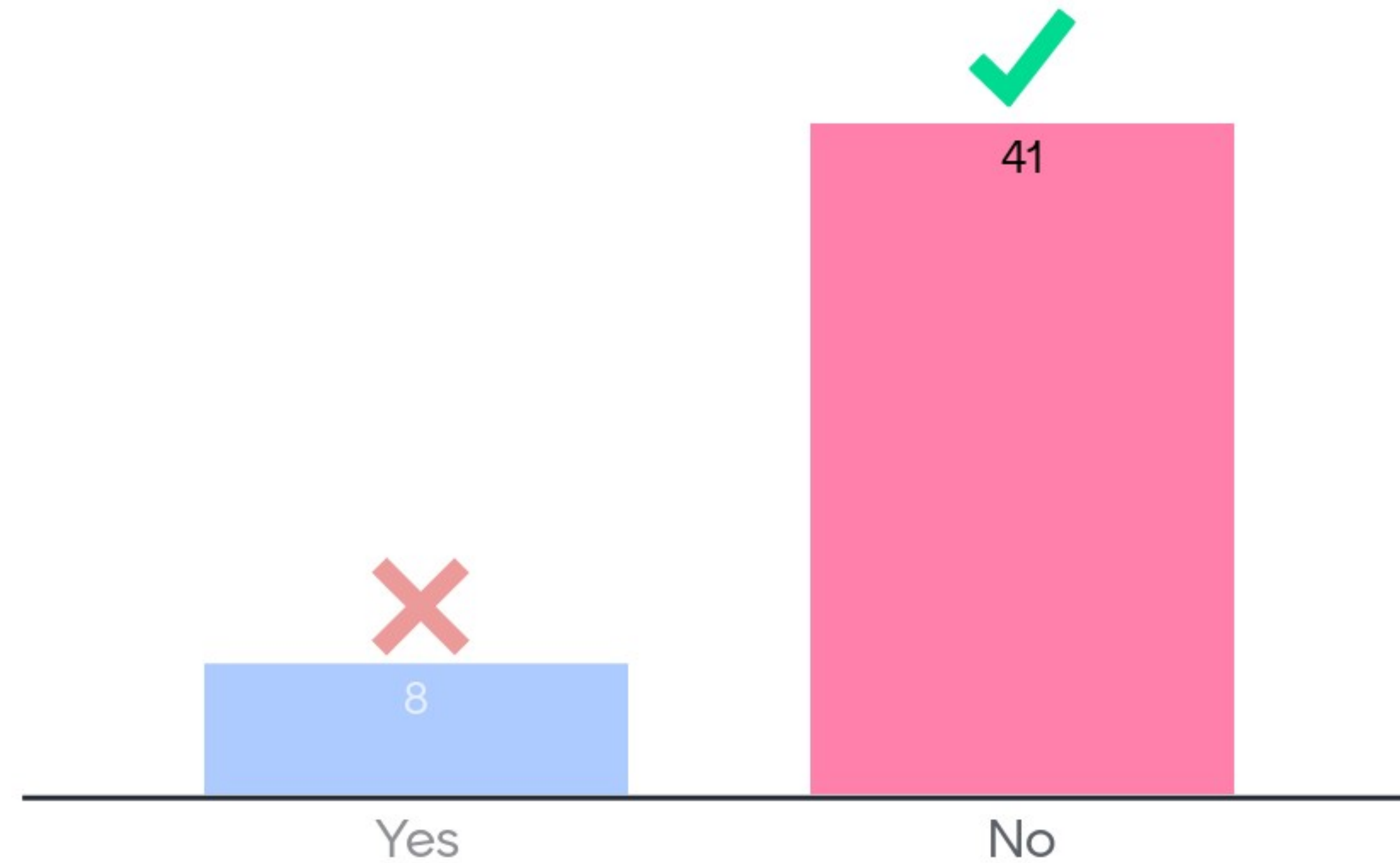


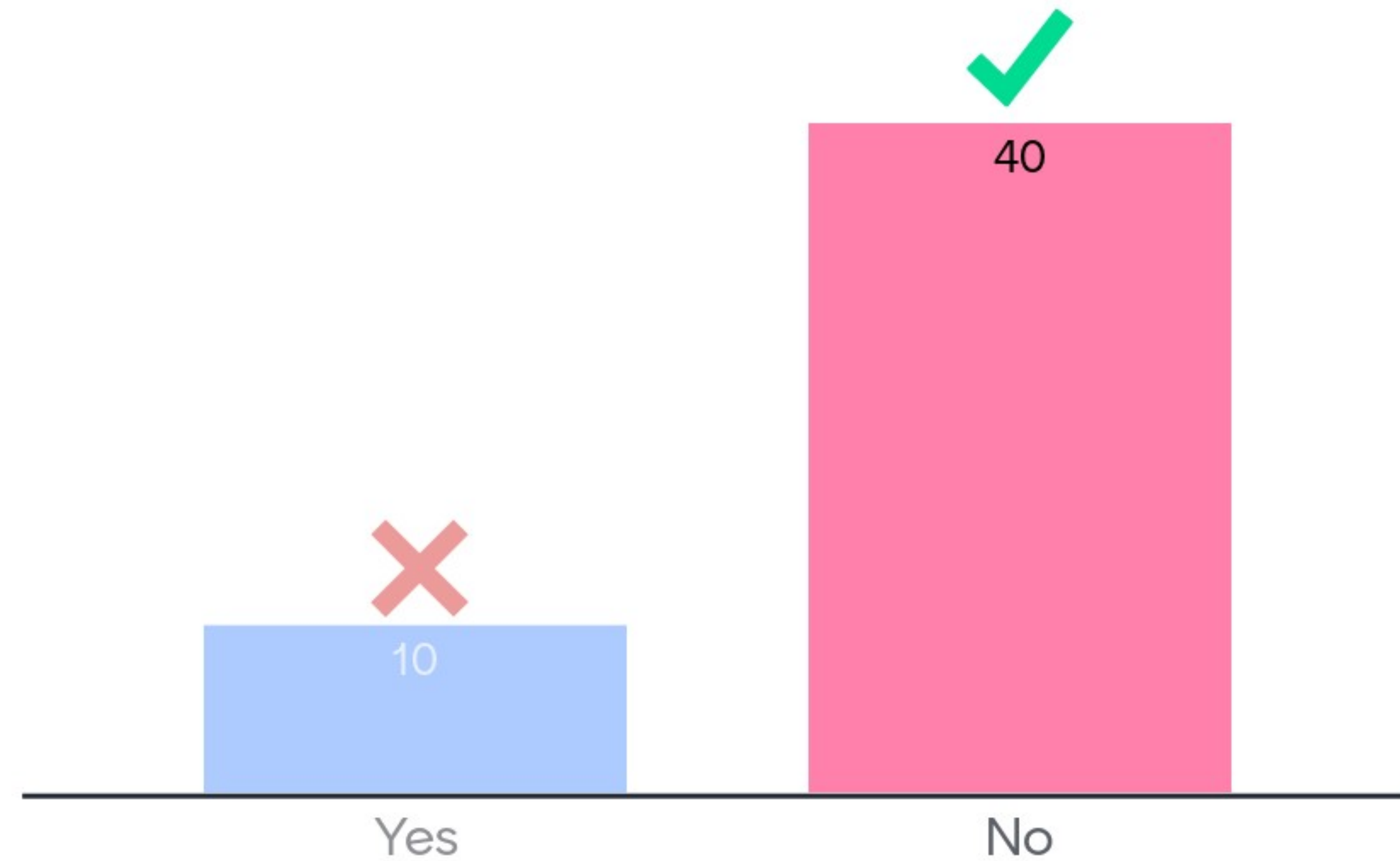
Team Project

let's check whether you understood what to do...

