

Virtual Reality-App Entwicklung mit JavaScript

```
let canvas = document.getElementsByTagName('canvas')[0];

let engine = new BABYLON.Engine(canvas, true);
let scene = new BABYLON.Scene(engine);

let camera = new BABYLON.FreeCamera('camera', new BABYLON.Vector3(0, 5, -10), scene);
camera.setTarget(BABYLON.Vector3.Zero());
camera.attachControl(canvas, true);

let cube = BABYLON.Mesh.CreateBox('cube', 2, scene);
cube.position.y = 1;

let material = new BABYLON.StandardMaterial('stdMat', scene);
material.diffuseTexture = new BABYLON.Texture('src/logo.png', scene);
cube.material = material;

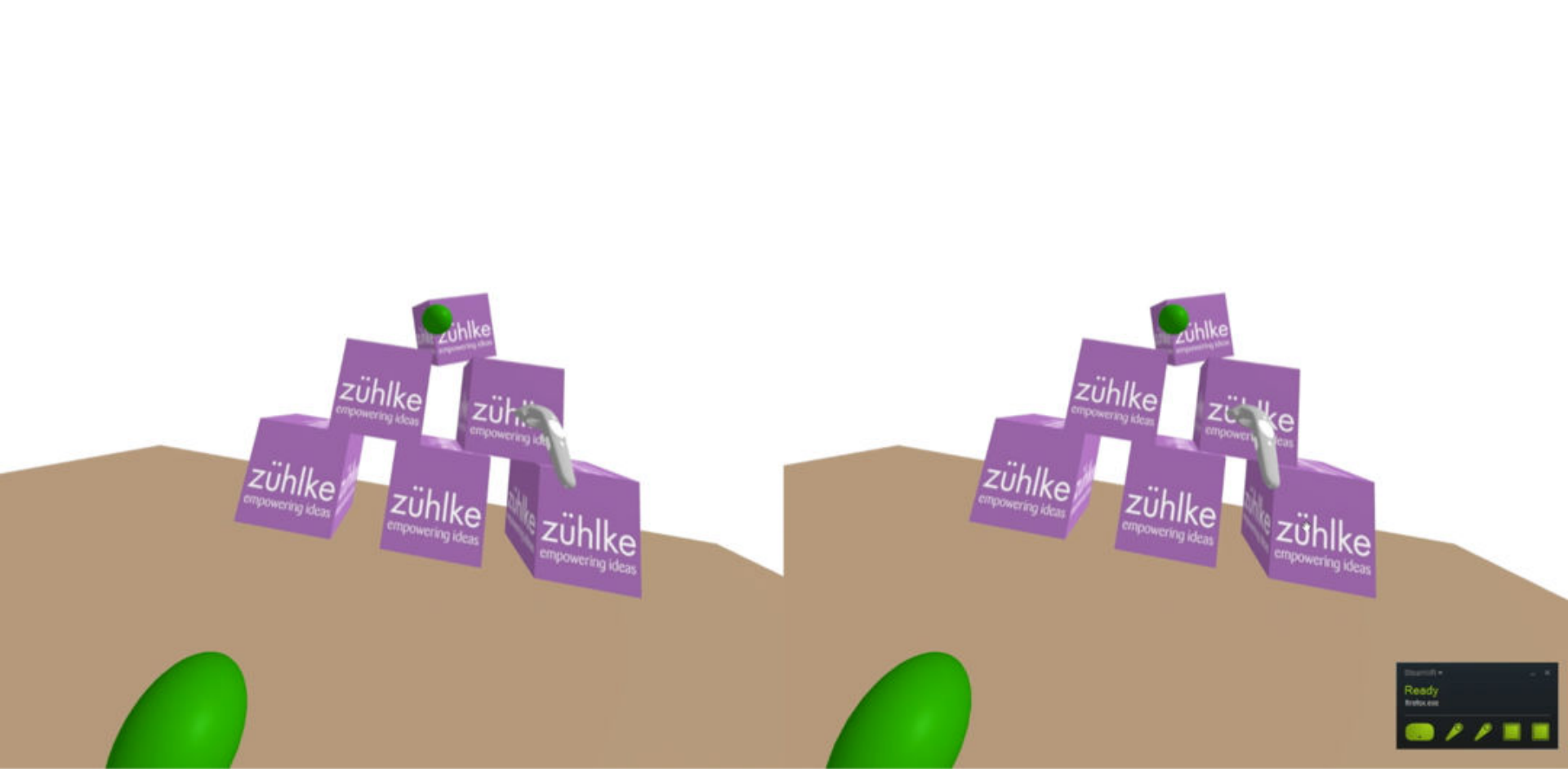
let light = new BABYLON.HemisphericLight('light', new BABYLON.Vector3(0, 1, 0),
scene);
light.intensity = 0.7;

BABYLON.Mesh.CreateGround('ground', 6, 6, 2, scene);

engine.runRenderLoop(() => scene.render());
```

```
<html>
<head>
<script src="aframe.min.js"></script>
</head>
<body>
<a-scene>
  <a-box position="0 0.5 -3.5"
    material="src: logo.png">
  </a-box>
  <a-plane
