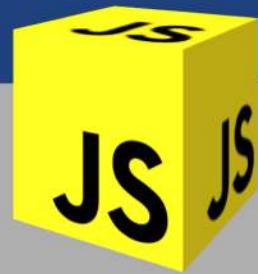


Virtual Reality-App Entwicklung mit JavaScript

```
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

```
<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>

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

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

</a-scene>
```

Entity-Component-System

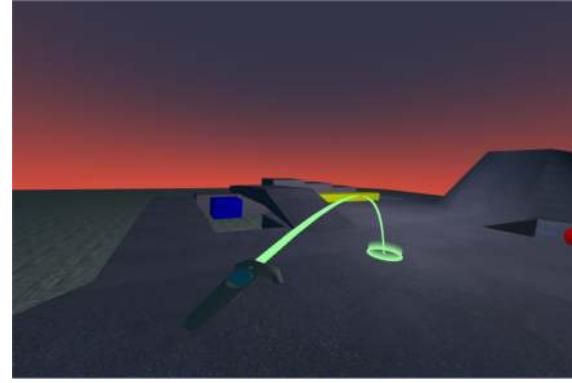
```
<a-scene>

<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>

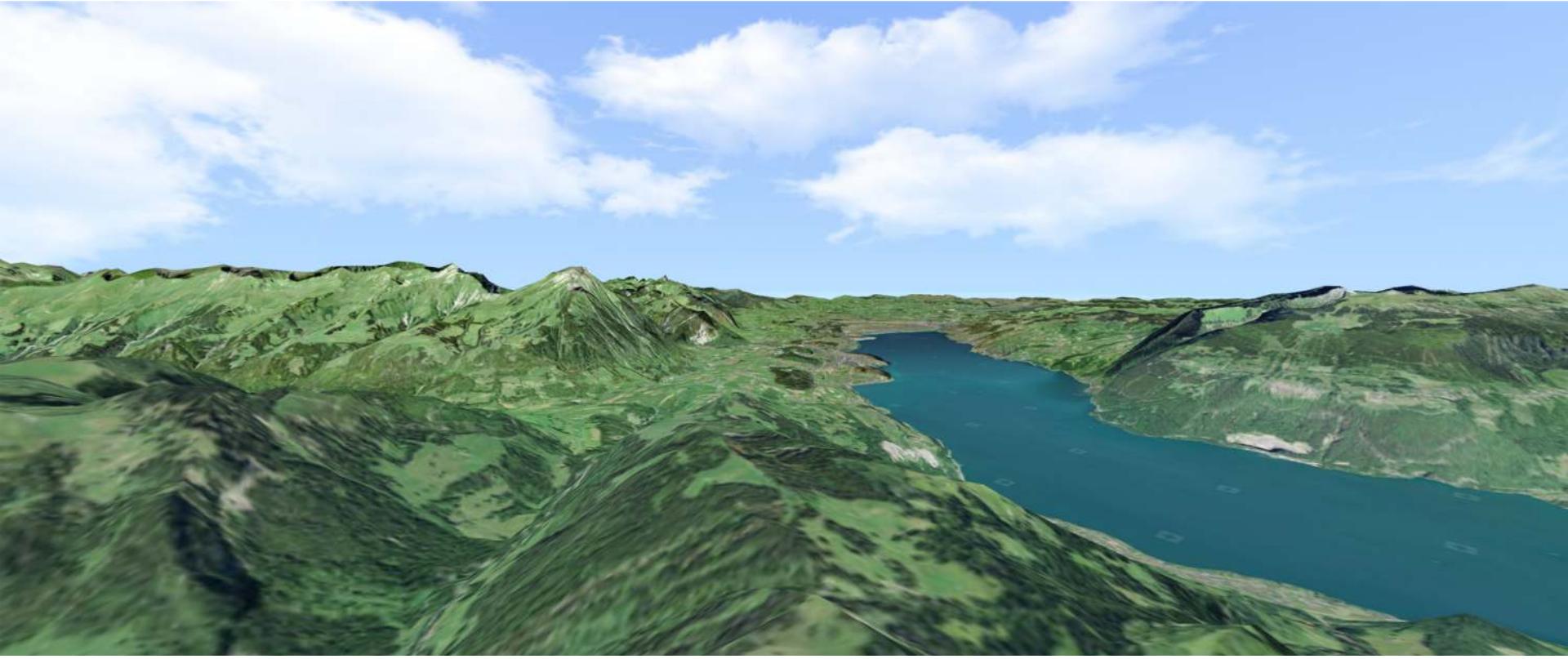
<a-entity mixin="ground" position="0 0 -4" rotation="-90 0 0"></a-entity>

</a-scene>
```