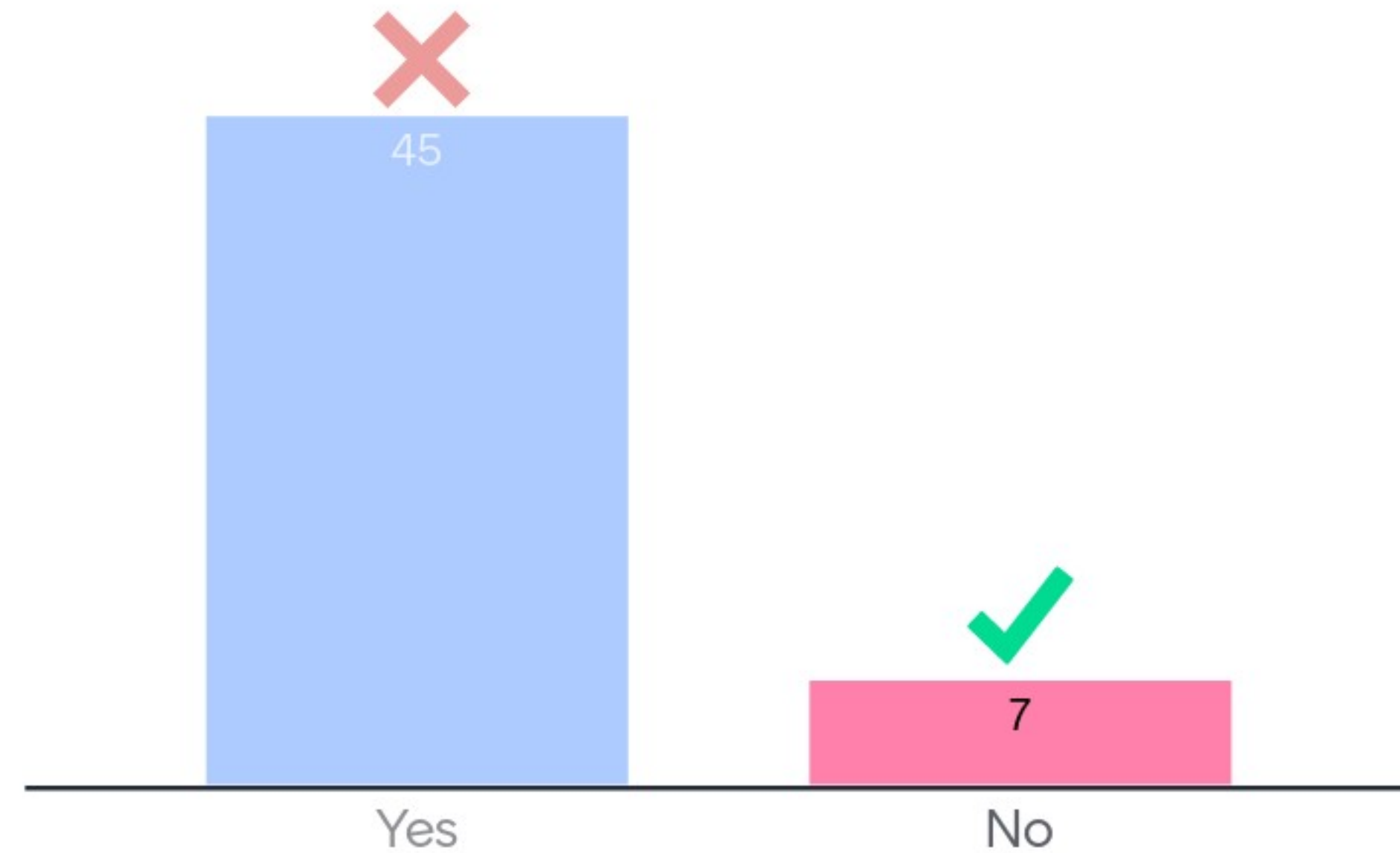
I need to use a WebXR-compliant framework for my Team Project



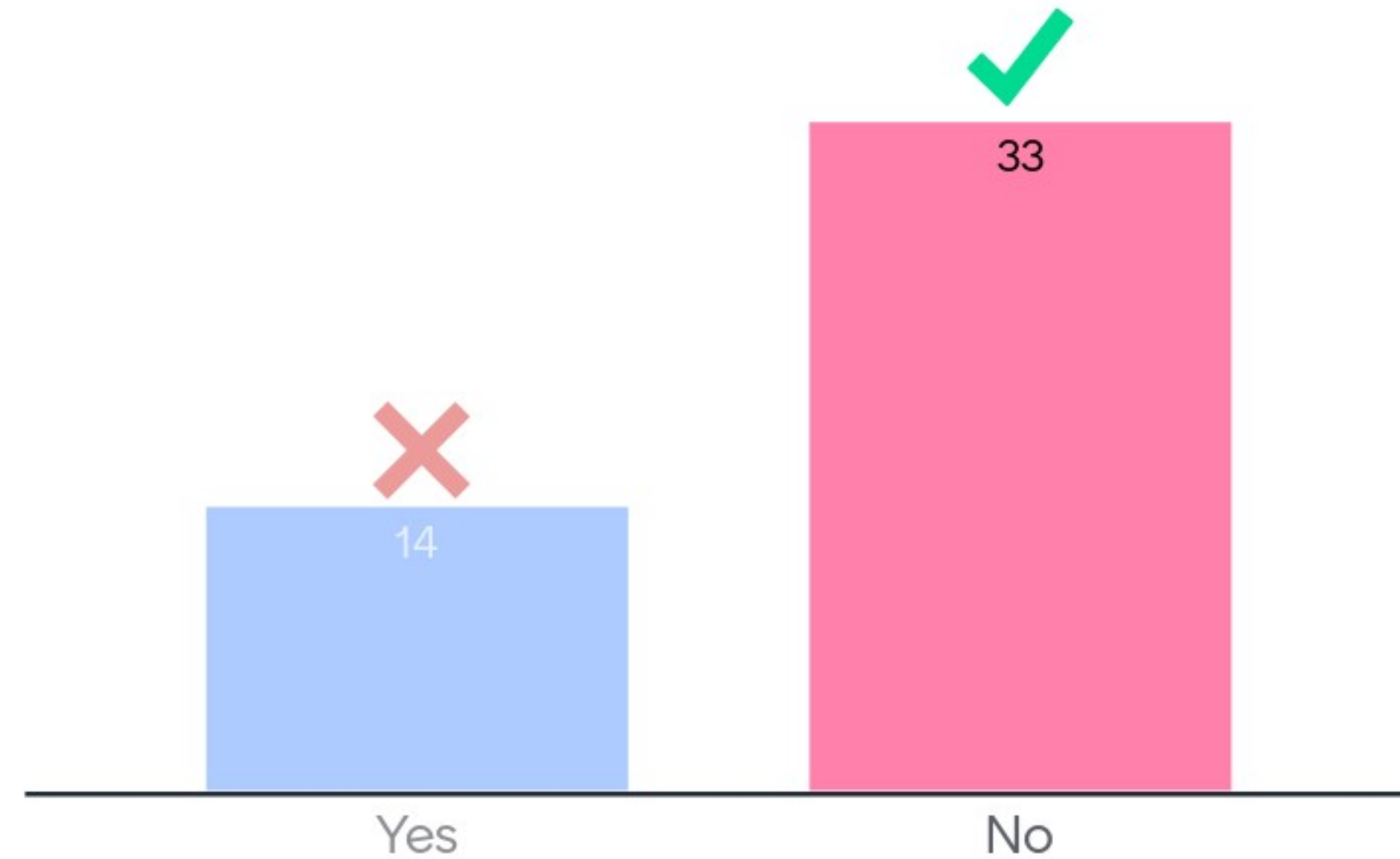
I should build my Team Project on top of the existing UniverseSTy codebase