    position="0 0 -4"
    rotation="-90 0 0"
    width="4" height="4"
    color="#999999">
  </a-plane>
  <a-sky color="#21447c"></a-sky>
</a-scene>
</body>
</html>
```





Entity-Component-System

<a-scene>

<a-assets>

<a-mixin id="cube" geometry="primitive: box;" material="src:#zmaterial;"></a-mixin>

<a-mixin id="ground" geometry="primitive: plane; width:4; height:4:"></a-mixin>

</a-assets>

<a-entity mixin="cube" position="0 0.5 -3.5"></a-entity>

<a-entity mixin="ground" position="0 0 -4" rotation="-90 0 0"></a-entity>

</a-scene>

Entity-Component-System

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<a-scene>
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  <a-assets>
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</a-scene>
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Entity-Component-System

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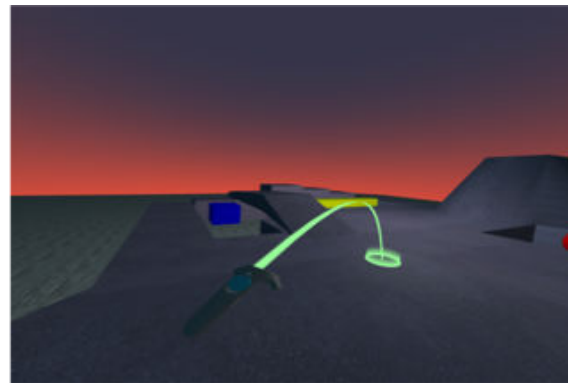
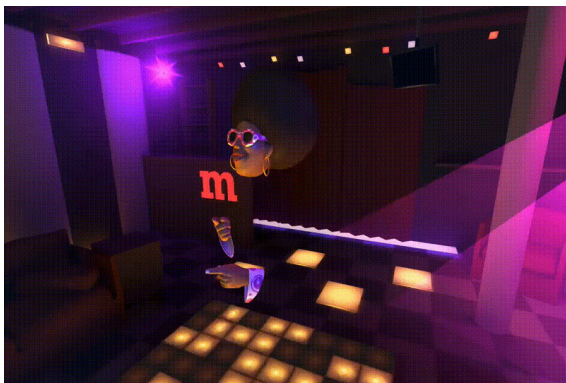
