



# VIRTUAL/AUGMENTED REALITY FOR WEB

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# HELLO WORLD!

My name is Christina (:

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I'm all about:

- Icecream
- Community Events
- Bleeding Edge Technology



1

VIRTUAL/AUGMENTED REALITY



2,3

BUILD FOR MOBILE



4

AUTH & DATABASE



5

MANAGE STATE



6

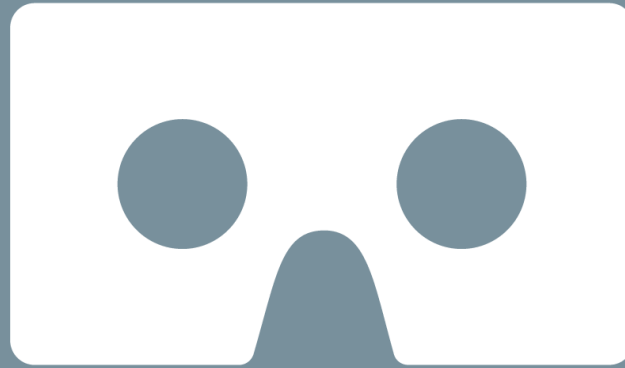
USER INTERFACE



7

EXPERIENCE DESIGN





# VIRTUAL/AUGMENTED REALITY FOR WEB

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VR/AR

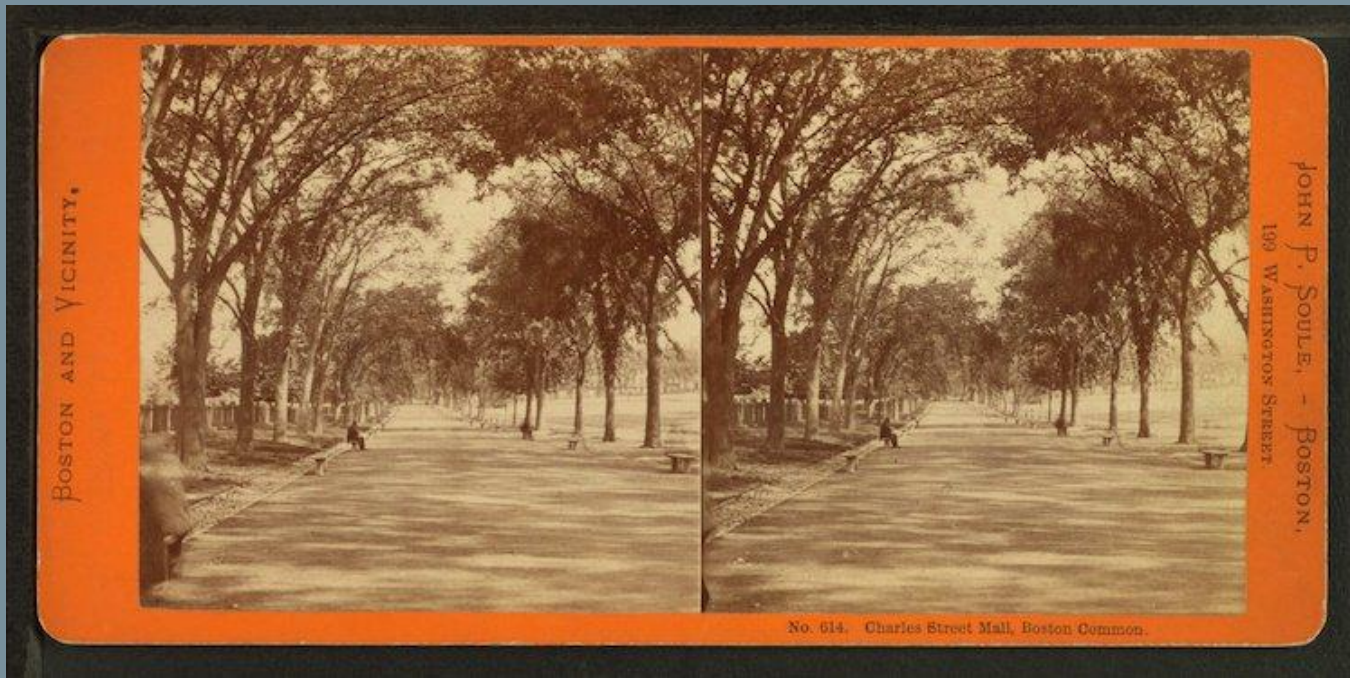
WHAT is it ?

HOW can I use it ?

WHY should I care ?



Why should I care about  
VIRTUAL/AUGMENTED  
REALITY?