[<https://github.com/IdeaSpaceVR/aframe-particle-system-component>]
[<https://github.com/dmarcos/aframe-motion-capture-components>]
[<https://github.com/fernandojsg/aframe-teleport-controls>]

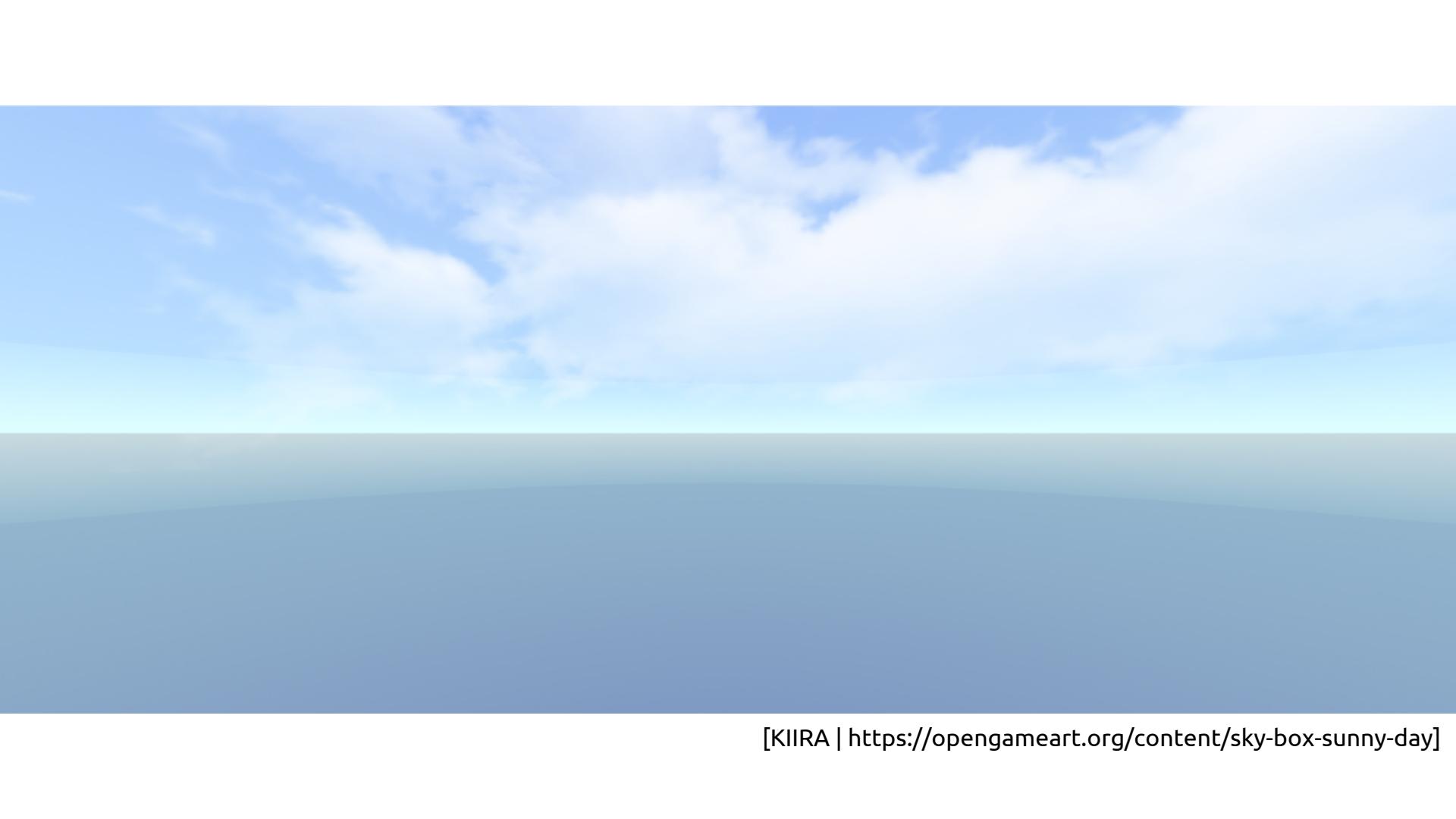




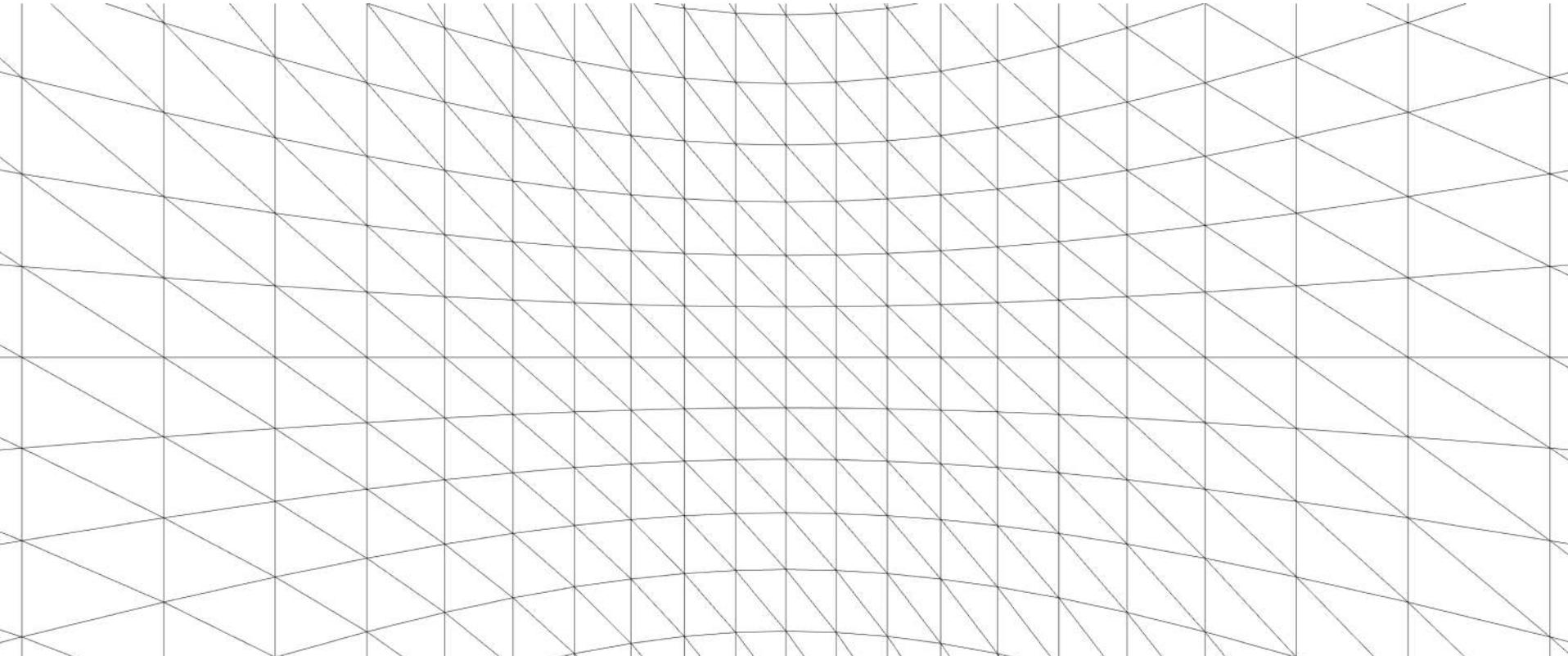
[Federal Office of Topography swisstopo]