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    <a-mixin id="ground" geometry="primitive: plane; width:4; height:4:"></a-mixin>
```

```
  </a-assets>
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  <a-entity mixin="cube" position="0 0.5 -3.5"></a-entity>
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  <a-entity mixin="ground" position="0 0 -4" rotation="-90 0 0"></a-entity>
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```
</a-scene>
```

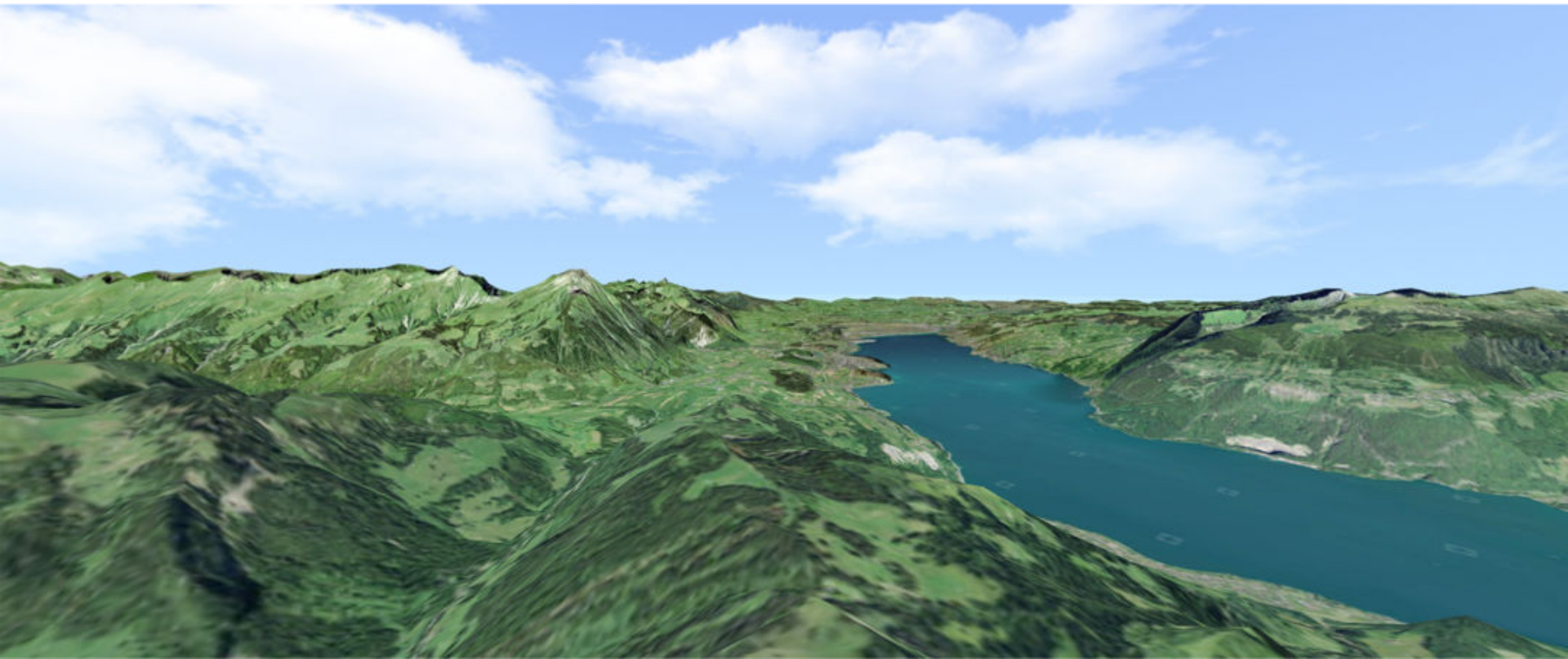



