

intro to ar posters.

joey verbeke

what i did.



what i did.

- › generative video animation (stable diffusion)
- › qr code link to webpage
- › image marker tracking
- › overlaid 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)

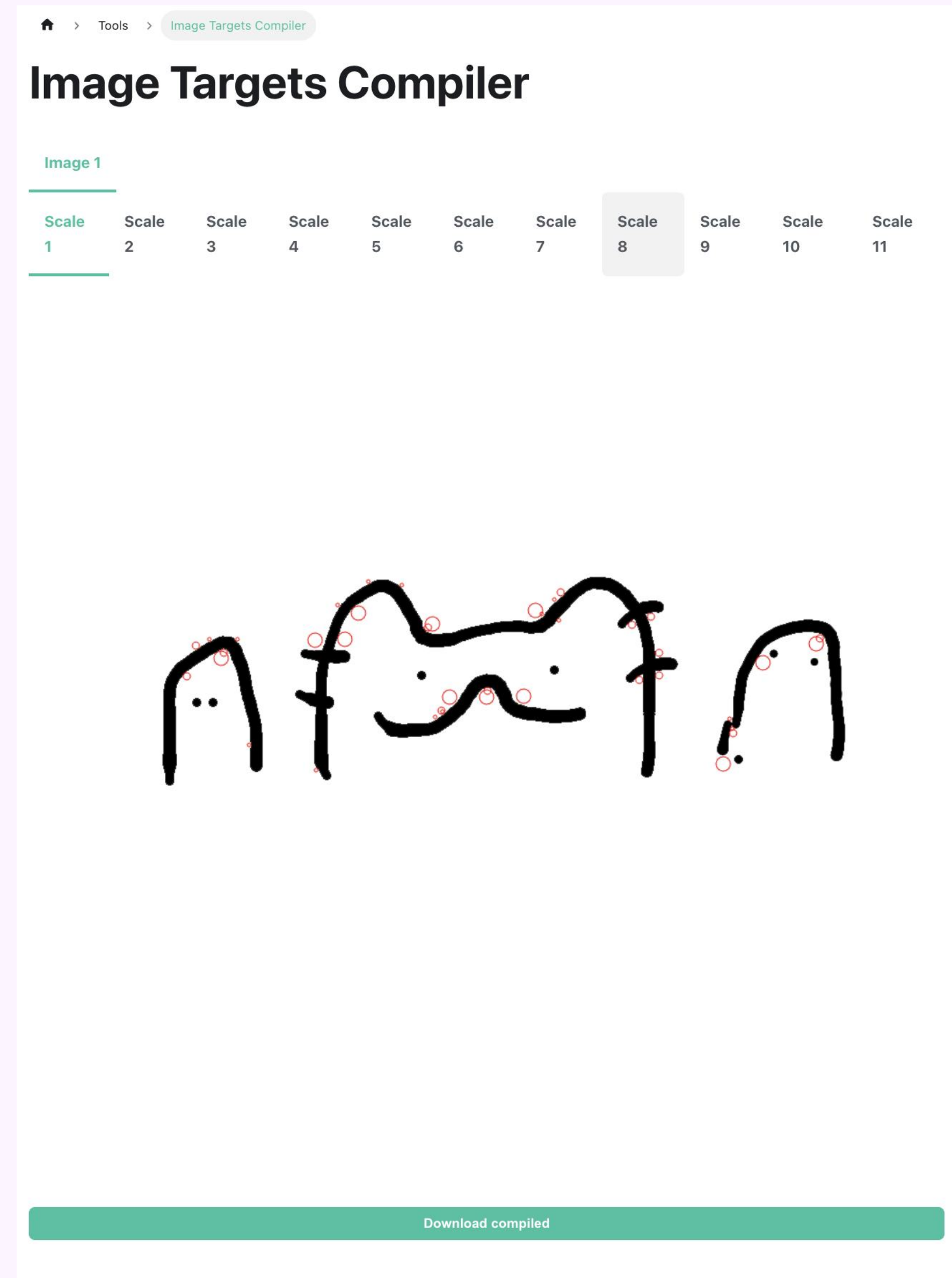
what you need.

- > 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.

```
<html>
<head>
  <meta name="viewport" />
  <meta name="apple-mobile-web-app-capable" content="yes" />
  <title>ar poster</title>
  <script src="https://aframe.io/releases/0.8.2/aframe.min.js"></script>
  <script src="https://cdn.jsdelivr.net/npm/aframe-extras@4.0.0/dist/aframe-extras.min.js"></script>
  <link href="https://fonts.googleapis.com/css?family=Gaegu" rel="stylesheet" />
</head>
<body>
  <a-scene mindar-image="imageTargetSrc: ./targets.mind;" color-space="sRGB"
    physicallyCorrectLights" vr-mode-ui="enabled: false" device-orientation-permission-primitive="true"
    <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-item>
    </a-assets>
    <a-camera position="0 0 0" look-controls="enabled: false"></a-camera>
    <a-entity mindar-image="imageTargetSrc: ./targets.mind;" color-space="sRGB"
      <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"
        color="red"
        width="3"
        position="0 0 0.1"
        align="center"
        href="https://cdn.aframe.io/fonts/mozillavr.fnt"
      ></a-text>
    </a-entity>
  </a-scene>
</body>
</html>
```

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

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.

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General

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Collaborators

Moderation options

Code and automation

Branches

Tags

Rules

Actions

Webhooks

Environments

Codespaces

2 Pages

GitHub Pages

[GitHub Pages](#) is designed to host your personal, organization, or project pages from a GitHub repository.

Build and deployment

Source

Deploy from a branch

Branch

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3 main / (root) Save

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you now have an ar poster.

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