

Movement Capture

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9:36 PM

<https://developers.google.com/web/fundamentals/native-hardware/device-orientation/>

Device Orientation & Motion

Device motion and orientation events provide access to the built-in accelerometer, gyroscope, and compass in mobile devices.

These events can be used for many purposes; in gaming, for example, to control the direction or action of a character. When used with geolocation, they can help create more accurate turn-by-turn navigation or provide information about a specific location.

Coordinate system: X, Y, Z

Rotation data: alpha, beta, Gamma (Euler angle)

Device orientation event: return how much the device is leaning front-to-back, side-to-side. **Need to check for support first!**

Device motion event: **Need to check for support first!**

When use device motion event:

- Shake gesture to refresh data.
- In games, to cause characters to jump or move.
- For health and fitness apps.

Handle the device motion events

The event returns four properties, [accelerationIncludingGravity](#), [acceleration](#), which excludes the effects of gravity, [rotationRate](#), and interval.