[<https://github.com/IdeaSpaceVR/aframe-particle-system-component>]

[<https://github.com/dmarcos/aframe-motion-capture-components>]

[<https://github.com/fernandojsg/aframe-teleport-controls>]

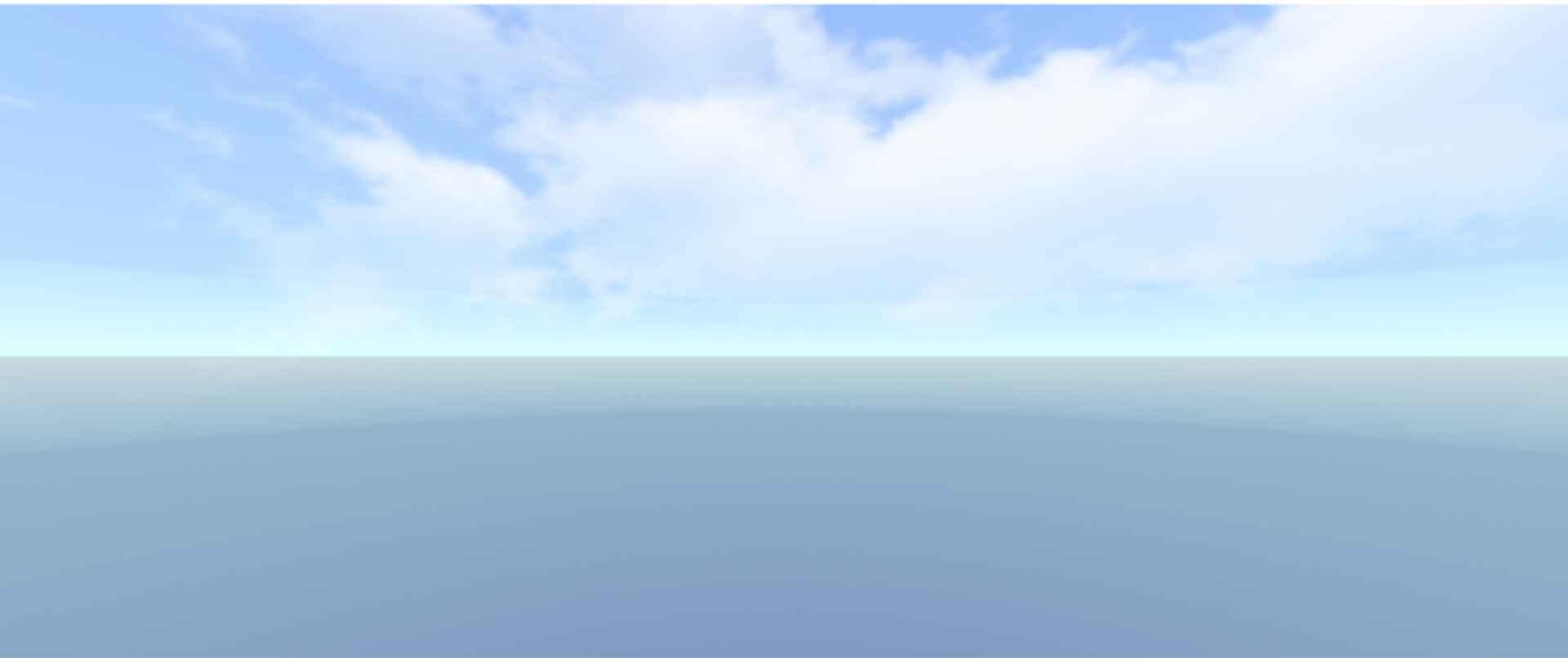




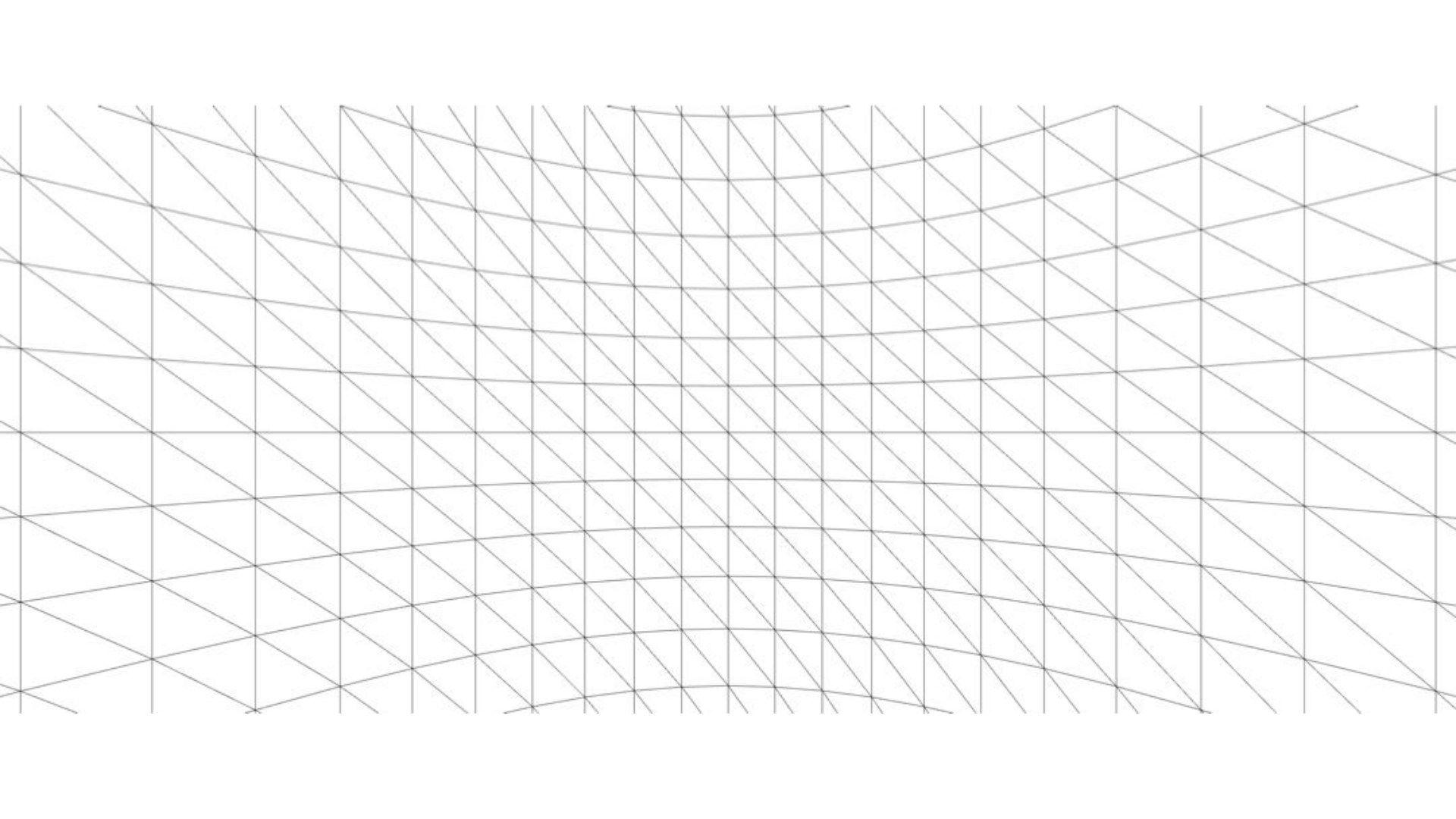
[Federal Office of Topography swisstopo]

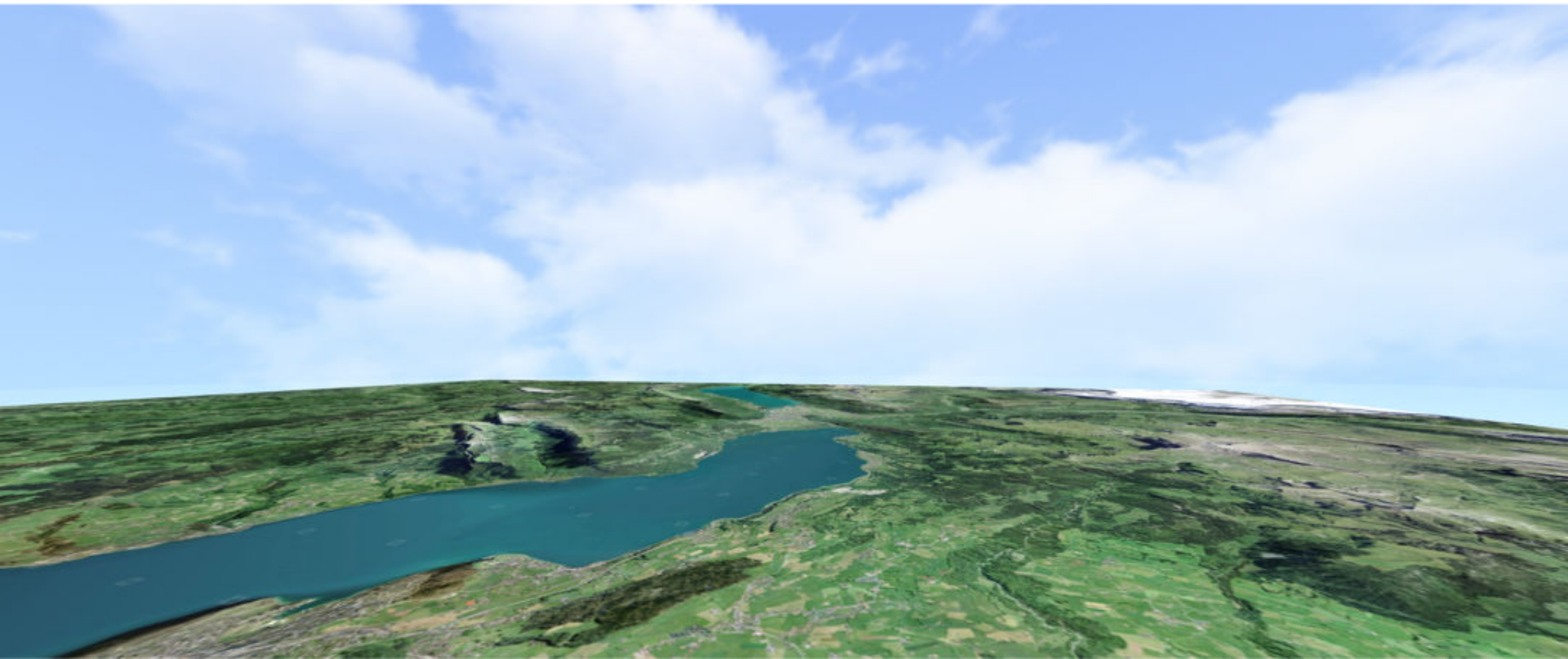


[Raphael T. | <https://3dwarehouse.sketchup.com/collection/c166a0a48065f4403a426bad1ca64772/real-life-paraglides>]



[KIIRA | <https://opengameart.org/content/sky-box-sunny-day>]