When was the Stereoscopic Photo first made?

1920

1940

1960



This device was made in 1950. What was it called?

Sensorama

Sensebox

Virtual sphere





What was this device called?

Telesphere Mask

Vision Box



When was the VPL Data Suit made?

1980

1990

2000





# What is the VR/AR Experience of the FUTURE ?





Alibaba

41 min



Macy's 美国梅西百货  
天猫国际 海外旗舰店

BUY+  
Betsey Johnson  
小鹿手提包  
人造皮毛 可爱链条包  
¥454 BUY+专享价  
限购5件  
① 进口税 预计¥58.22  
② 商家承担 运费

立即购买

# ALIBABA OFFERS VR SHOPPING



5:42 AM GMT

CNN NEWSROOM





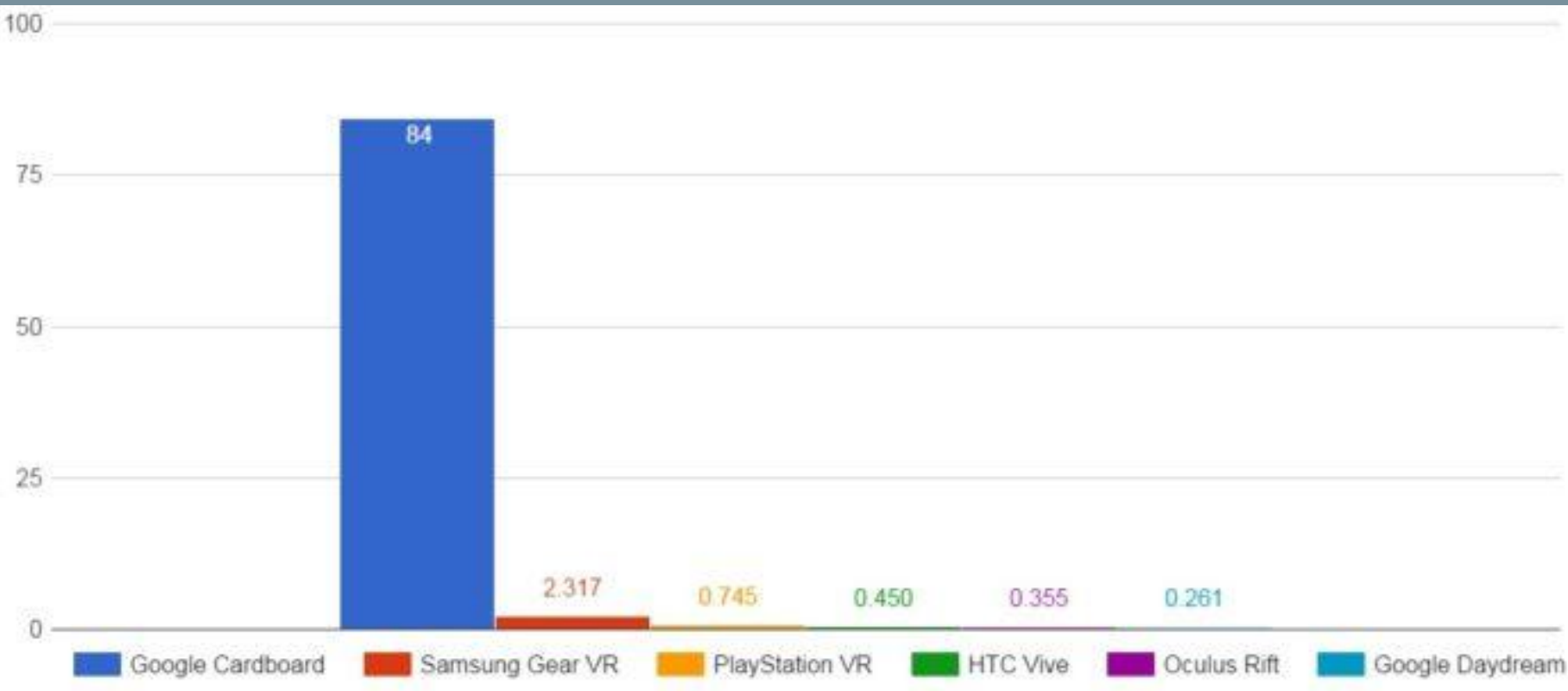






 wayfair®

@christikaes





As Web Engineers, we  
can reach the majority of  
VR/AR consumers who  
are adopting low-end  
mobile devices



What is  
WEB VR/AR  
anyway?









