intro to ar posters.

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what i did.

what i did.

> generative video animation (stable diffusion)

> qr code link to webpage

> image marker tracking

> overlayed ar video

what you'll learn.

> what to use for the system (mind ar)

> creating a marker from an image

> constructing a simple video overlay
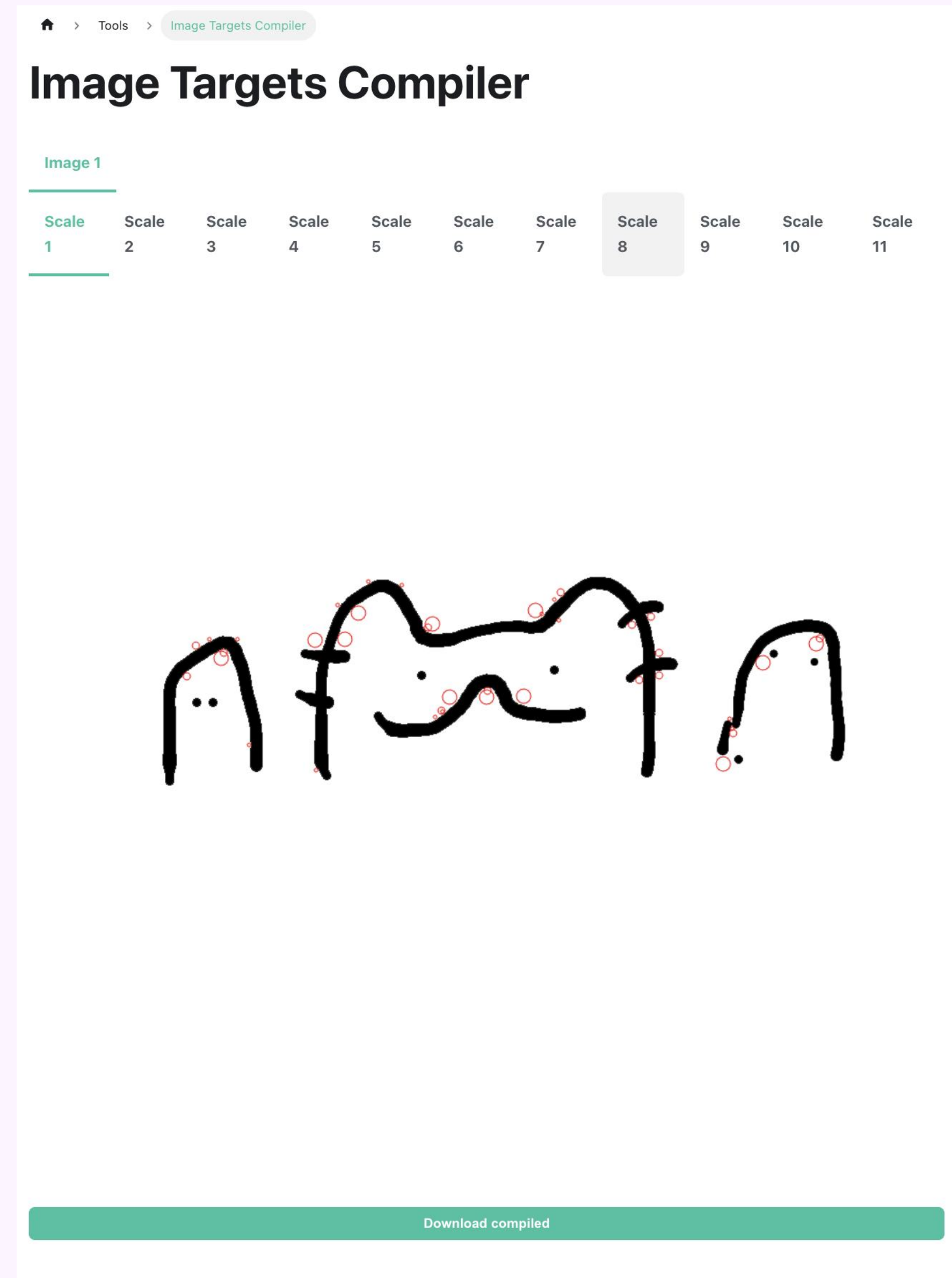
> hosting your web app (to run on mobile)

what you need.

> marker image (1:1 resolution)

> video for overlaying (1:1 resolution)

> ide (cursor is cool)

> github account (for deploying web app)

creating image marker.

https://hiukim.github.io/mind-ar-js-doc/tools/compile/

> ensure sufficient points

> download targets.mind

project structure.

> ar-poster/

>> targets.mind

>> index.html

>> ar-video.mp4

print your picture.

the code.

https://github.com/joeyverbeke/
intro-to-ar-posters

```html
<html>
<head>
<meta name="viewp...
<meta name="apple-mo...
<title>ar pos3ter.</title>
<script src="https://aframe.io/...
<script src="https://cdn.jsdelivr.n...
<link href="https://fonts.googleapis.c...
<style>
body, html {
    margin: 0;
    height: 100%;
    overflow: hidden;
    font-family: 'Gaegu', sans-serif;
}
</style>
</head>
<body>
<a-scene mindar-image="imageTargetSrc: ./targets.mind;" color-space="sRGB..."
physicallyCorrectLights" vr-mode-ui="enabled: false" device-orientation-permission...
<a-assets>
<video id="arVideoAsset" src="ar-video.mp4" playsinline preload="auto" muted loop...
<a-asset-item id="fontGaegu" src="https://cdn.aframe.io/fonts/mozillavr.fnt"></a-asset...
</a-assets>

<a-camera position="0 0 0" look-controls="enabled: false"></a-camera>

<a-entity mindar-image-target="targetIndex: 0">
<a-video
id="arVideo"
src="#arVideoAsset"
width="1"
height="1"
position="0 0 0"
rotation="0 0 0"
muted
playsinline
loop
></a-video>
<a-text
id="tapText"
value="Tap pls <3"
color="red"
width="3"
position="0 0 0.1"
...gn="center"
...https://cdn.aframe.io/fonts/mozillavr.fnt"
...elector('#arVideoAsset'
...etAttribute('v
```

todo.

> replace **ar-video.mp4** with your video (same name)

> replace **targets.mind** with your marker (same name)

> time to test

test locally.
(think globally)

> open terminal

> $ cd

> drag folder into terminal

> $ python -m http.server 8000

> hold up your image

push to github.

> create a repo in your github

> init / add / commit / push

deploy your web app.

you now have an ar poster.

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