[Federal Office of Topography swisstopo]



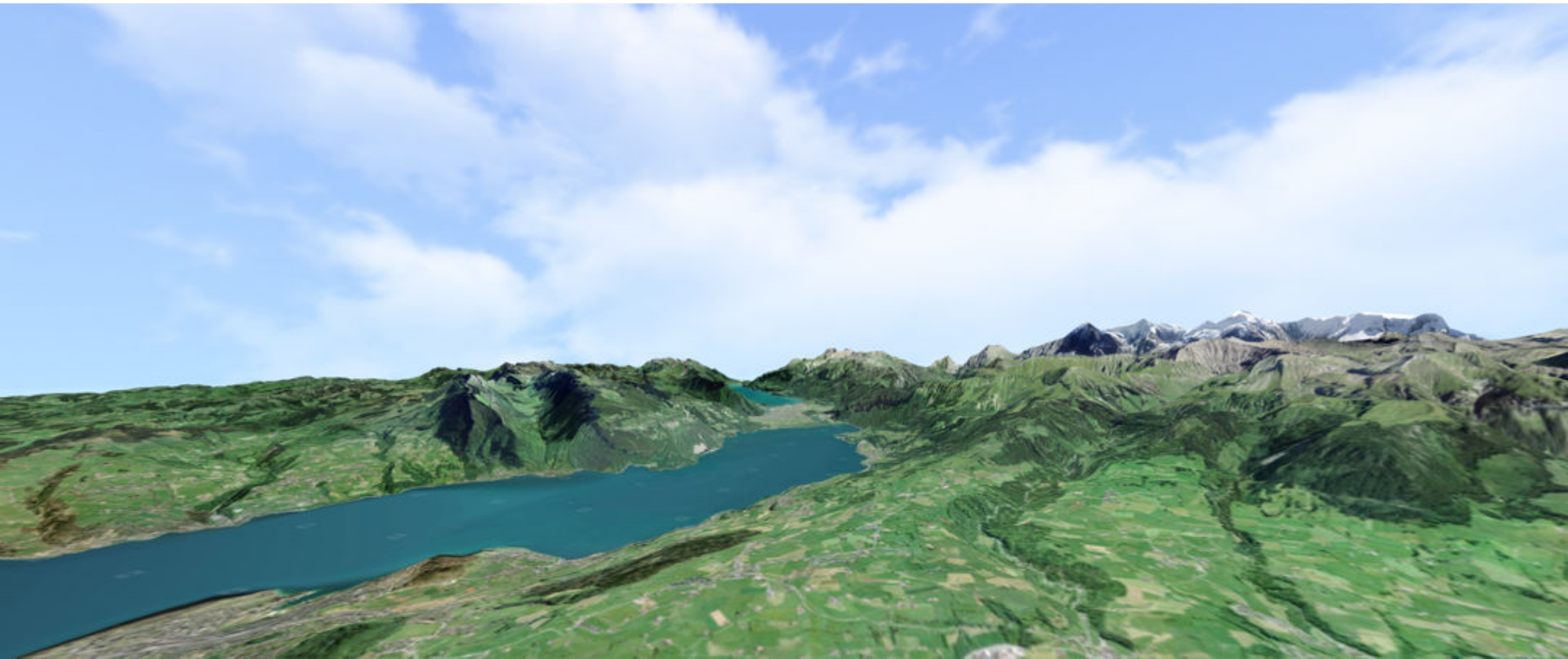
[Federal Office of Topography swisstopo]



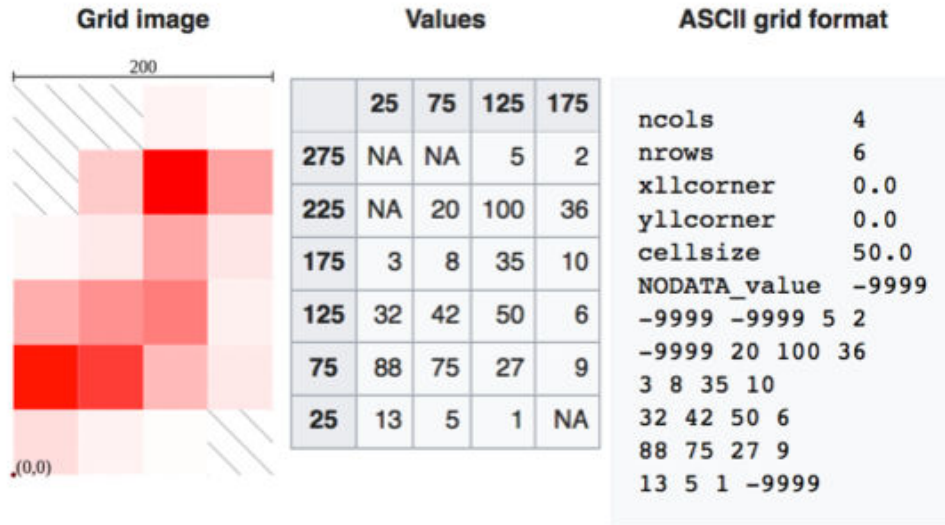
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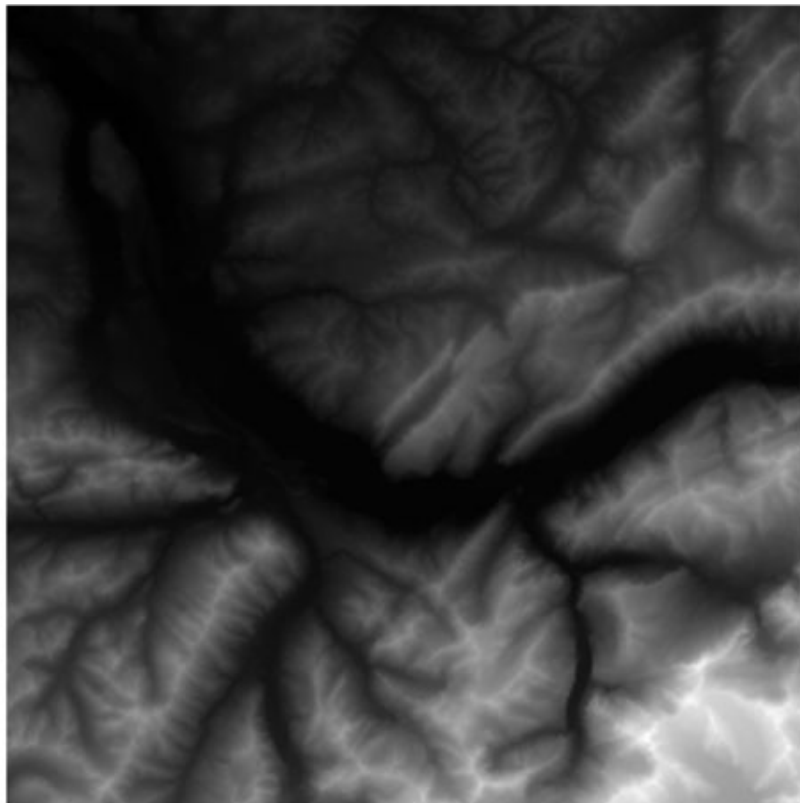
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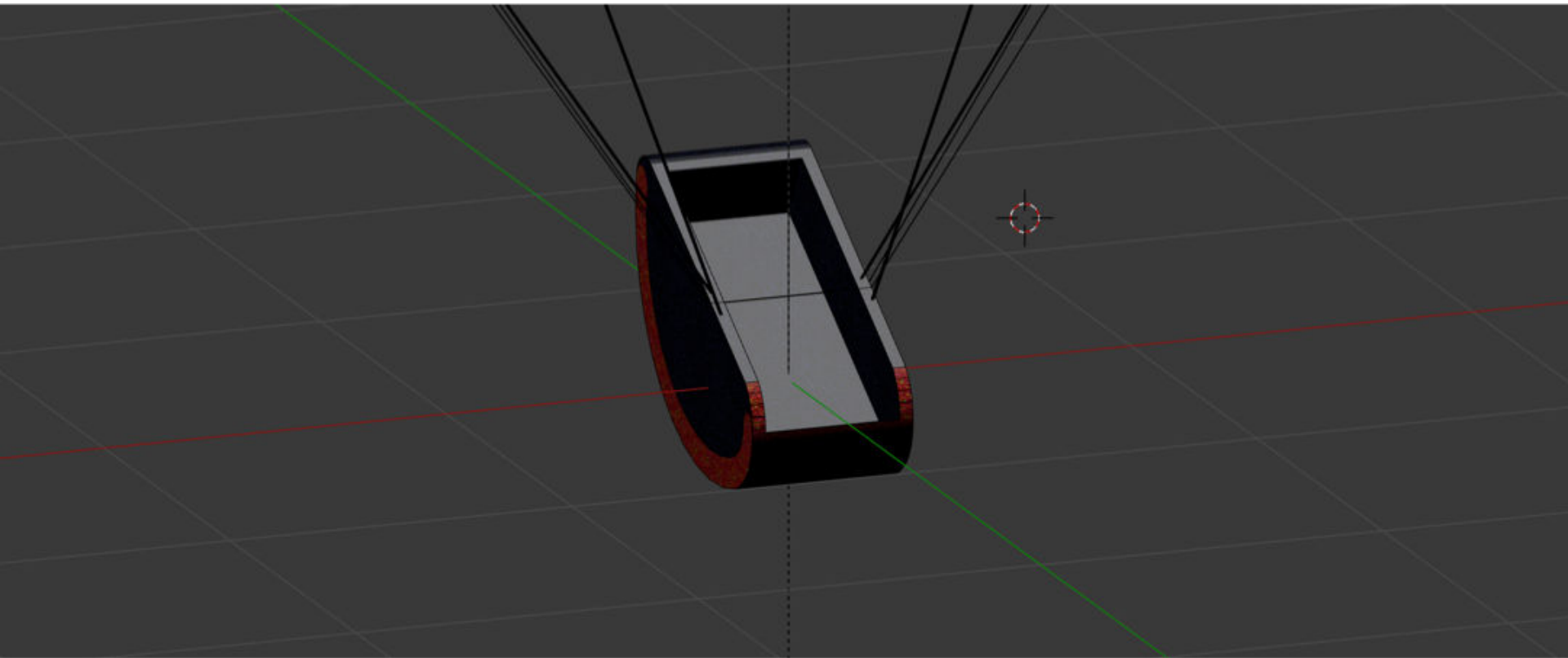
[https://en.wikipedia.org/wiki/Esri_grid]



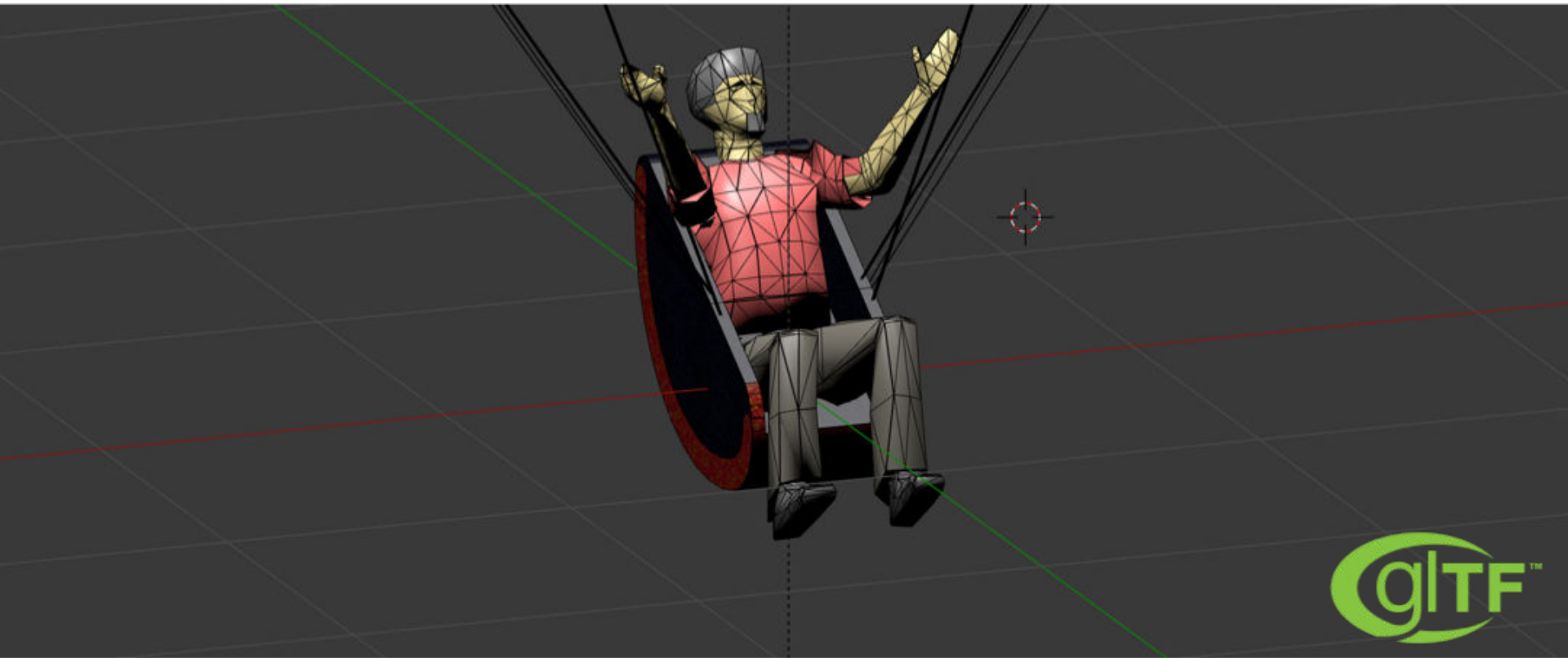
