

# Tinder - A-Frame

Abhinav

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A web VR application which:

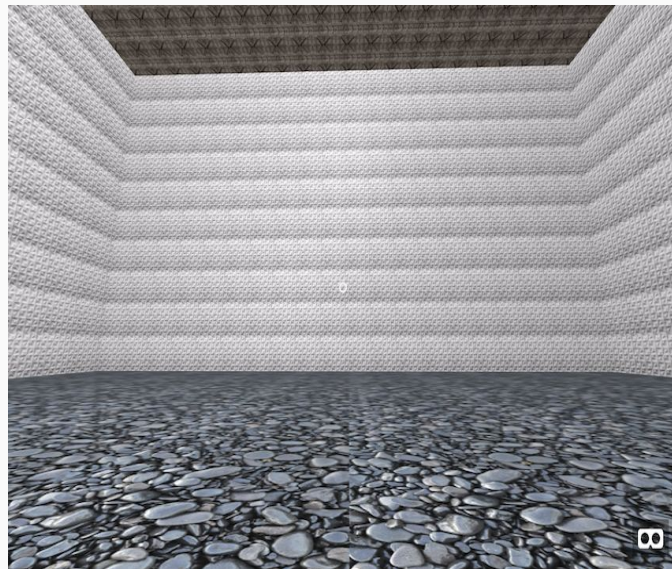
- Is built using A-frame.
- Connects with Tinder API.
- Lists the dating recommendations for the user.
- Allows them to accept/decline Tinder recommendations.

## Achievements and progress: Explored A-Frame

- It is a web framework for building virtual reality (VR) experiences.
- A three.js framework with an [entity-component-system](#) (ECS) architecture.
- Extends the markup structure of basic HTML to render 3d scene. Similar to Polymer.
- Rich set of component sets like camera, geometry objects, lighting controls.
- Supports interactions with controllers but need to cater each device separately.
- Comes with a number of dev tools.

## Achievements and progress: Basics of working with 3D scenes

- Simulated a 3D room scene with planes and box transformations. (Requires some effort to understand the rendering in 3D).
- Created using:
  - Custom A-frame components, and
  - A-frame Layout Component



## Tinder Integration

- Listing of Tinder recommendations.
- Binding of accept/decline actions from users (without making required API requests)

## Next Steps

- Create a more compelling 3D scene.
- Full Integration with Tinder API.
- Integration with controllers.

## Important Takeaways

- A-frame seems to be a promising framework. Growing number of reusable components on [aframe-registry](#).
- Requires good understanding of rendering of 3D scenes.
- Debugging is extremely difficult.

# Thanks!

Contact Nimbl3

[hello@nimbl3.com](mailto:hello@nimbl3.com)

399 Sukhumvit Road, Interchange 21  
Klongtoey nua, Wattana  
Bangkok 10110

20th Floor, Central Tower  
28 Queen's Road  
Central, Hong Kong

[nimbl3.com](http://nimbl3.com)