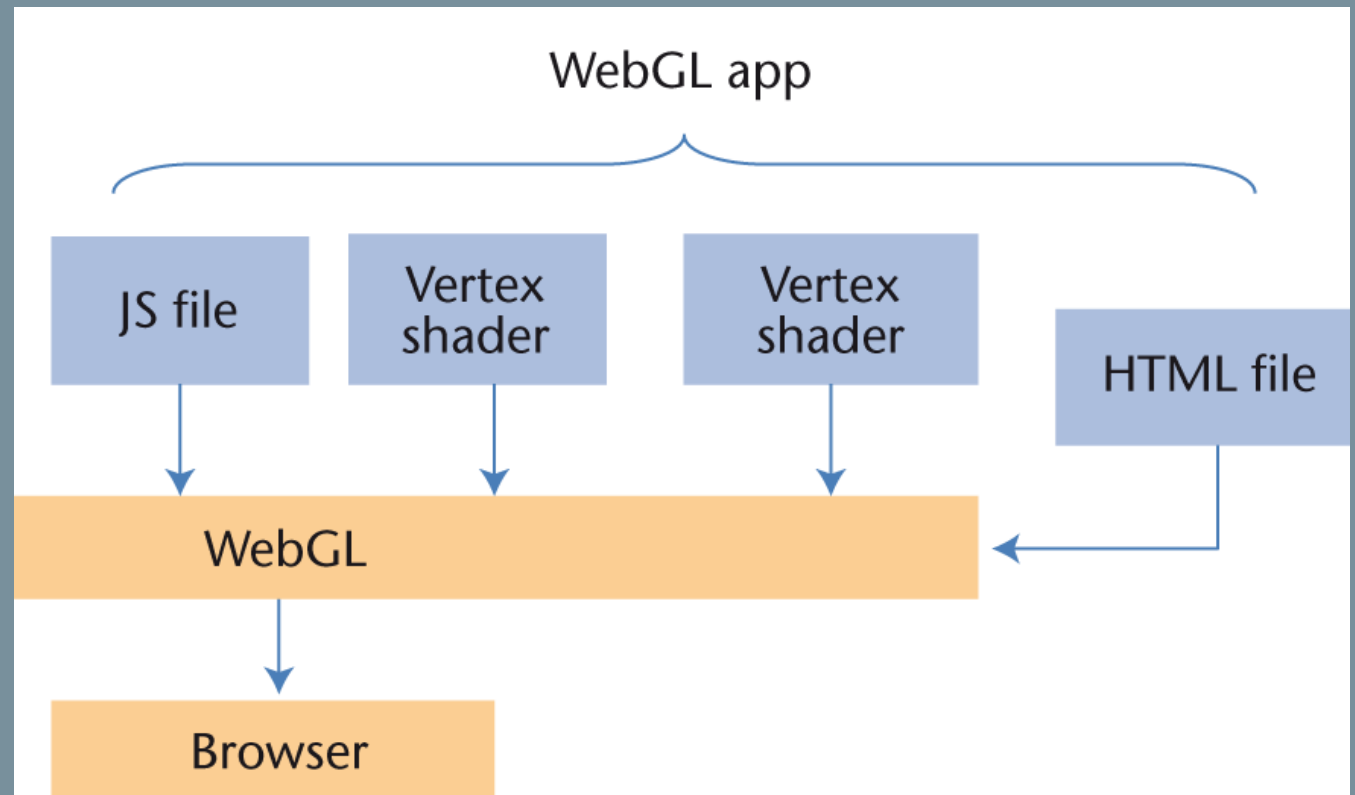
Web VR/AR brings the  
power of VR/AR to the  
browser!





How can I get started  
with WEB VR/AR ?

