**SCENOGRAPHY WEB VR/AR**

**19-20-21 march \_ E.Minet, ensaama, Paris**

**DAY 1**

**Part 0 : semantics an technical reminders**

* **Semantics** :
  + real, reality, virtual, actual
  + Experience : Body/Time/Space in physical world, Simulation/Immersion/Interactivity
  + VR experience : body in the physical space viewing in the virtual space
  + AR experience : add virtual object in the physical space through media
* **VR technical solutions** :
  + Hardware : VR with virtual reality headset (Oculus Quest) for real-time experiences
  + Web VR (with aframe) vs built-in VR (with Unity, Unreal) : principles and workflow
  + Web VR
    - benefits : No installation (dev, user) / Free / Easy development / Accessibility / Low resources
    - Limitations : bitrate / loading / lowpoly
* **0\_HTML reminders**
  + description language (not a programming language) / principle of markups / opening & closing tag
  + structure / html-head-body / charset / H1, p
  + HTML attributes, multiple parameters in attribute, CSS attributes
  + id & class, , # &
  + web color (<http://www.w3schools.com/TAGS/ref_colornames.asp>) or #RRGGBB coding
  + Link external files (css, javascript)
  + VS Code / Live server

**Part 1 : js libraries for web VR/AR**

* **1\_aframe library**
  + free open-source framework for building web virtual reality (VR) experiences
  + easy coding : markup language like HTML, with tags prefix by a- (exemple <a-scene></a-scene>)
  + <https://aframe.io/>**,** basic example, library, HTML include
  + spatial orientation in scene, origin, scale
  + aframe help : aframe camera, a-camera, default position, change position
  + aframe primitive, aframe entity as basic aframe element
  + default camera : implicit declaration

**<a-entity camera look-controls wasd-controls position="0 1.6 0"></a-entity>**

**<a-camera id="camera"></a-camera>**

* + tools : web debug (console) <ctrl>+<maj>+i; visual inspector : <ctrl> + <alt> + I (<ctrl> + <alt> + I MacOS)
* **2\_3D models implementation in a VR scene**
  + files formats : obj, gltf/glb, fbx (demo export from blender)
  + 3D model file format : obj, mtl, jpg files as textures : vertices, edge, face, materials (cube from blender)
  + 3D scenes with 3Dmodels : (download : **3D assets\_samples.zip** > extract.copy in assets directory)
    - obj with no material : 1\_lowpoly\_cat (assets, scale, rotation)
    - obj with data color as materials : 2\_lowpoly\_tree (mtl, multiple instances)
    - obj with file textures as materials : 3\_skull (visual inspector, rotation)
    - gltf+bin+jpg vs glb files
    - lights (default lights) and shadow implementation
  + Finding and testing models (free, lowpoly)
    - free online 3D repositories :

<https://free3d.io/#gsc.tab=0>,

<https://www.turbosquid.com/Search/3D-Models/free>, <https://sketchfab.com/>,   
<https://quixel.com/> (different resolutions)

<https://poly.cam/explore> (from 3D scan sharing)

* + - demo <https://free3d.com/>

1\_search critera

* + - * Lowpoly : <https://free3d.com/3d-models/lowpoly>
      * Obj : <https://free3d.com/3d-models/obj>
      * Animated : <https://free3d.com/3d-models/animated>

2\_model specifications, download options)

* + - Samples

Obj Models :

* + - * Cat : <https://free3d.com/dl-files.php?p=5b576a4b26be8bed5e8b45b6&f=0>
      * Skull : <https://free3d.com/3d-model/skull-v3--785914.html>

3Dviewer, blender conversion, Gltfviewer, aframe

* + - * Trees : <https://free3d.com/3d-model/trees-9-53338.html>
      * Fish : <https://free3d.com/3d-model/bluegreen-reef-chromis-v2--439073.html>

**Download one obj model with textures jpg and write html-aframe file to show it.**

* + - Animations
      * Cat : <https://free3d.com/3d-model/lowpoly-cat-rigged-run-animation-756268.html> (simple animation)
      * Wolf : <https://free3d.com/3d-model/wolf-rigged-and-game-ready-42808.html>

(multiple animations)

* + - * Robot : <https://free3d.com/3d-model/robot-dog-animation-681674.html>
      * Sophia : <https://free3d.com/3d-model/sophia-animated-001-idling-130876.html>
      * Eric : <https://free3d.com/3d-model/eric-rigged-001-771956.html>
    - Viewers
      * online gltf : <https://gltf-viewer.donmccurdy.com/>   
        <https://github.khronos.org/glTF-Sample-Viewer-Release/>
      * online 3D viewer : <https://3dviewer.net/>
* **3\_3D animations a VR scene**
  + animation mixer library (jsdeliver aframe-extras.min)

- aframe extra : <https://github.com/c-frame/aframe-extras/tree/master>

- animation mixer (loader) : <https://github.com/c-frame/aframe-extras/tree/master/src/loaders>

* + simple animation

- installation :

