Getting Started With Spatial Computing

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What is Spatial Computing??

6 DOF 3 DOF Standalone Volumetric 360 Video Tethered **VR** Stylized XR AR Realistic Hololens Magic Leap Windows Mixed Reality Gear Go Rift Quest Cosmos Vive Index

What Do I Need to Know to Get Started??

Nothing

What Do I Need to Know?: Tools

Mobile/Standalone, PC, Web

C#, C++, JavaScript

Unity + Oculus SDK, SteamVR SDK, VRTK, Vuforia, ARCore, ARKit

3D Modelling (Blender)

Photogrammetry

Photo Editing (GIMP)

WebXR (A-Frame, AR.js, ARToolkit, ZapWorks)

```
<html>
  <head>
    <script src="https://aframe.io/releases/0.9.2/aframe.min.js"></script>
  </head>
  <body>
    <a-scene>
       <a-box position="-1 0.5 -3" rotation="0 45 0" color="#4CC3D9"></a-box>
   </a-scene>
  </body>
</html>
```

```
<a-scene>
   <a-text color="white" position="-1.69 0.875 -4.438" value="Glasgow ARVR"></a-text>
    <a-obj-model src="models/cone adam marc williams.obj" mtl="models/materials.mtl" position="-1 1.35 -5" scale="3 3 3"></a-obj-models/</pre>
    <a-entity gltf-model="url(models/High-end headset 01.gltf)" position="-1 0.5 -5" scale="0.1 0.1 0.1"></a-entity>
    <a-obj-model src="models/ChristmasTree.obj" mtl="models/ChristmasTree.mtl" position="2 0 -6" scale="0.1 0.1 0.1"></a-obj-model>
    <a-sky color="black"></a-sky>
    <a-sphere src="img/moon.jpg" radius="5" position="0 60 -80"></a-sphere>
    <a-plane src="img/snow.jpg" position="0 0 0" rotation="-90 0 0" scale="10 10 10" width="4" height="4" color="white"></a-plane>
/a-scene>
                                                        Glasgow ARVR
```

Resources

A-Frame: https://aframe.io/

VRTK-V3: https://vrtoolkit.readme.io/

VRTK-V4: https://academy.vrtk.io/

Unity: https://learn.unity.com/

Blender:

https://www.blender.org/support/tutorials/

Start Developing! There's many communities to help ©

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