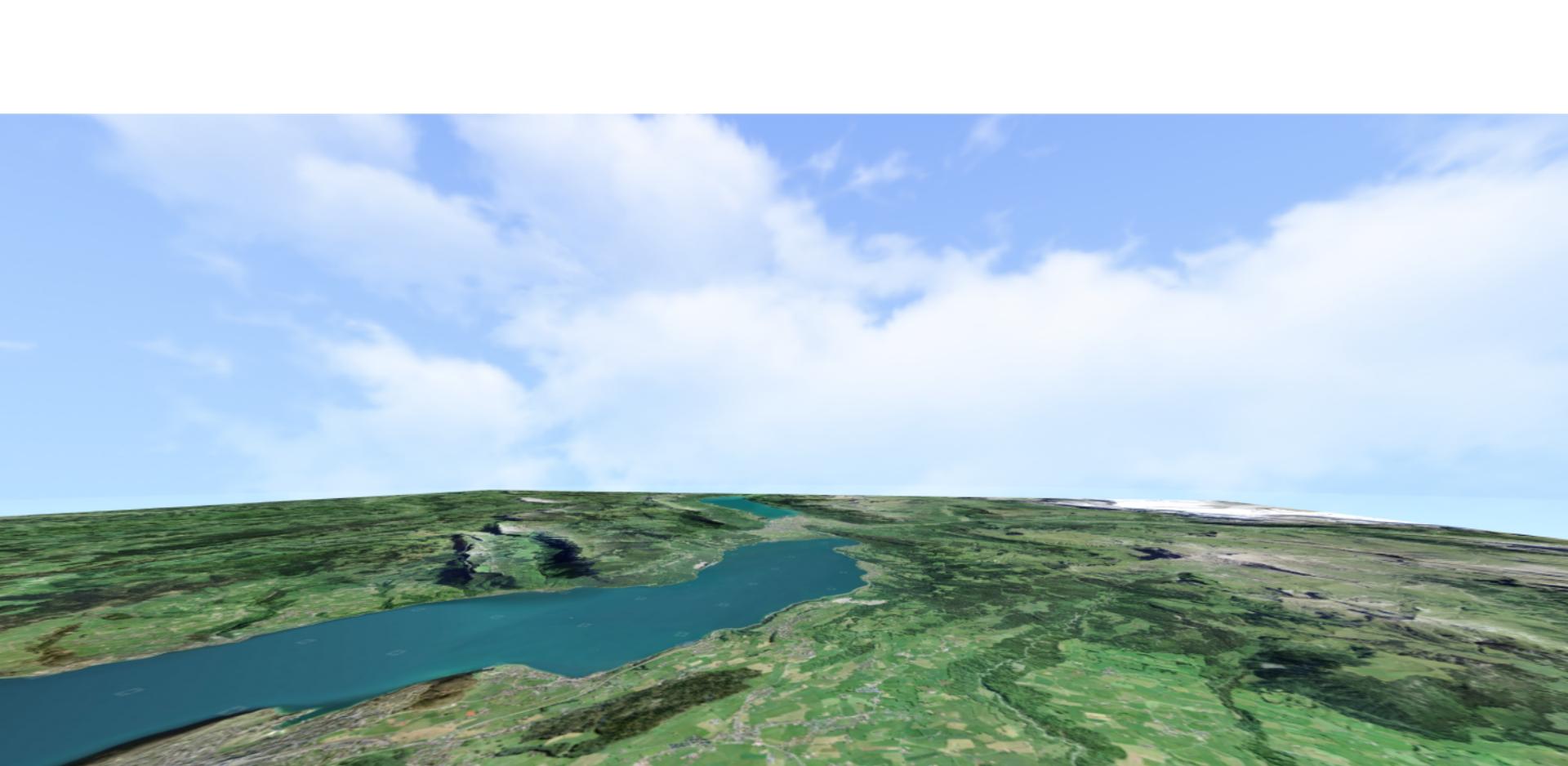


[Raphael T. | <https://3dwarehouse.sketchup.com/collection/c166a0a48065f4403a426bad1ca64772/real-life-paraglides>]



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





[Federal Office of Topography swisstopo]



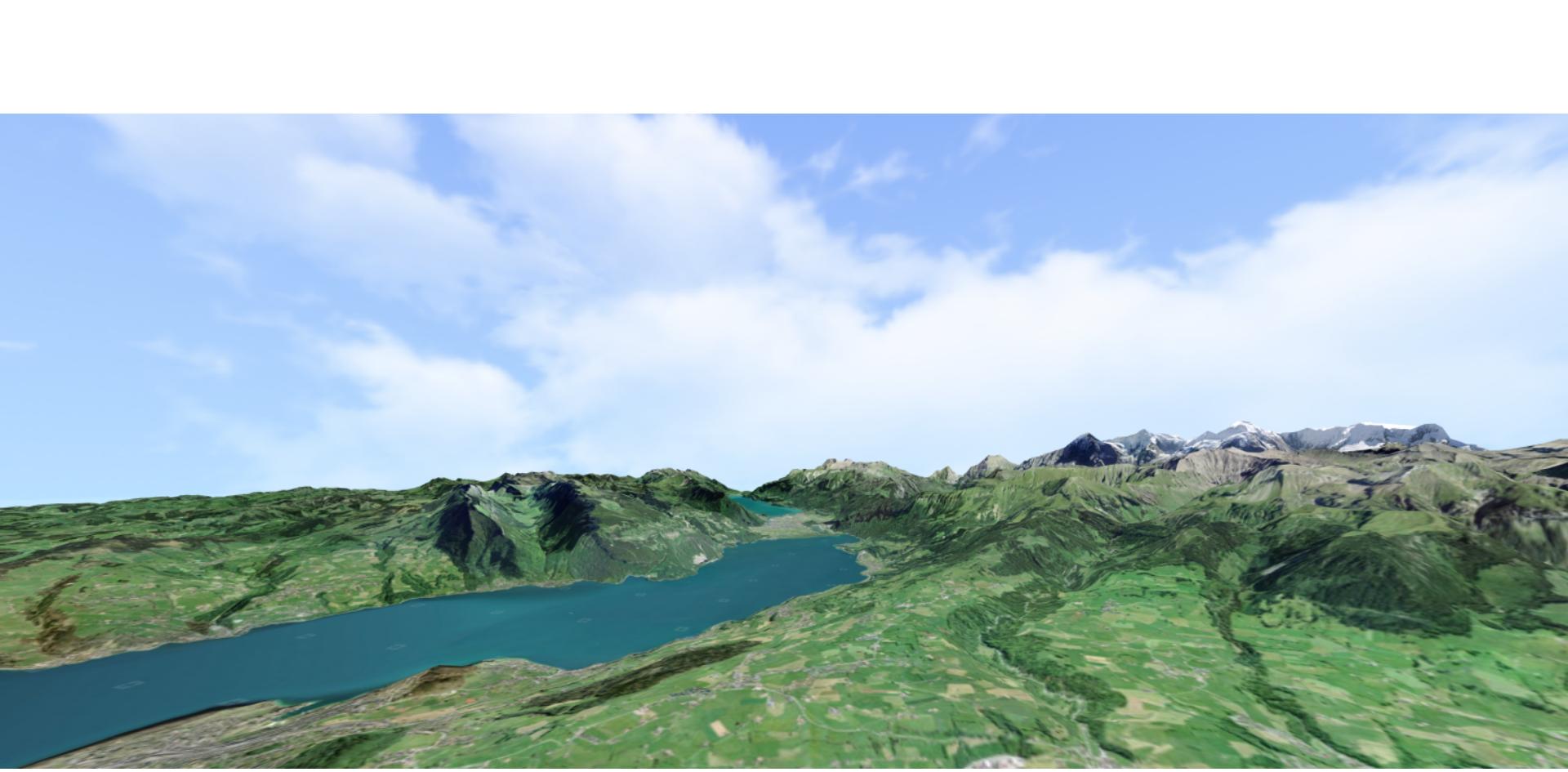
[Federal Office of Topography swisstopo]