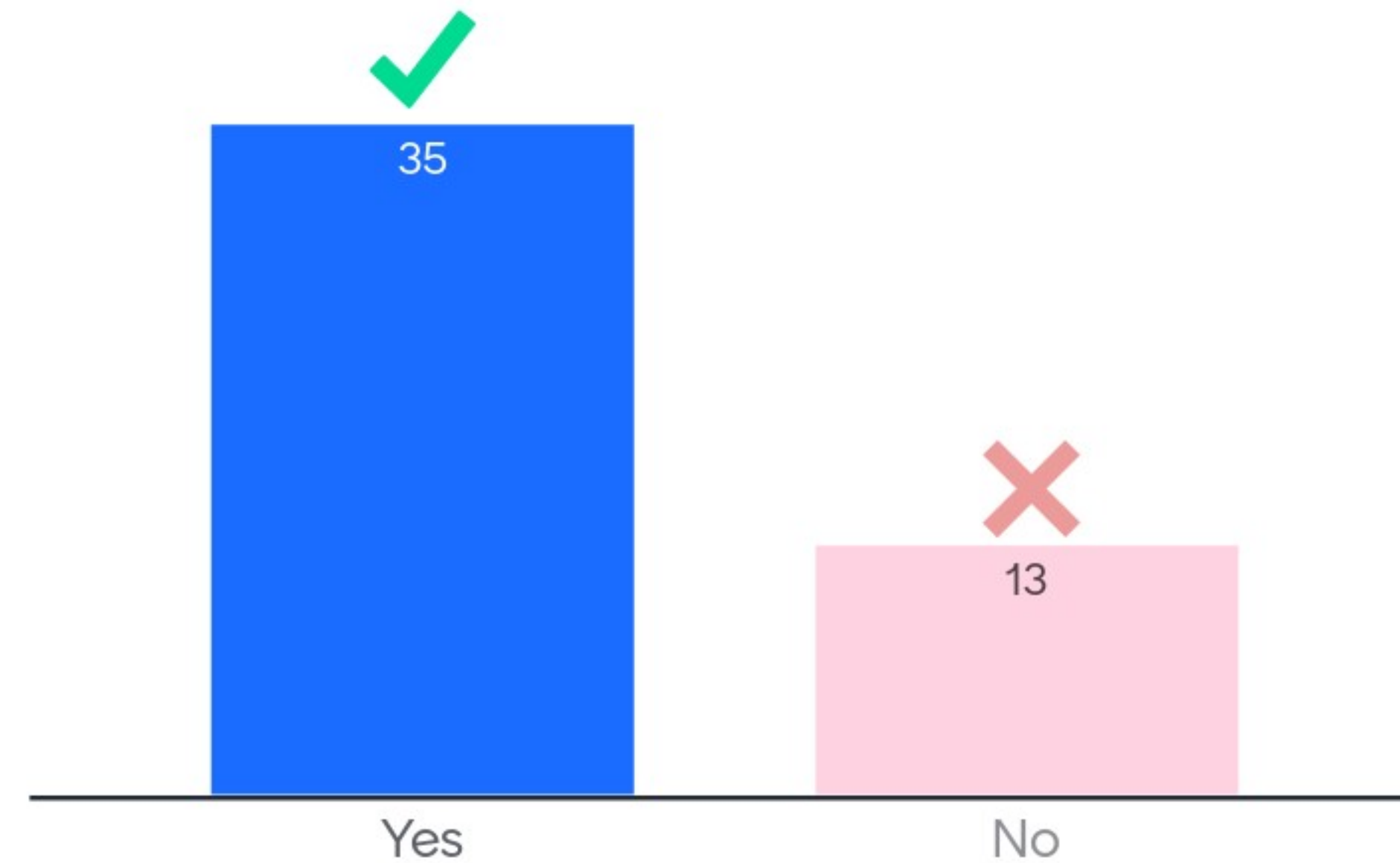
We will be assessed more favourably if we can demonstrate higher levels of immersion from our evaluation.



We will be assessed more favourably if our project aligns with UniverseSITy theme better (e.g. use real SIT campus 3D model)



We will be assessed more favourably if we demonstrate implementation efforts that are clearly aligned with immersion goals.



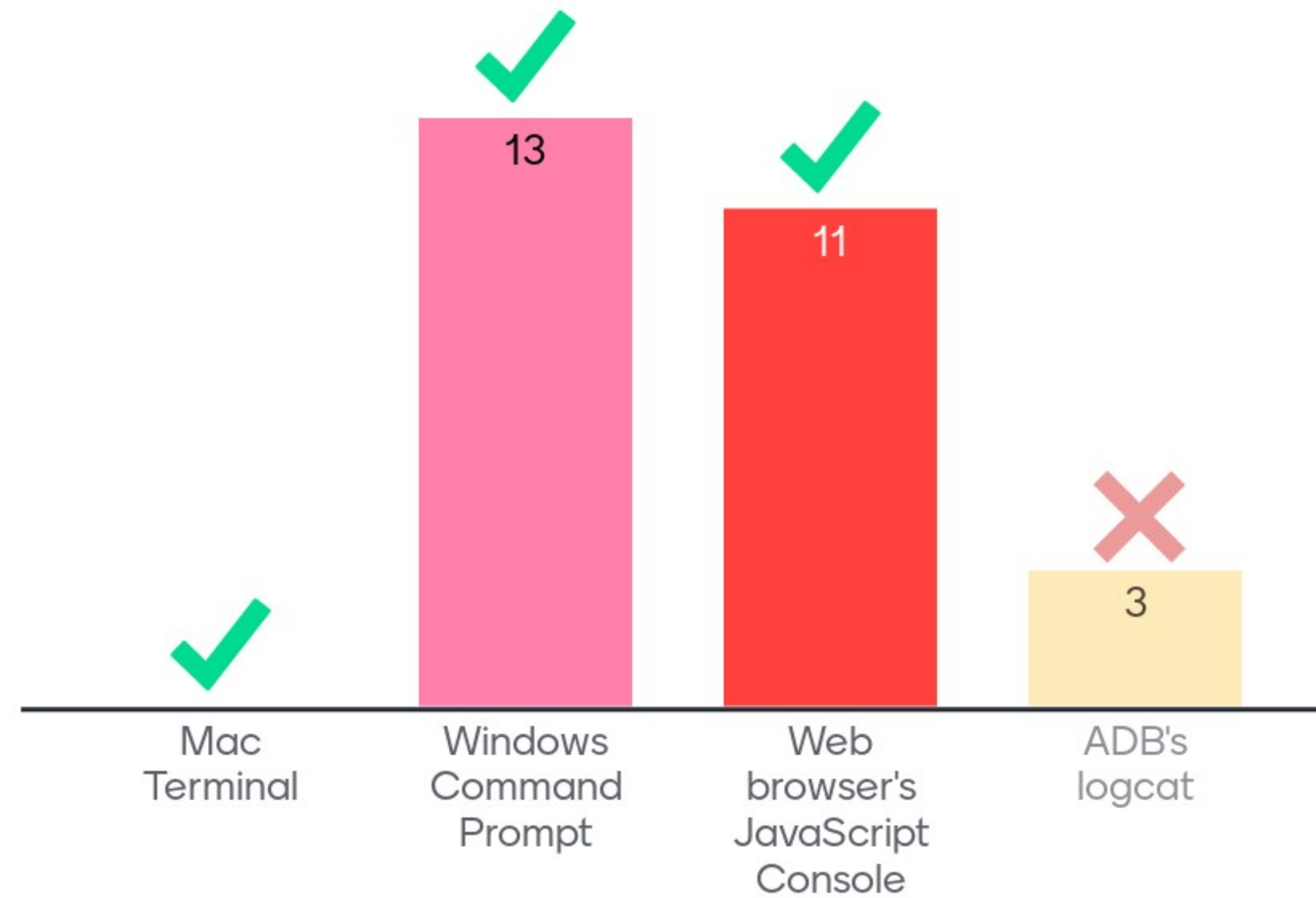
Team Project Assessment

- Immersion
- Evaluation
- Software Engineering
- <https://github.com/orgs/sit-dia/discussions/4>