<script src=" https://cdn.jsdelivr.net/npm/aframe-extras@7.5.4/dist/aframe-extras.min.js "></script>

- use : <a-entity gltf-model="#3Danim-glb"animation-mixer> </a-entity>

- examples : flamingo, parrot, stork

* + multiple animations

- syntax : animation-mixer="clip: clipname"

- examples : (Fox : Survey | Walk | Run)

* + list animation names

- gltf viewer (options) :

- example : (Wolf : 01\_Run | 02\_walk | 03\_creep | 04\_Idle | 05\_site

* + animation parameters :   
    <https://github.com/c-frame/aframe-extras/tree/master/src/loaders>

|  |  |  |
| --- | --- | --- |
| **Property** | **Default** | **Description** |
| clip | \* | Name of the animation clip(s) to play. Accepts wildcards. |
| useRegExp | false | If true, interpret the clip string as a regular expression. If false, it is treated as a literal string, except for the \* character, which is treated as a variable-length wildcard. |
| duration | 0 | Duration of one cycle of the animation clip, in seconds. This provides the same functionality as timeScale (apart from pausing), with duration = clipLength/timeScale. This property only has an effect if timeScale is set to 1, otherwise the value of timeScale is used to determine animation playback speed. |
| crossFadeDuration | 0 | Duration of cross-fades between clips, in seconds. |
| loop | repeat | once, repeat, or pingpong. In repeat and pingpong modes, the clip plays once plus the specified number of repetitions. For pingpong, every second clip plays in reverse. |
| repetitions | Infinity | Number of times to play the clip, in addition to the first play. Repetitions are ignored for loop: once. |
| timeScale | 1 | Scaling factor for playback speed. A value of 0 causes the animation to pause. Negative values cause the animation to play backwards. |
| clampWhenFinished | false | If true, halts the animation at the last frame. |
| startAt | 0 | Configures the animation clip to begin at a specific start time (in milliseconds). This is useful when you need to jump to an exact time in an animation. The input parameter will be scaled by the mixer's timeScale. Negative values will result in a pause before the animation begins. |

* + Finding and testing animation (free, lowpoly)
    - * Cat : invisible
      * Wolf : nom des actions
      * DogRobot : tête desynchro

<https://sketchfab.com/tags/glb>

<https://www.turbosquid.com/Search/3D-Models/glb>

Example : Stégosaure

<https://www.turbosquid.com/3d-models/stylized-stegosaurs-game-model-3d-model-1937889>

<https://rigmodels.com/> , <https://rigmodels.com/online/AutoRig.php>

Example : Zombie

<https://rigmodels.com/online/Animate.php?hash=0QO6SHWOJV2MBBHBHUJPLHT0O&model=Tekken_7_Negan_3d_animated>

**Part 2 : files workflow for web sharing**

* **4\_VR workflow : aframe to VR Headset**
  + Principe : local development (vs code, live server) > web server file hosting > internet browser) access
  + Demo on Oculus Quest (with SideQuest and VideoProjector)
  + Github : a cloud-based platform where you can store, share, and work with others to write code
    - repository address : <https://github.com/userid/repository>
    - add file / commit / … delay

remark : Git = decentralized version management software (free, open source, 2005 Linus Torvalds)

* + - web access address : <https://userid.github.io/repository/>
  + Markdown language for on-line menu <https://www.markdownguide.org/basic-syntax/>
* **5\_ on line testing**
  + Sharing web access address on github
  + VR experience : origin, limits
* **6\_3D animations a AR scene**
  + AR library and coding
  + AR experience

**DAY 2**

**Part 3 : and more (if possible)**

* **7\_technical complements**
  + **lights, shadow :** <https://aframe.io/docs/1.7.0/components/light.html>
    - Lights :

- types . ambient, directional, hemisphere, point, spot, probe.

- default lighting :

**<a-entity light="type: ambient; color: #BBB"></a-entity>**

**<a-entity light="type: directional; color: #FFF; intensity: 0.6" position="-0.5 1 1"></a-entity>**

- modify parameters in aframe Visual Inspector ***<ctrl> + <alt> + I (<ctrl> + <alt> + I MacOS)***

* + - Shadow :

- lights (point, spot, directional only) castShadow: true

- plane : shadow="receive: true", objects : shadow="cast: true"

* + **aframe components in javascript**
    - **example** : frequency
    - **external lib** :
  + **audio management**
    - sound integration :
    - iOS permission
  + **some other 3Dressources**
    - mixamo (adobe) : animated characters <https://www.mixamo.com/>
    - poly.cam : from scan3D to glb export … and other free tools <https://poly.cam/>

**Part 4**

* **5\_Scenography of animated dancers in a VR scene**
  + Setting VR environment
  + VR and AR version
  + Final upload for sharing

A FAIRE

* **Download (**3D\_samples : 3D models, 3D animation samples)

Bonus :

* Markdown Language : <https://docs.github.com/fr/get-started/writing-on-github/getting-started-with-writing-and-formatting-on-github/basic-writing-and-formatting-syntax>