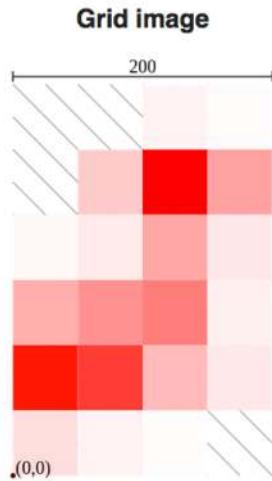
[Federal Office of Topography swisstopo]



[Federal Office of Topography swisstopo]



[Federal Office of Topography swisstopo]



Values

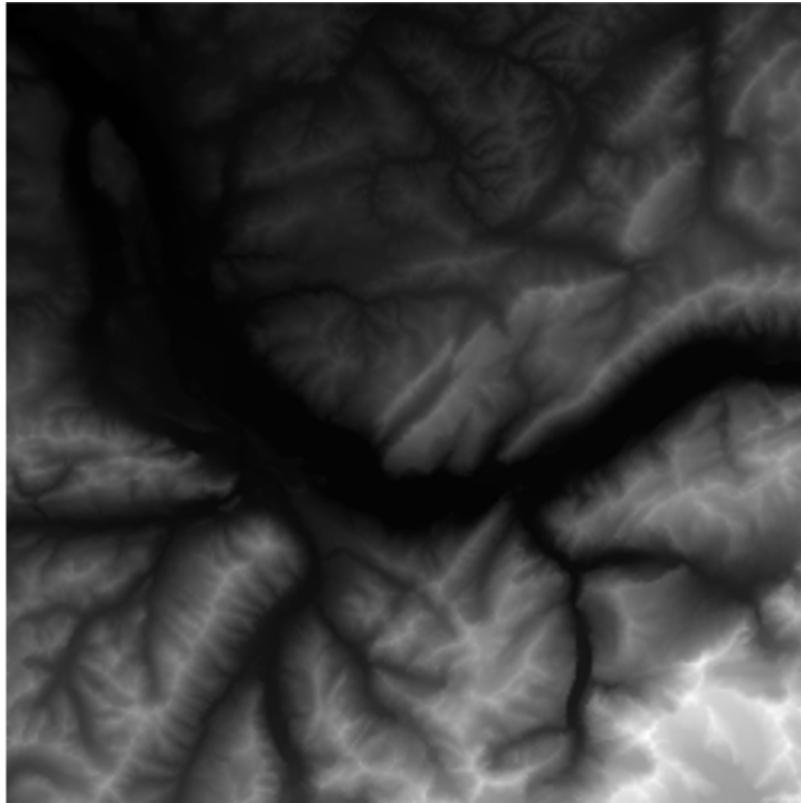
	25	75	125	175
275	NA	NA	5	2
225	NA	20	100	36
175	3	8	35	10
125	32	42	50	6