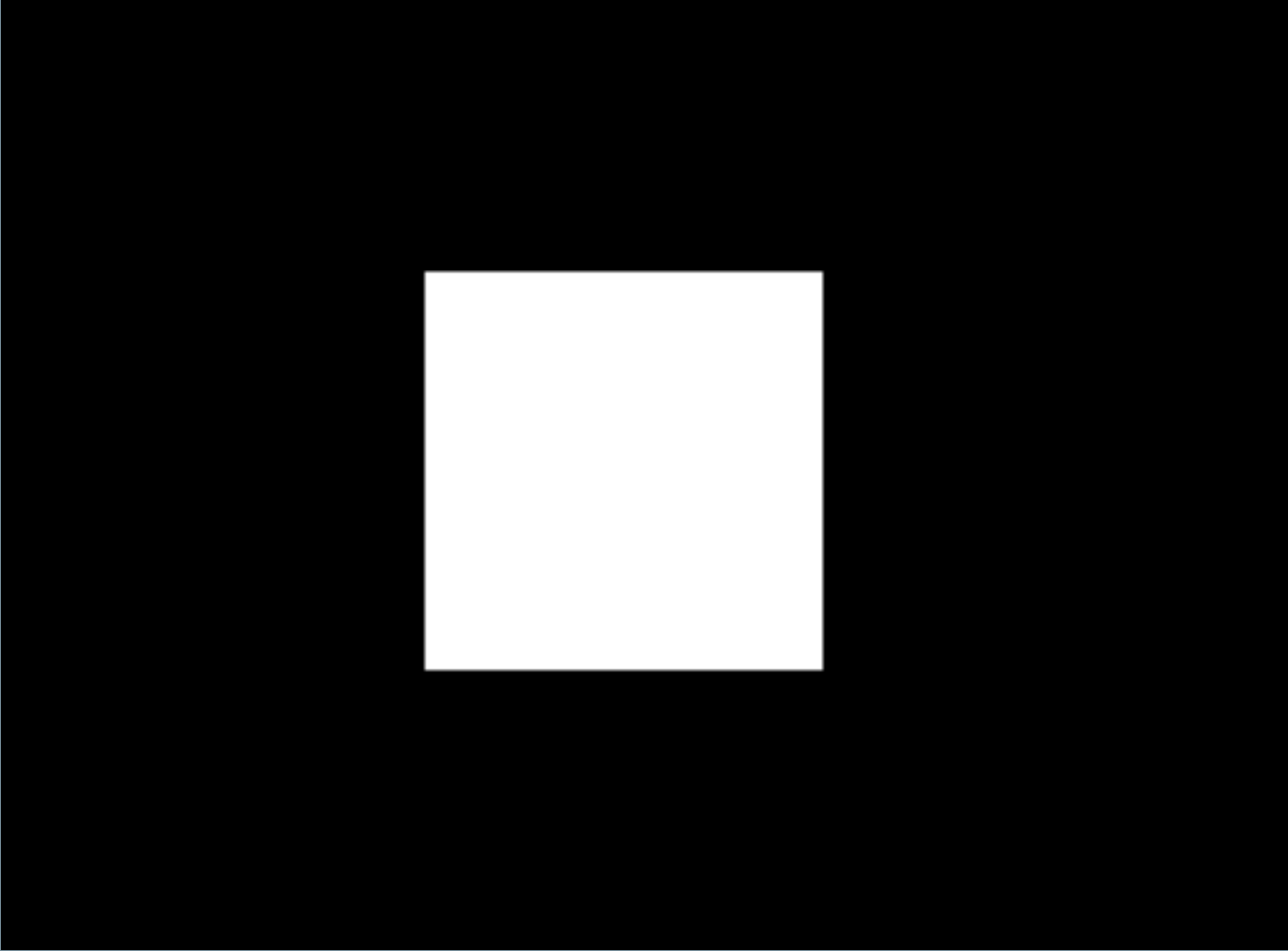
# WEB GL



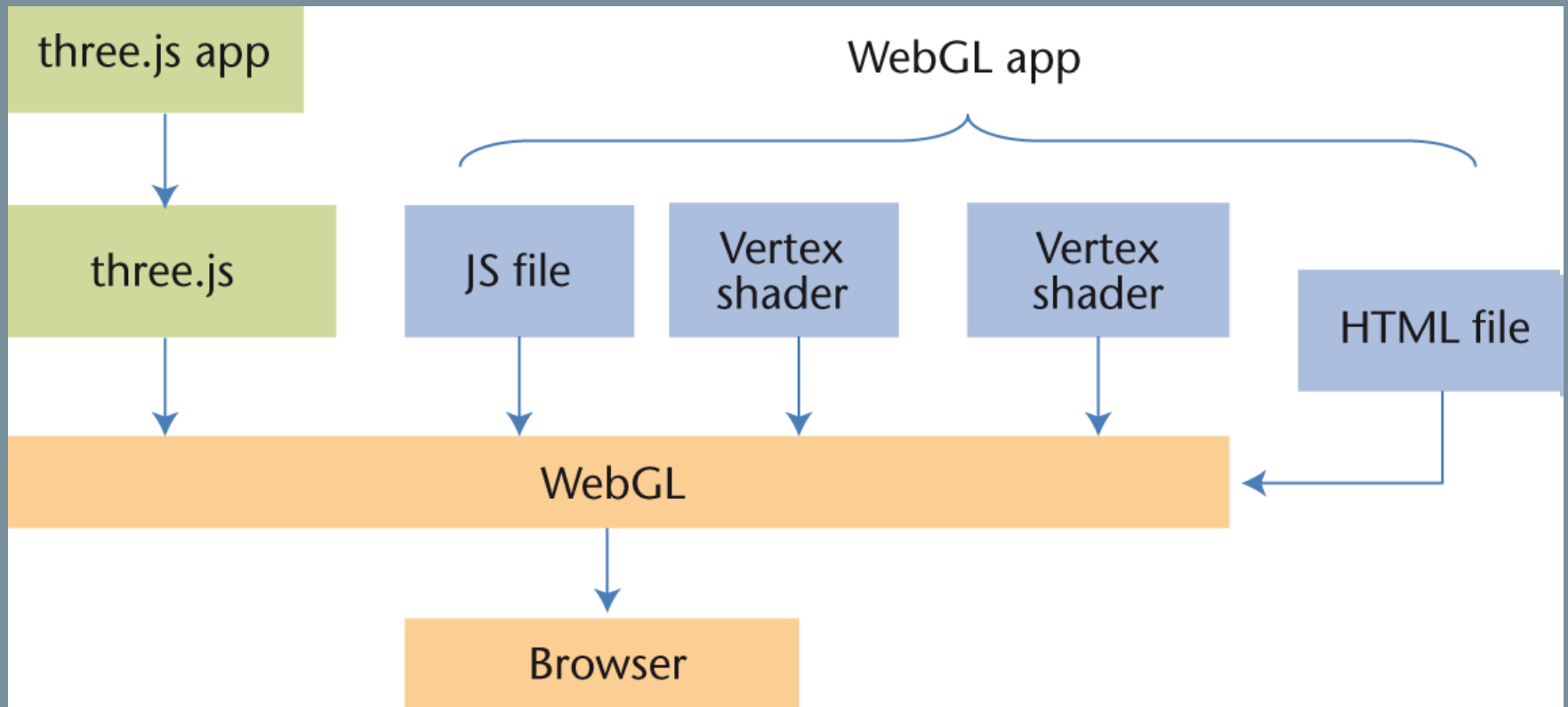
```

1 | function drawScene(gl, programInfo, buffers) {
7 |     // Clear the canvas before we start drawing on it.
8 |
9 |     // Our field of view is 45 degrees, with a width/height
10 |    // ratio that matches the display size of the canvas
11 |    // and we only want to see objects between 0.1 units