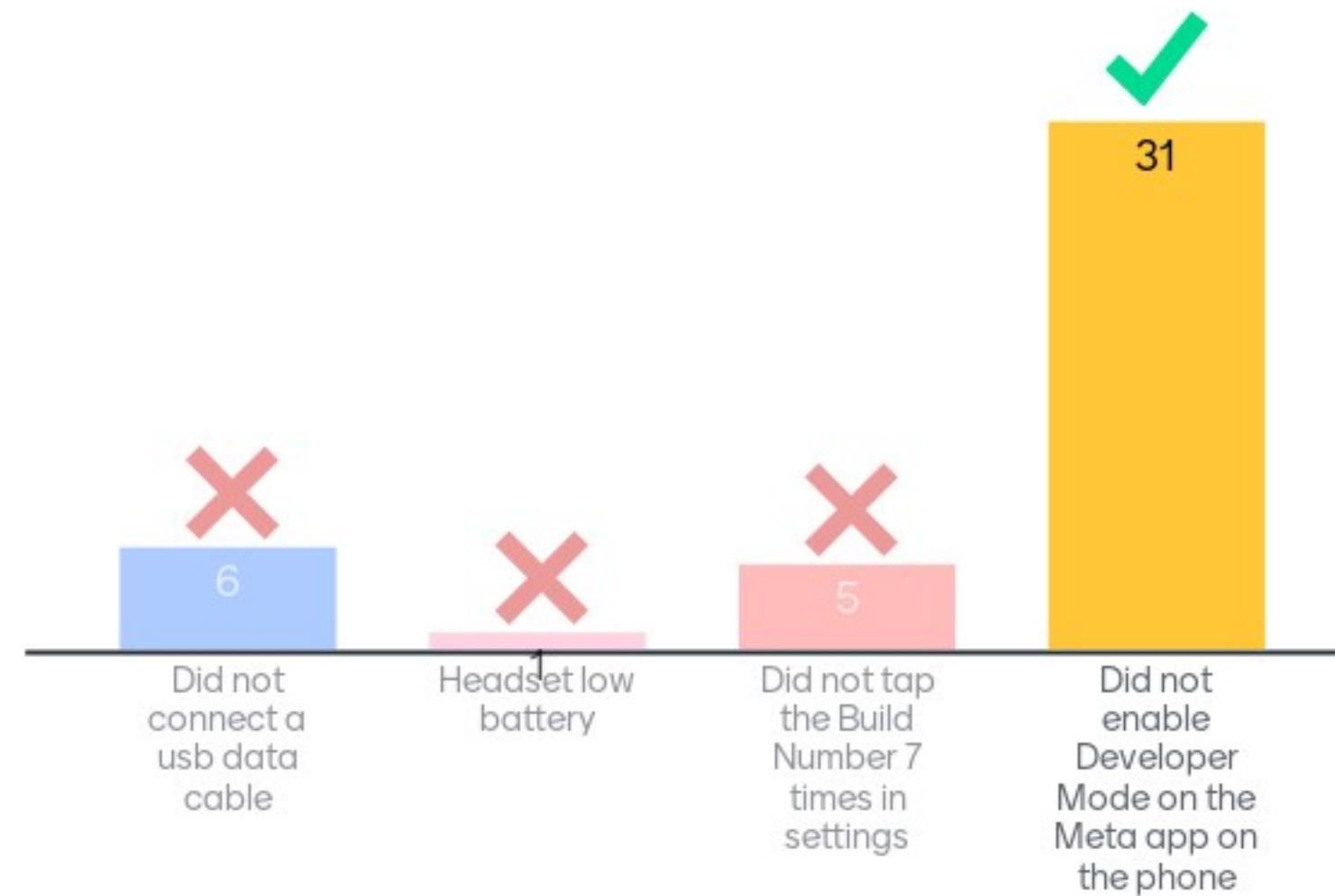
WebXR App Dev

revising what you did in the assignments so far...

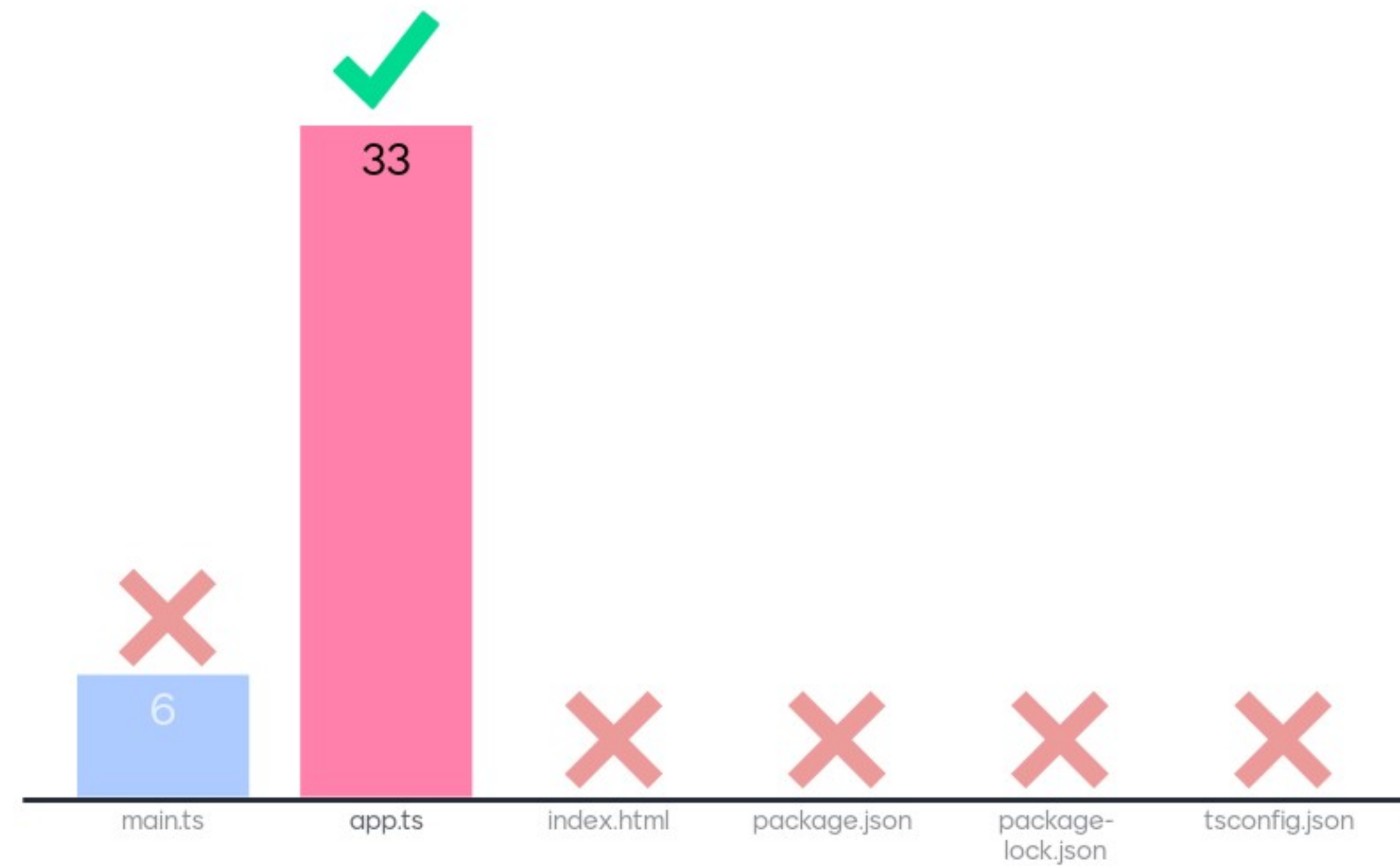
When I run `console.log("debug")`, where should I see this "debug" message?



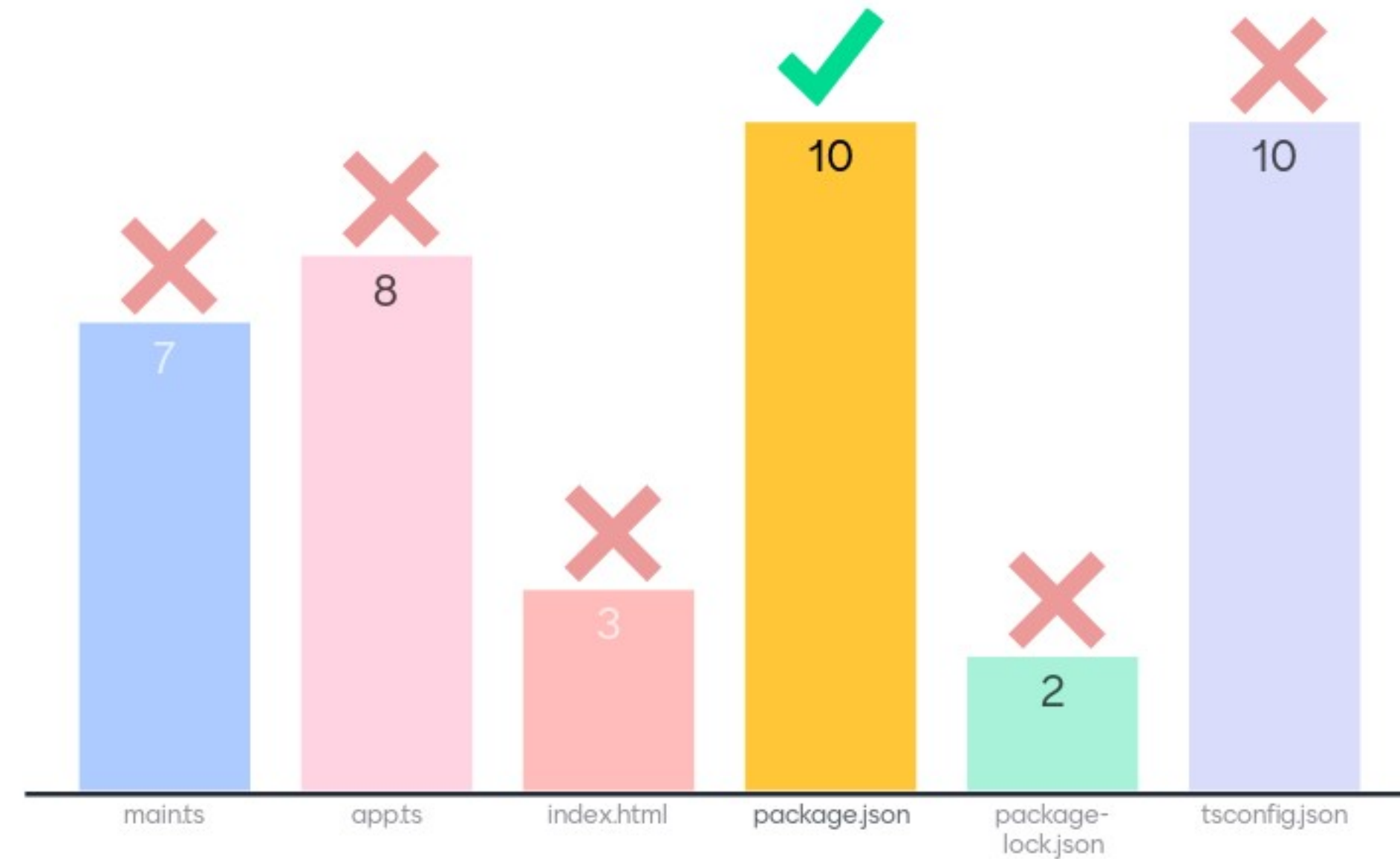
When connecting the Meta Quest, there is no prompt to enable connection and I can't see developer options in the settings. What is the likely issue?