75	88	75	27	9
25	13	5	1	NA

ASCII grid format

```

ncols          4
nrows          6
xllcorner     0.0
yllcorner     0.0
cellsize       50.0
NODATA_value -9999
-9999 -9999 5 2
-9999 20 100 36
3 8 35 10
32 42 50 6
88 75 27 9
13 5 1 -9999

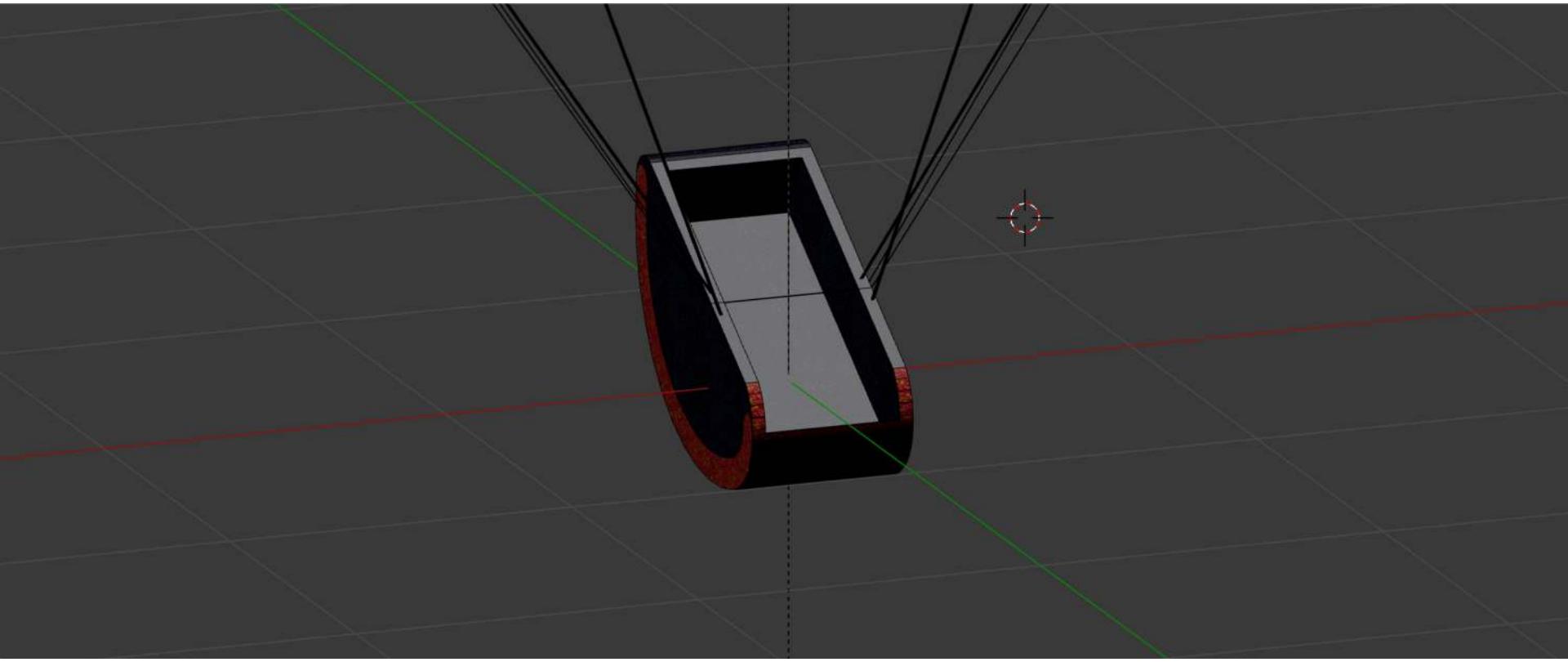
```



[Federal Office of Topography swisstopo]