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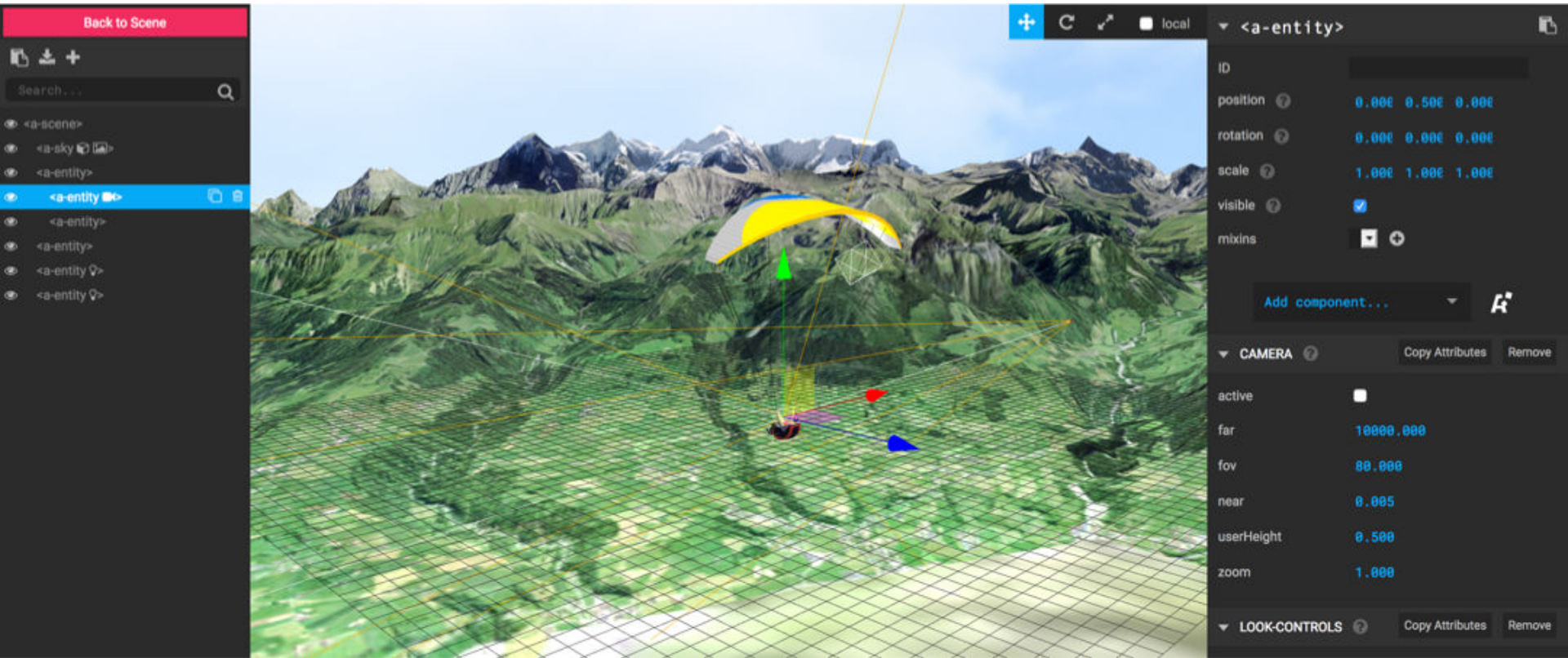
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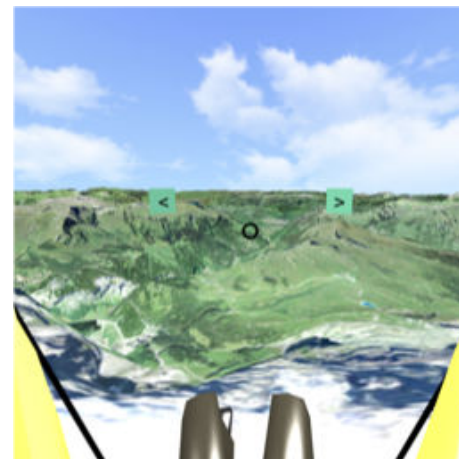
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Avatar

Avatar VR

Avatar Metaverse

3D Image

3D Image Gallery

3D Video

Animation

Avatar UI

Avatar Visualization

Avatar

Avatar

Avatar

Avatar Controllers

Avatar

Avatar

Avatar Night

Avatar Builder

Avatar

Avatar

Bärner as Talks

Bärner as Talks

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