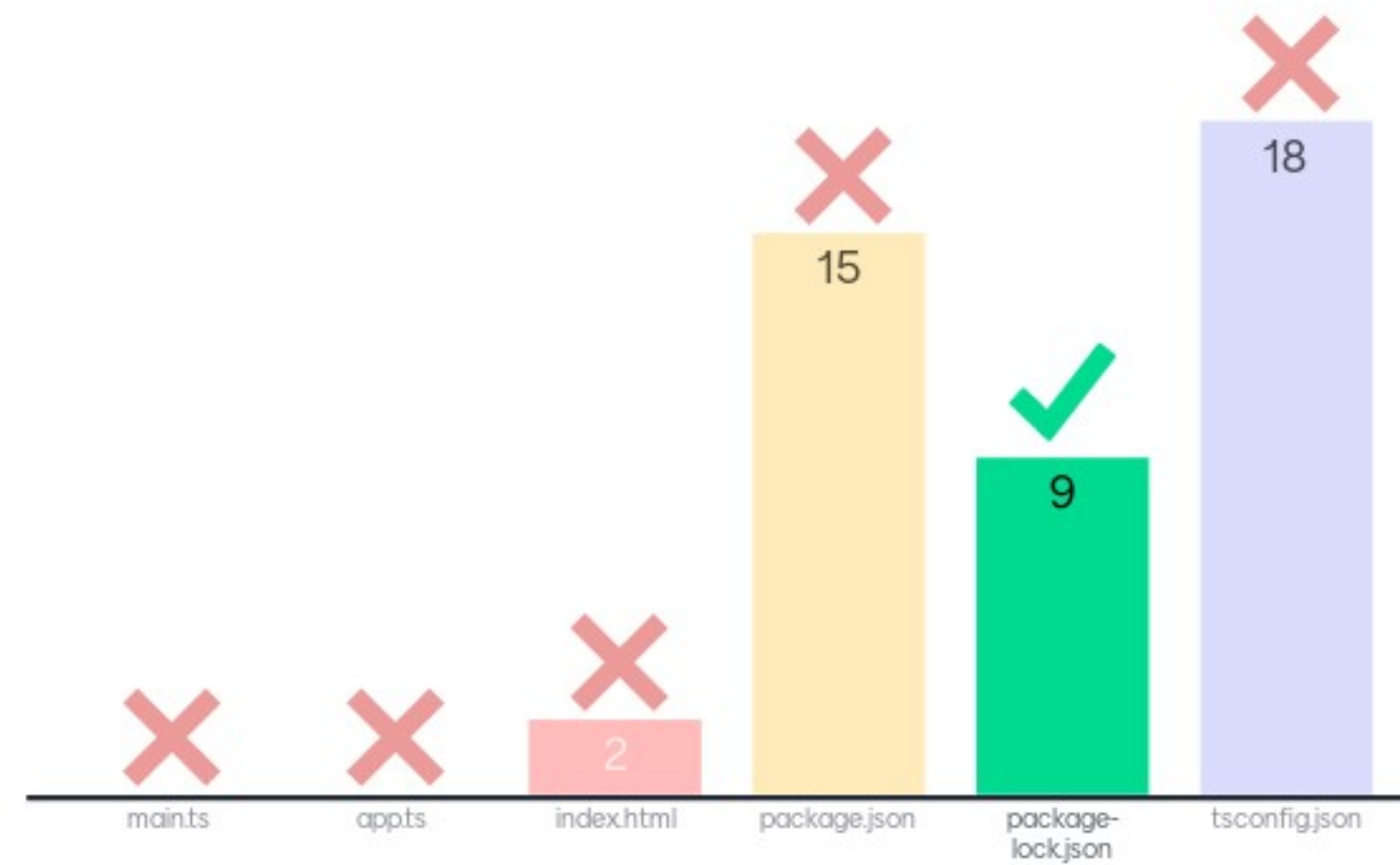
Where is createScene(...) normally defined?



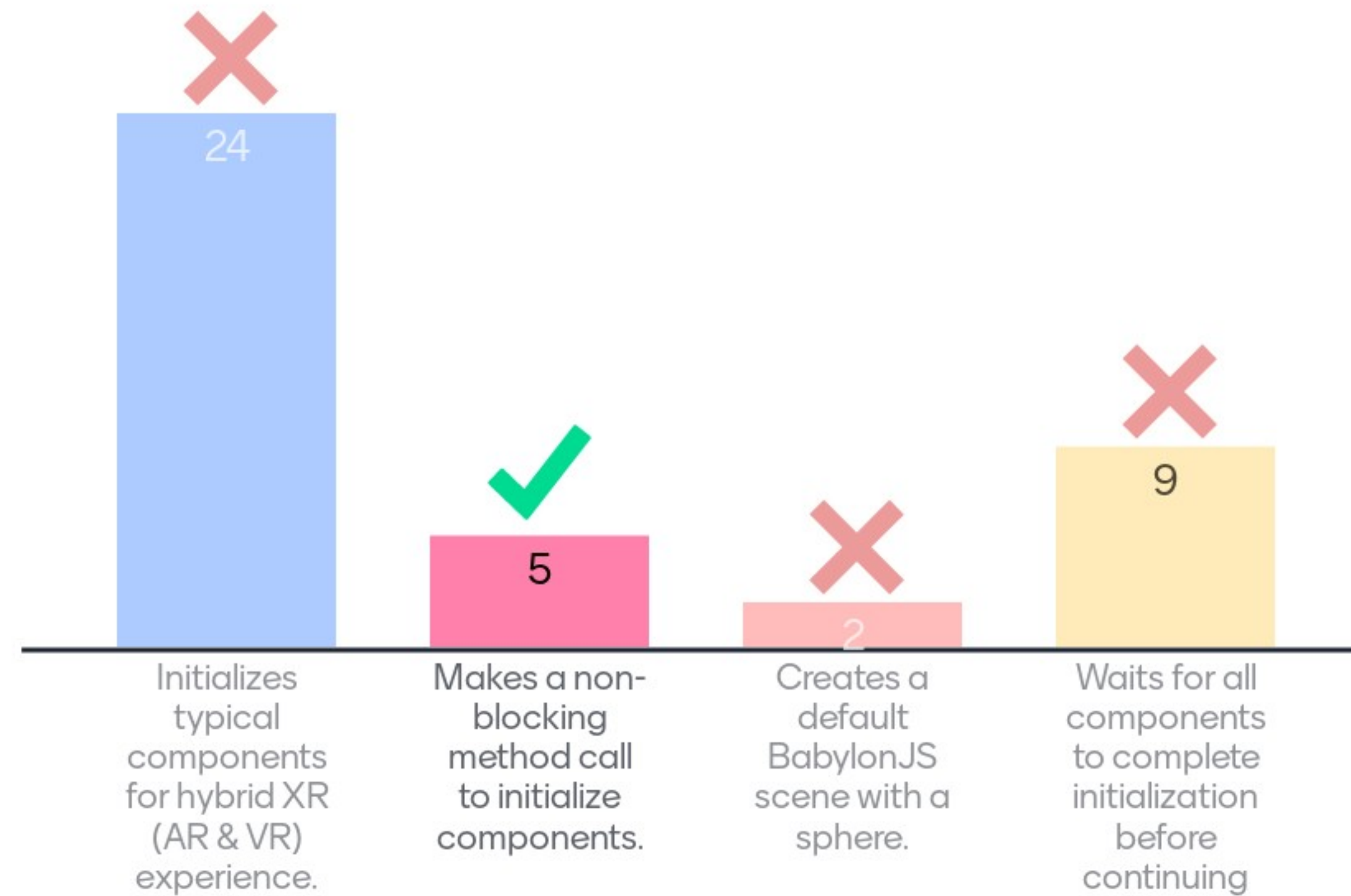
You want to add a custom script as part of your BabylonJS project test workflow. Which file should you modify?



