CROQUET GALLERY

How to Use

You can move around the scene using the joystick at the bottom of the screen. The bottom-left button will return you home to where you started. The bottom-right button puts you in presentation mode where all other users will come to you and follow you when you move. You can jump to other worlds by simply clicking on their cards.

Click or scroll down to continue...
Technical Overview

Cards and Behaviors

Croquet Microverse worlds are made up entirely of "Cards" – 3D objects that you can easily create and breathe life into by adding "behaviors". A behavior is code that extends the capabilities of a card in new ways. A given card can have numerous behaviors associated with it.

The Gallery world uses several different Croquet cards and behaviors to create this world. The initial cards are defined in the worlds/default.js file.

The behaviors are defined in the behaviors folder. Croquet system behaviors are in the behaviors/croquet folder and world specific behaviors are defined in behaviors/default – though the name of this folder is developer defined.

Github

The source for the Gallery world behaviors is available on Github here:

https://github.com/croquet/gallery

Credits

THREE.js   Mr Doob.   https://threejs.org