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

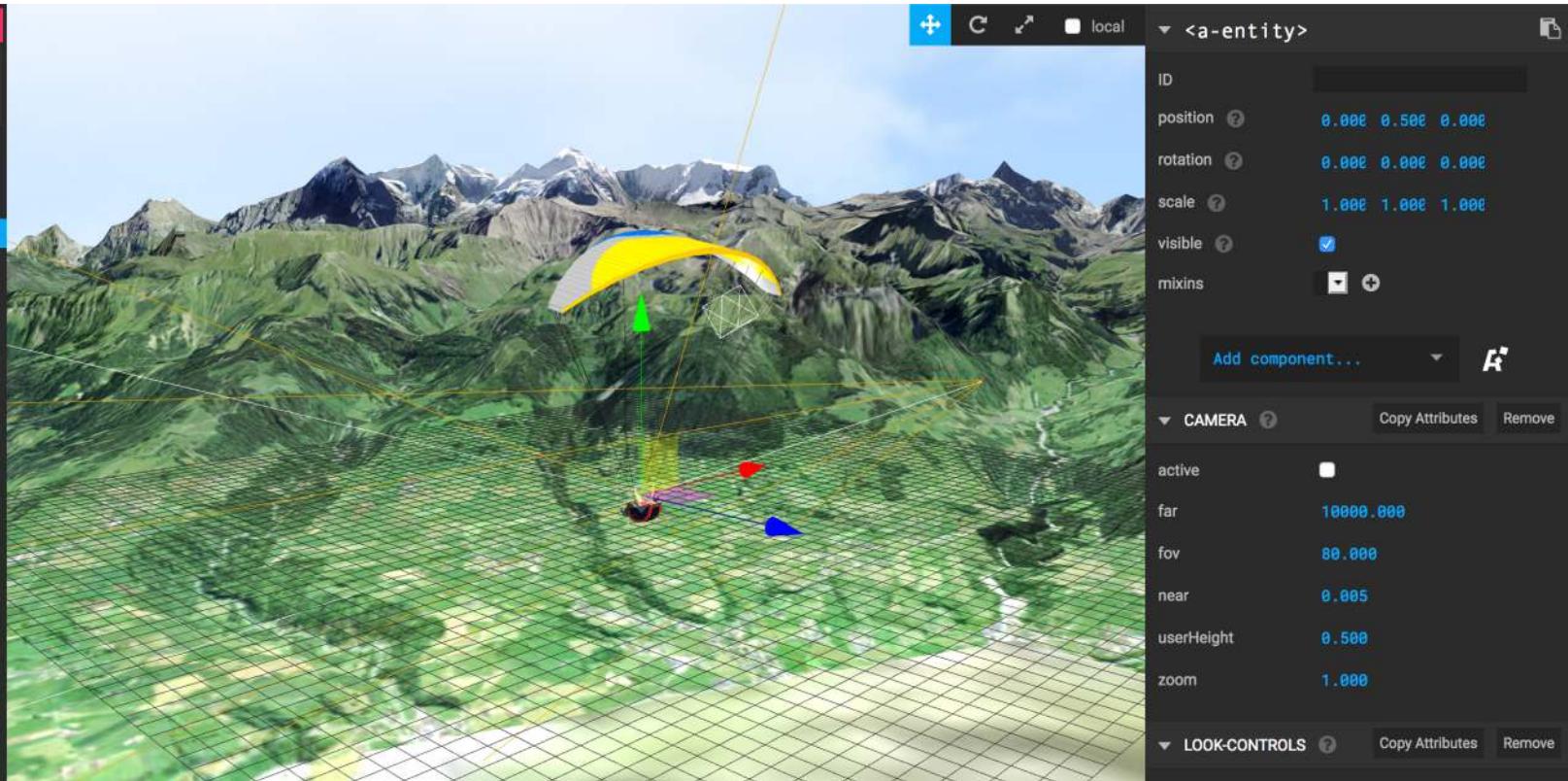


[Raphael T. | <https://3dwarehouse.sketchup.com/collection/c166a0a48065f4403a426bad1ca64772/real-life-paraglides>]

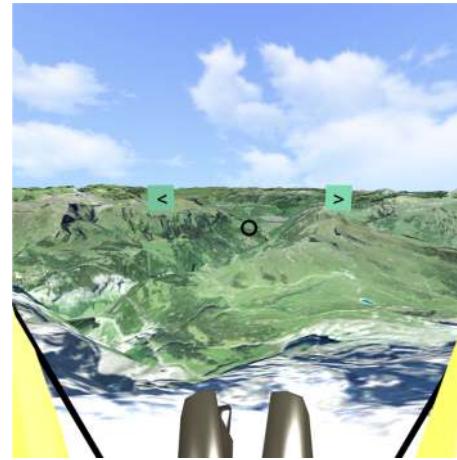
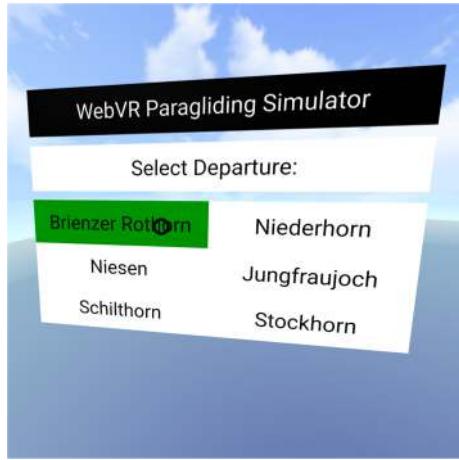


glTF™

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



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



samples
Hello WebVR
Hello Metaverse
0° Image
0° Image Gallery
0° Video
Animation
Game UI
Audio Visualization
Lights
Clipping
CwGlobe
Tilted Controllers
Blast
Painter
Saturday Night
City Builder
Museum