Which file should you add to your team's version control if you want the project dependencies to have the same exact versions across your team?



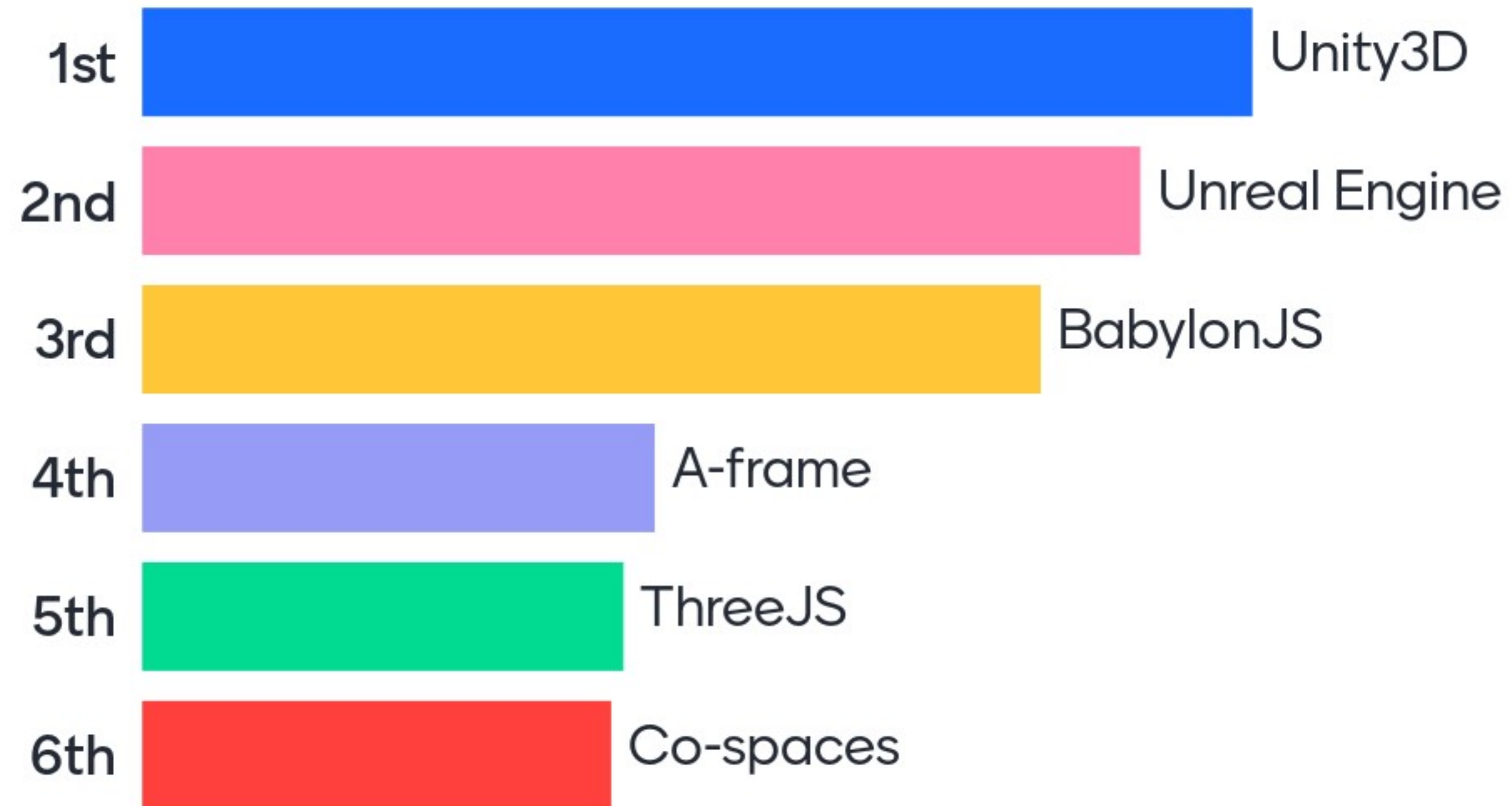
What does the following Babylon.js snippet accomplish?



Development Tools

I hope you have watched the video...

Rank from the best to worst tool in your perspective for creating immersive applications



For building your webxr pages, do you prefer...



