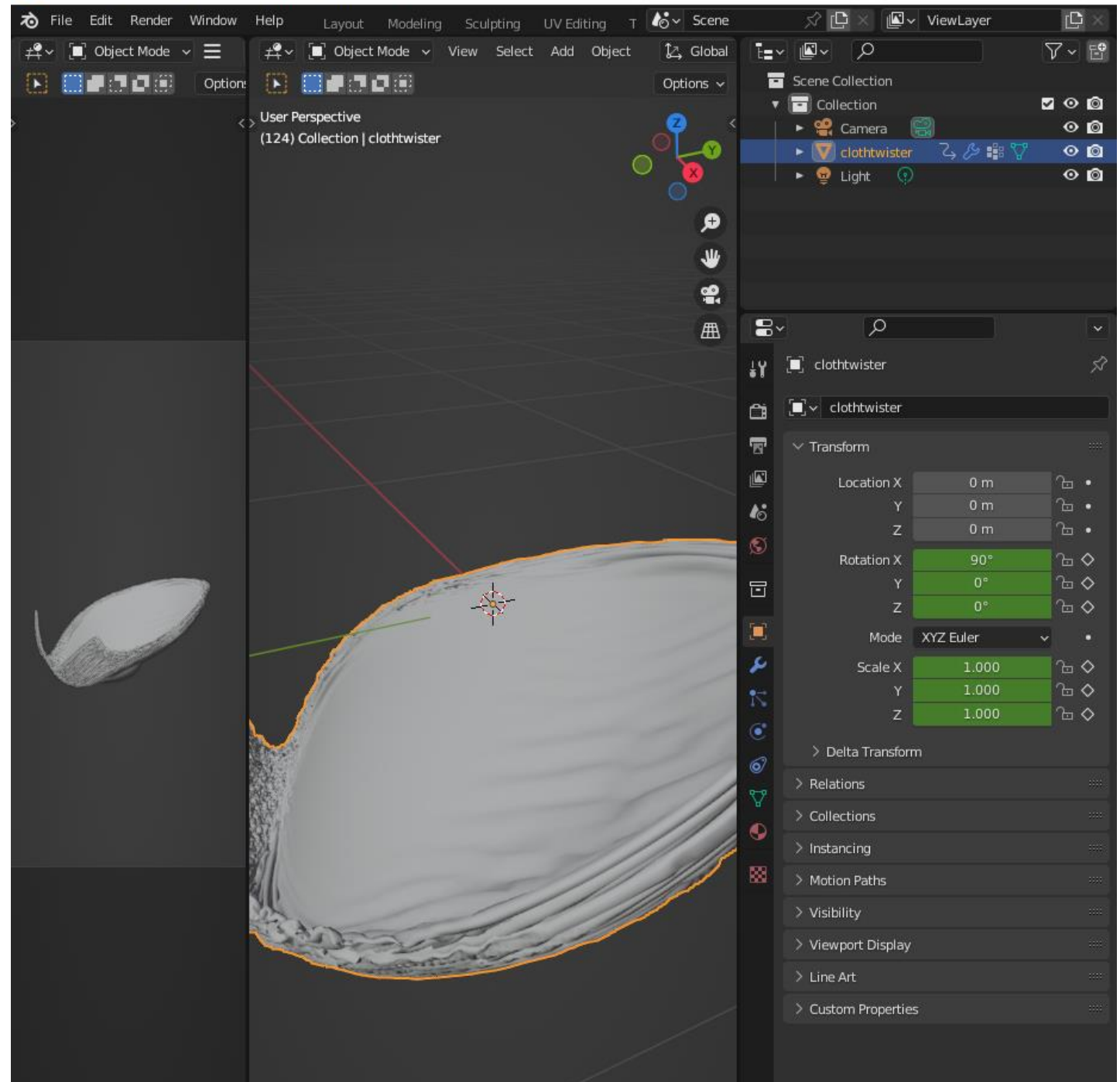
