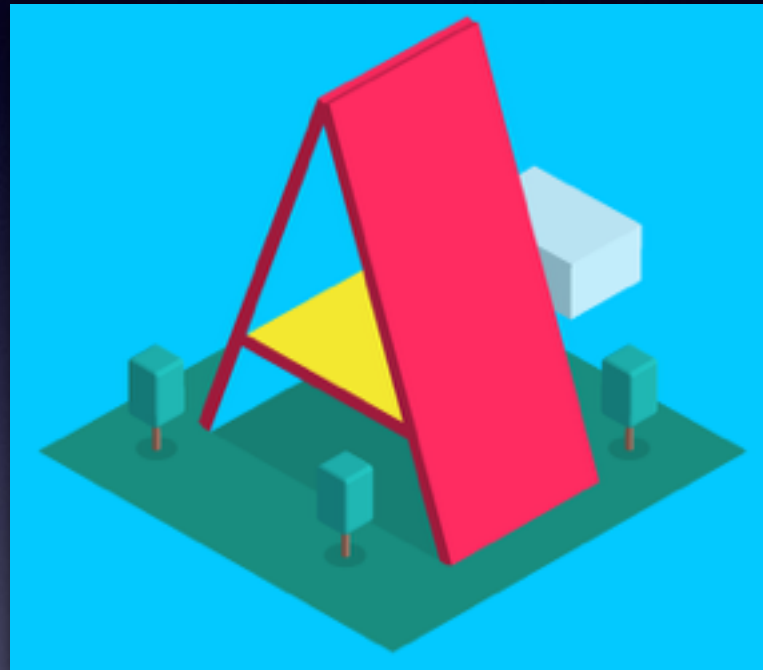
Introduction

- AR.js and A-Frame
- Mobile AR for Android and iOS 11
 - Chrome, Firefox, Safari

Technologies



Development Tools



AR Markers



Development Process

- AR.js and A-Frame
- AR Markers
- A-Frame Primitive Models
- Adding Textures
- Animation
- glTF 2.0 Models

Examples and Files

examples:

https://www.artsdigital.com/arweb_examples.html

Demo files, Resources, Presentation Slides:

https://www.artsdigital.com/arweb_mw18.zip