3

Pure Javascript



31

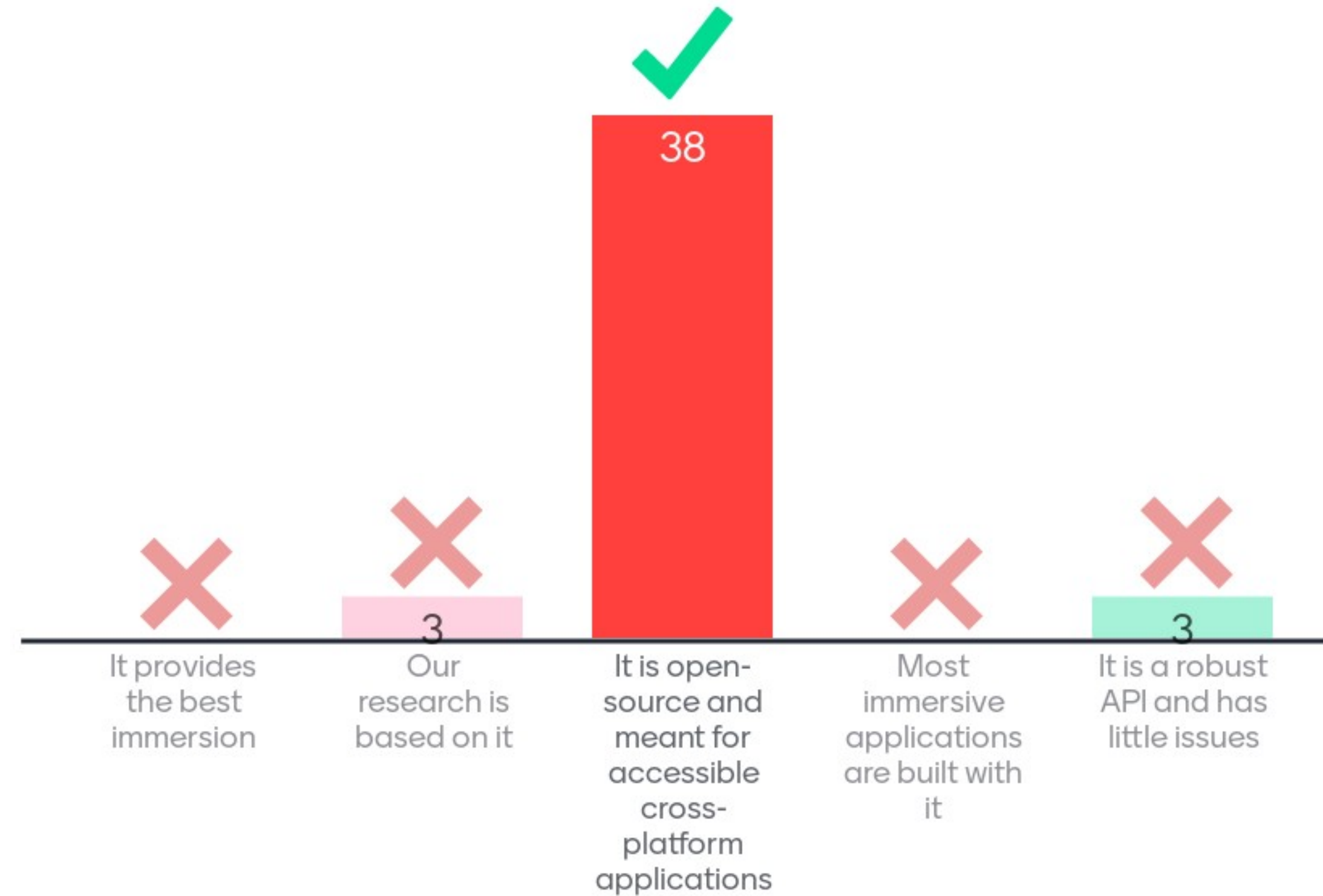
Typescript



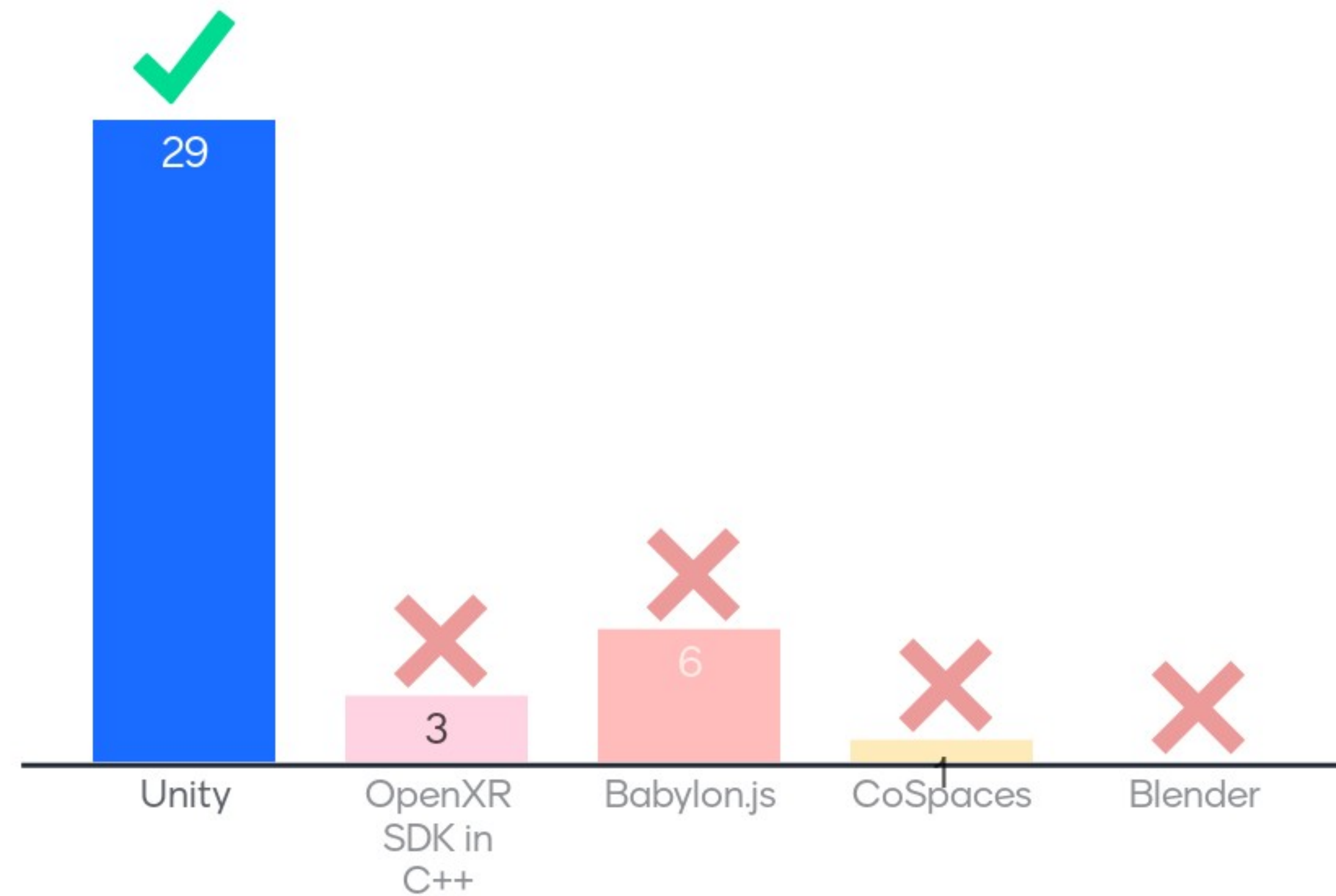
2

Wait... what is the difference again?

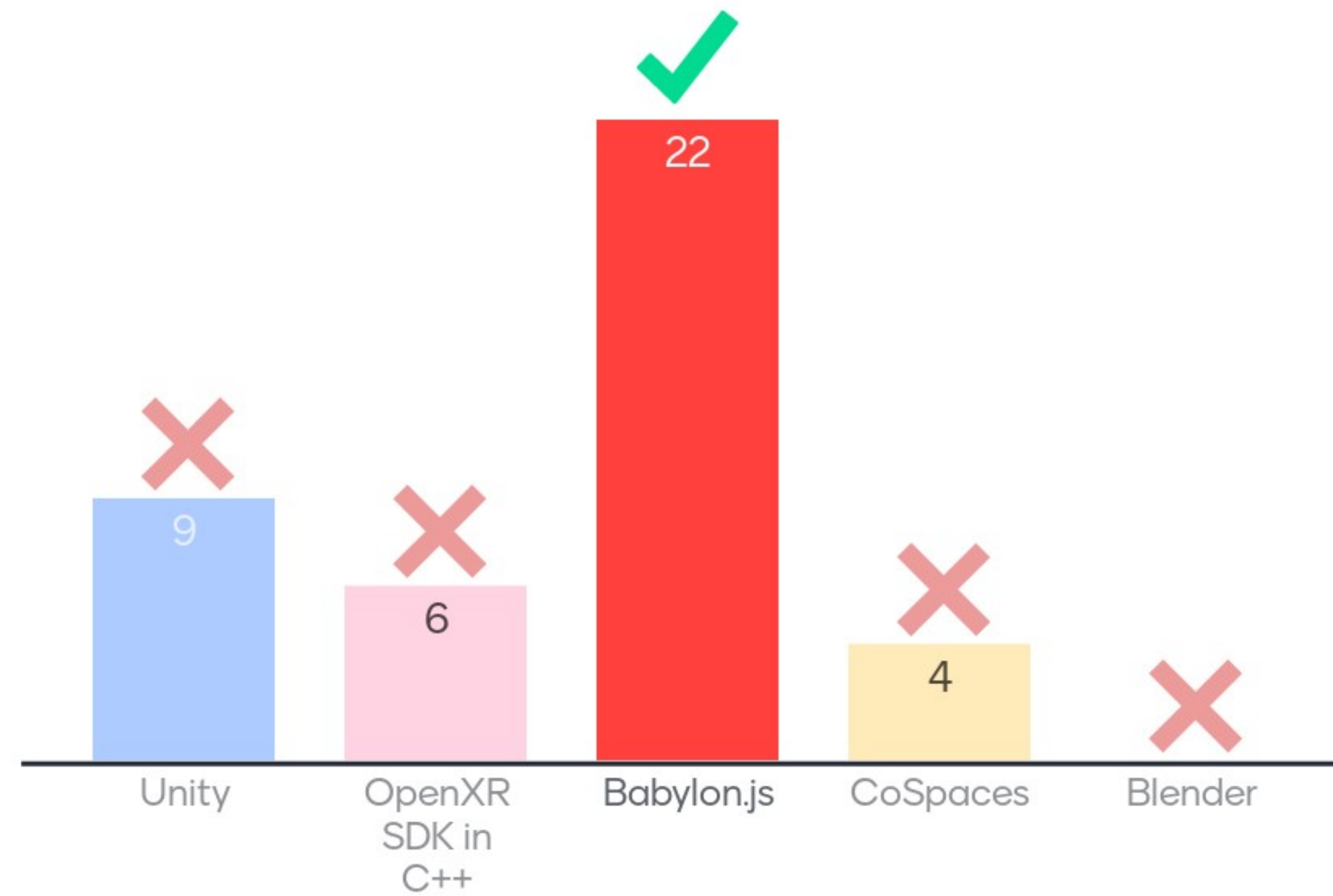
What is the main reason for choosing WebXR as the core development stack?