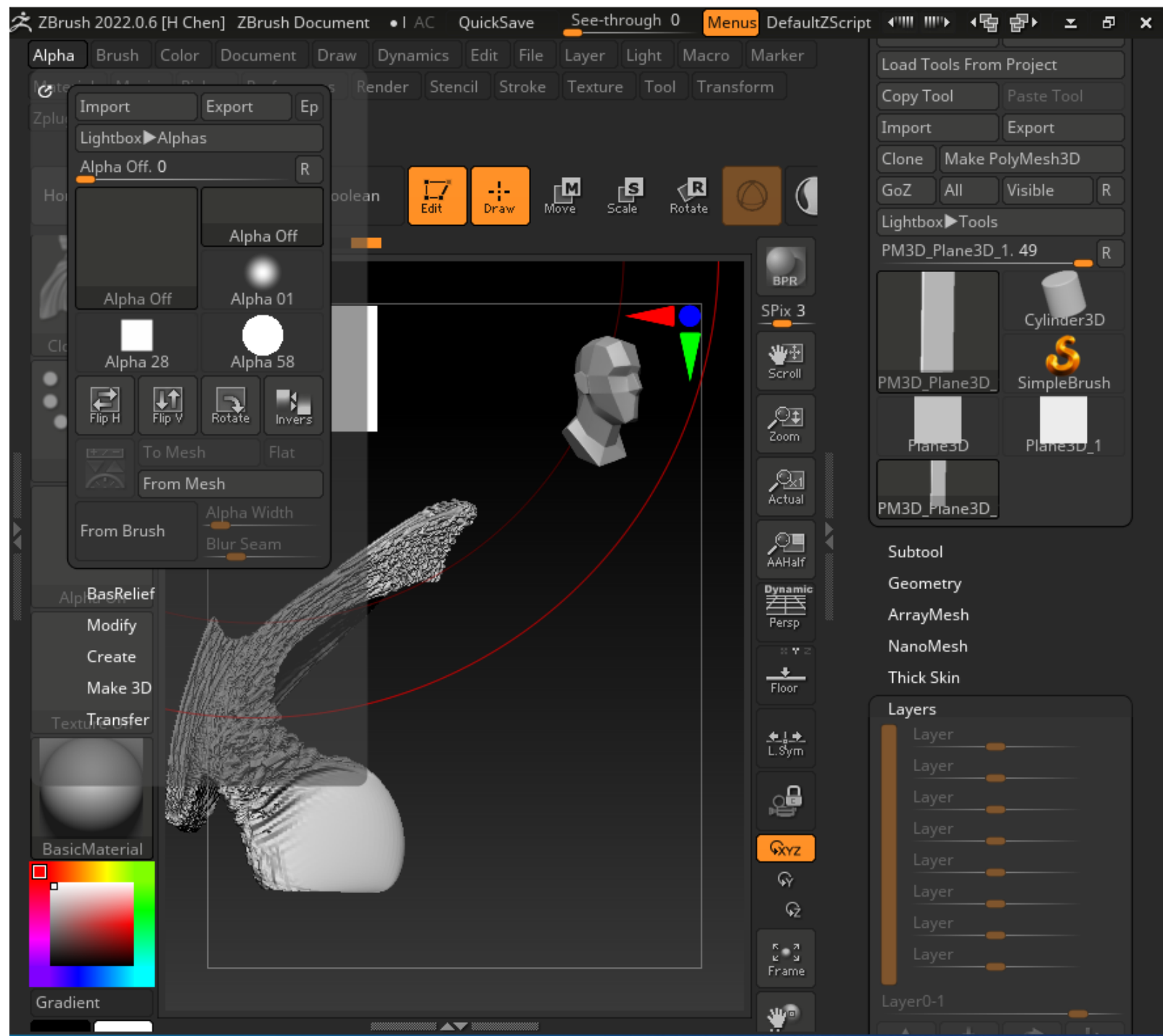