12 |
13 |    // Now move the drawing position a bit to where we want to
14 |
15 |    // Tell WebGL how to pull out the positions from the position
16 |
17 |    // Tell WebGL to use our program when drawing
18 |
19 |    // Set the shader uniforms
20 |
21 |    gl.drawArrays(gl.TRIANGLE_STRIP, offset, vertexCount);
22 |
23 |    programInfo.uniformLocations.projectionMatrix,
24 |    false,
25 |    projectionMatrix);
26 |
27 |    gl.uniformMatrix4fv(
28 |        programInfo.uniformLocations.modelViewMatrix,
29 |        false,
30 |        modelViewMatrix);
31 |
32 |    normalize,
33 |    stride,
34 |    offset);
35 |
36 |    gl.enableVertexAttribArray(
37 |        programInfo.attribLocations.vertexPosition);
38 |
39 | }

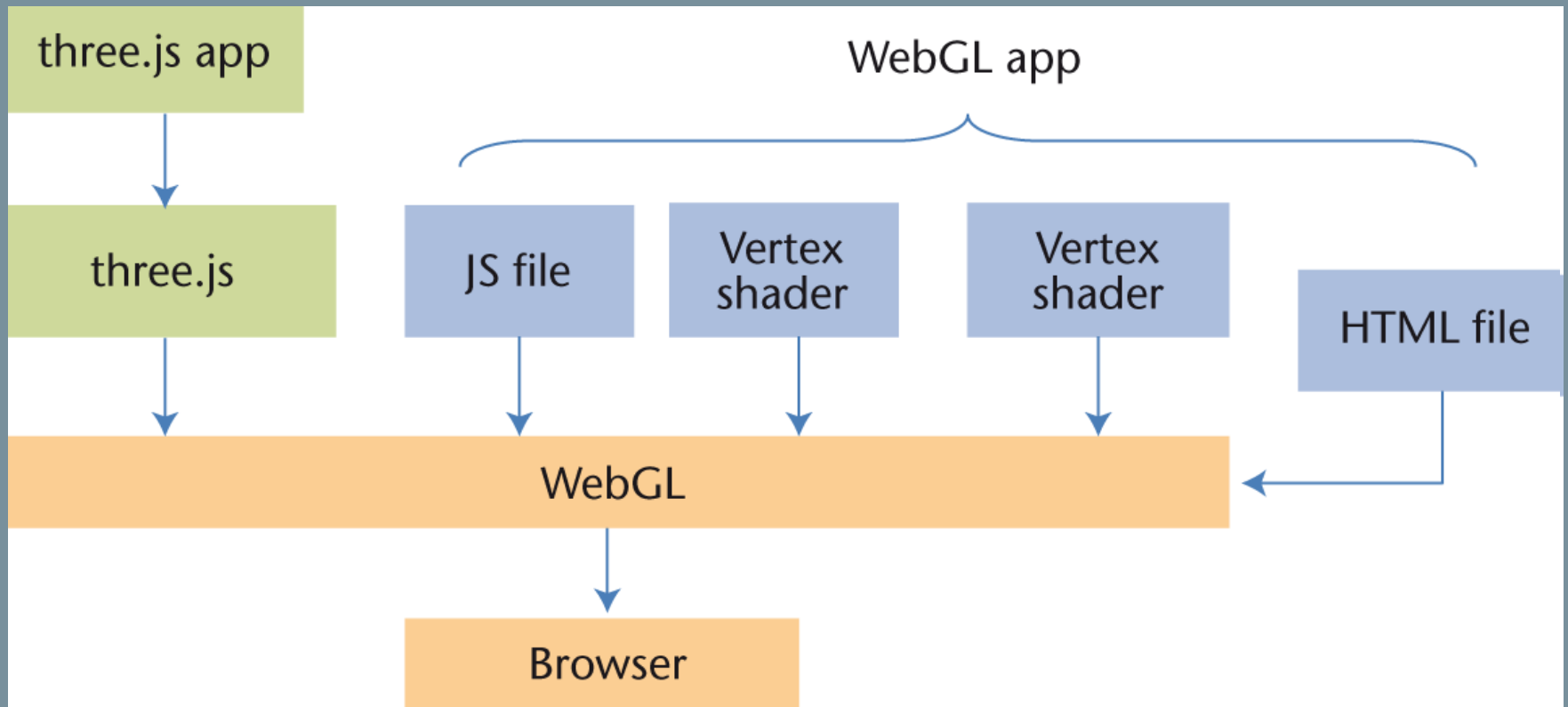
```