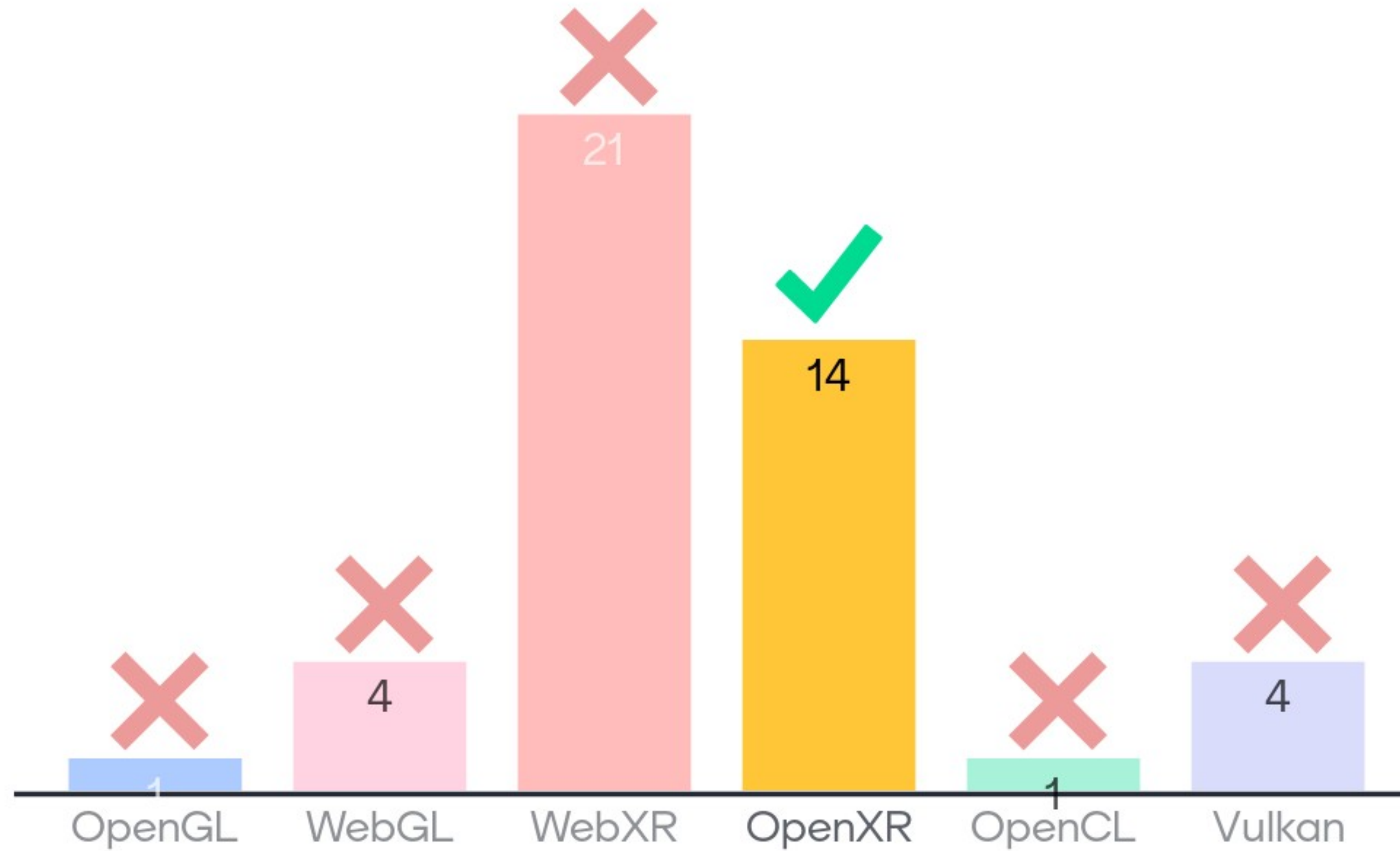
What is the optimal development tool for this project?



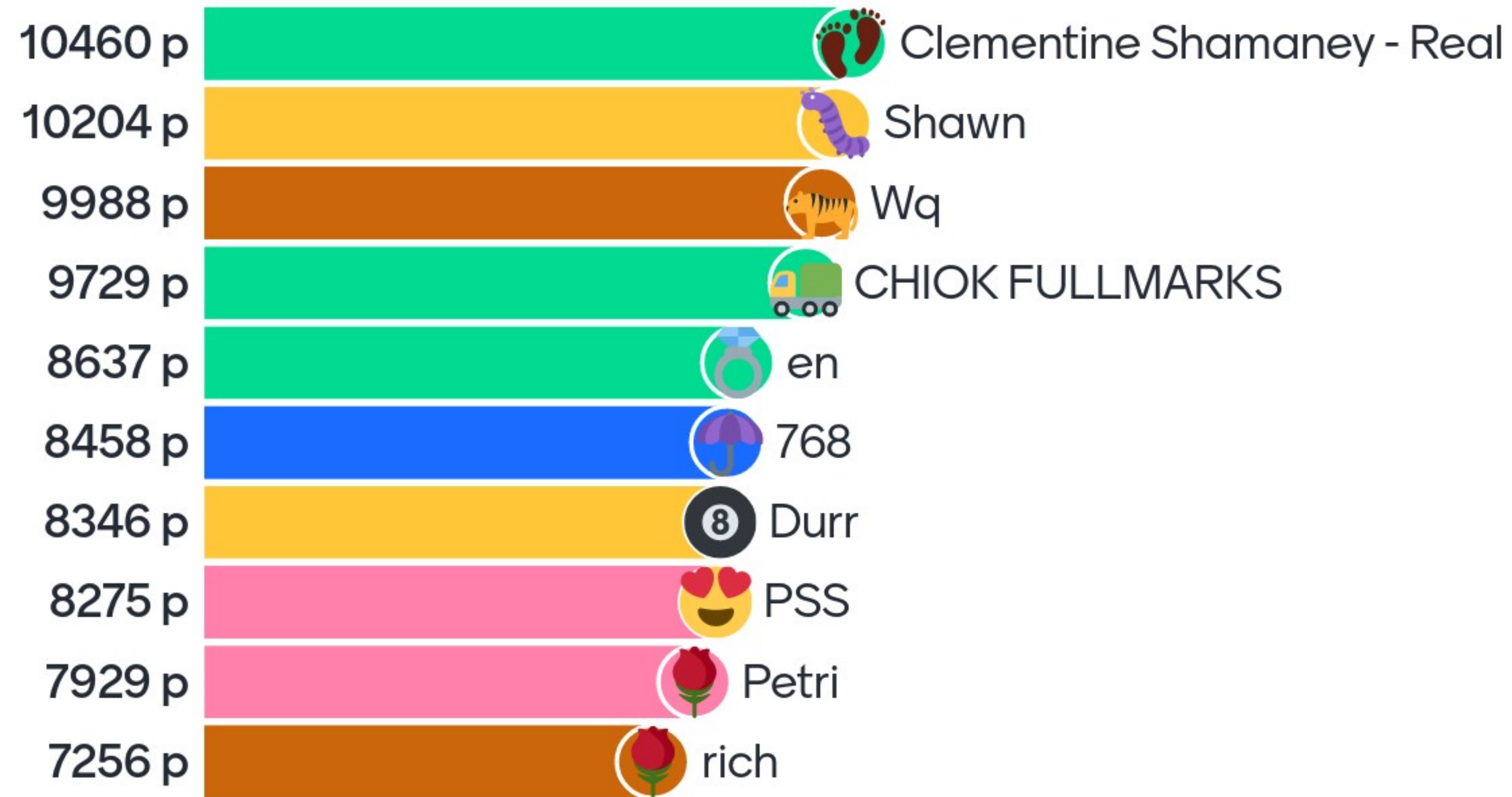
What is the optimal development tool for this project?



What standard to focus on?



Leaderboard



Implementation

- web-based XR programming environment
- understand basic components of WebXR using Babylon.js
- describe and differentiate common tools
- differentiate WebXR vs OpenXR

Ask me anything

0 questions

0 upvotes