# WEB GL



# Three JS



```

// Set the scene size.
const WIDTH = 400;
const HEIGHT

// Set some c
const VIEW_AM
const ASPECT
const NEAR =
const FAR = 1

// Get the DO
const contain
document.

// Create a W
// and a scen
const rendere
const camera
new THREE
VIEW_
ASPEC
NEAR,
FAR
);

const scene =

// Add the co
scene.add(can

// Start the
renderer.setS

// Attach the renderer-supplied
// DOM element.
container.appendChild(renderer.domElement);

// Set up the sphere vars
const
const
const

// create the sphere's material
const

new // create a point light
const p
new T

// set
pointLi
pointLi
pointLi

// add
scene.a

// Move the S
// can see it.
sphere.position.z = -300;

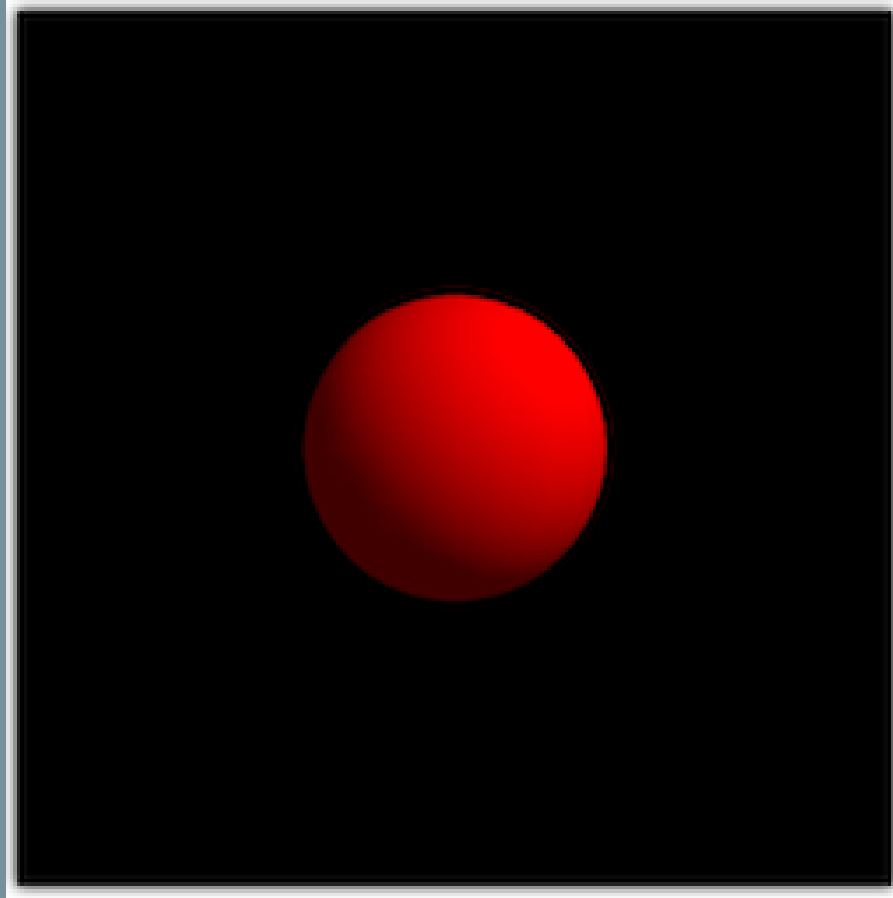
// Finally, add the sphere
scene.add(sphere);

function update () {
  // Draw!
  renderer.render(scene, camera);

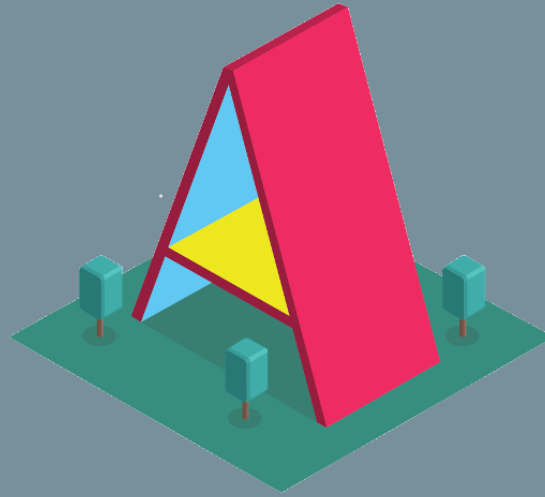
  // Schedule the next frame.
  requestAnimationFrame(update);
}

// Schedule the first frame.
requestAnimationFrame(update);

```



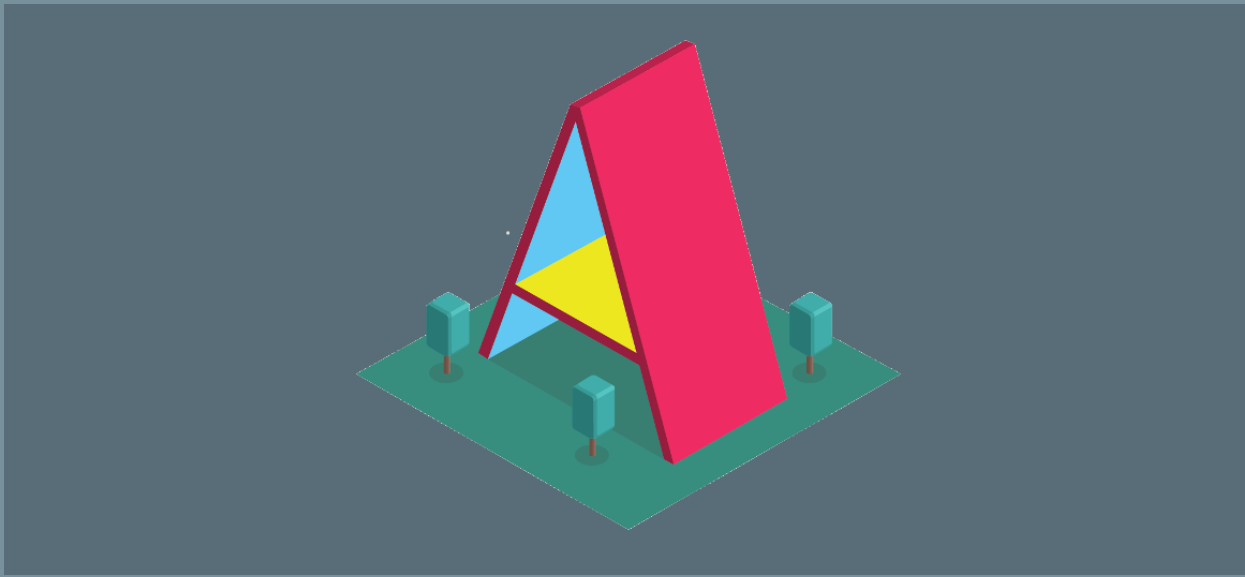






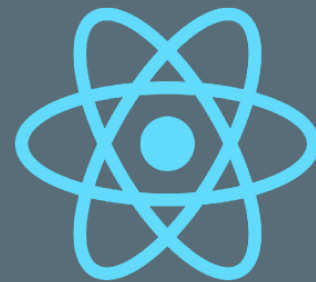
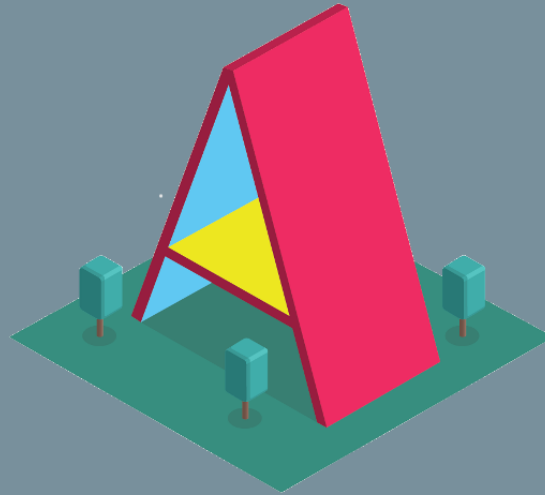
3D models are a way of representing objects using mesh and textures. You can create them with programs like Blender







Aframe is a web-component based framework that is used to bring AR/VR capabilities to the web platform.



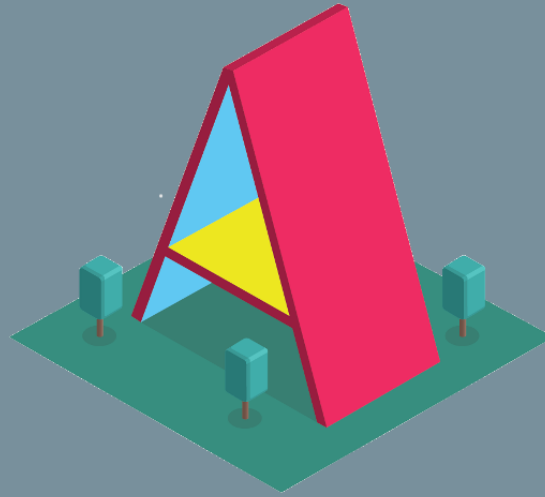
React 360



unity



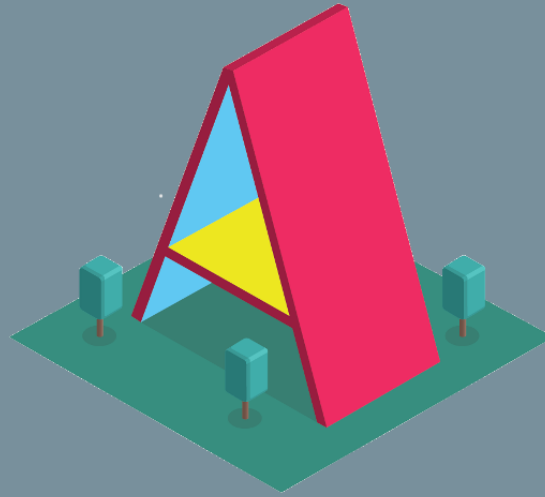
React360 is another way to build for WebVR that is built using the React framework.







Unity is a platform for developing 3D experiences (including AR/VR). Unity comes with a full physics engine and is often used to build games and complex 3D apps.





VR/AR

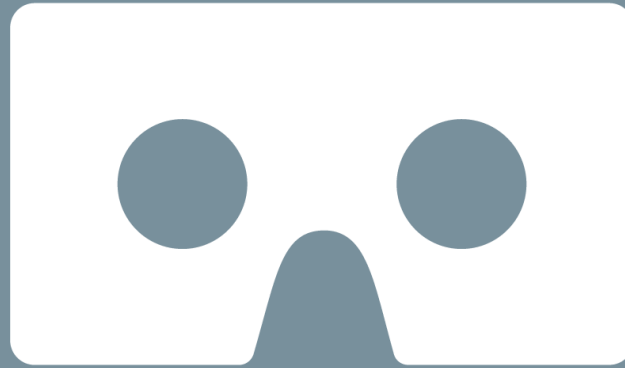
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# THANK YOU!





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