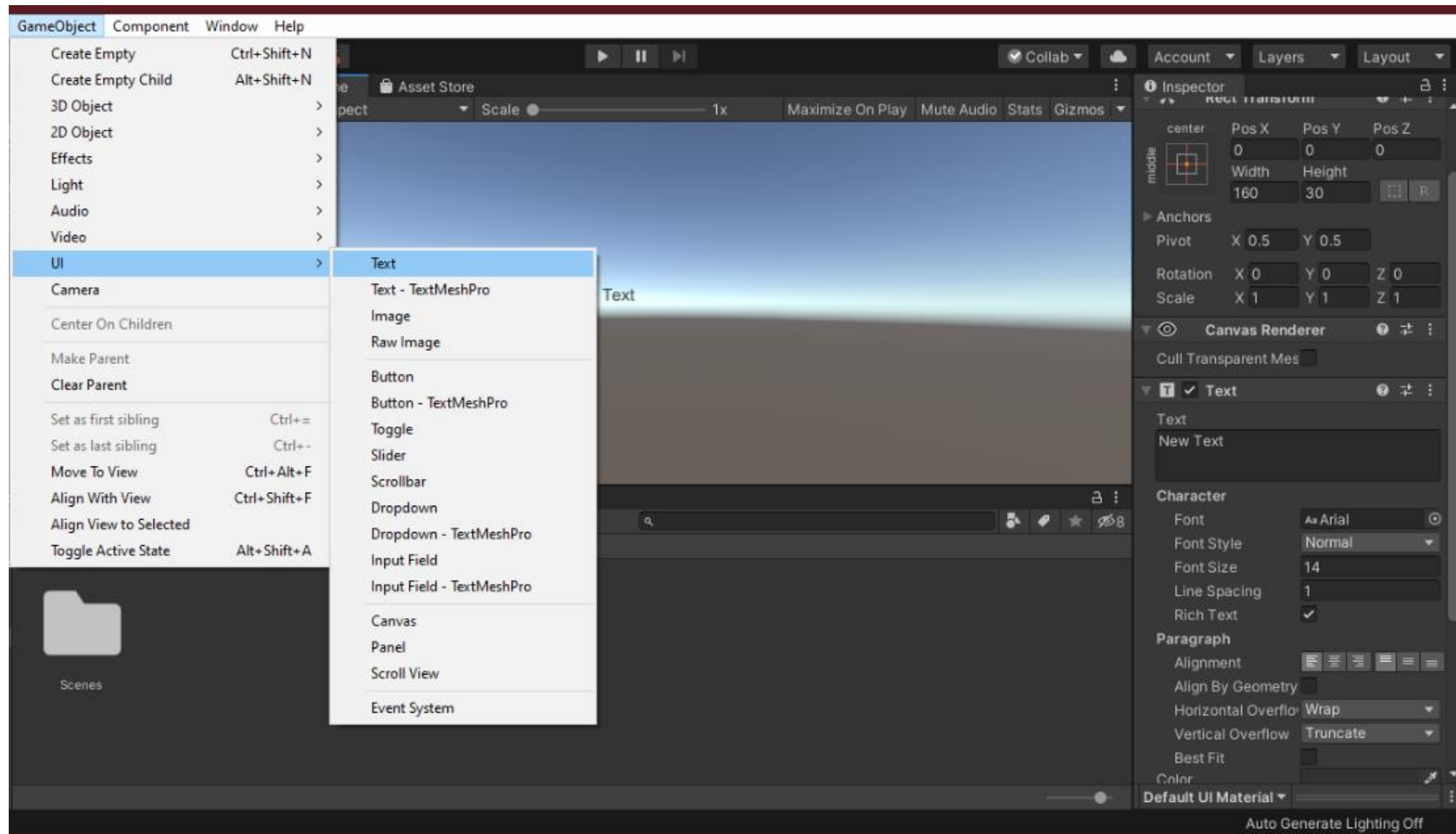
- Blender




- Zbrush



- Unity: Native Android





- Aframe+Three JS+React: WebXR


 aframevr / aframe Public

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 master ▾


 13 branches












 28 tags

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[Code ▾](#)

 **vincentfretin** listen on localhost (#5132) ... 6fba52f 9 days ago 🕒 6,341 commits

 .github	Switch to webpack to support ESM (#5116)	last month
 dist	Update master CDN URL. (https://cdn.jsdelivr.net/gh/aframevr/aframe@...)	2 months ago
 docs	Remove Google Blocks (poly) from FAQ (#5128)	16 days ago
 examples	Add support for KTX2 texture compression to gltf-model (#5101)	last month
 scripts	Switch to webpack to support ESM (#5116)	last month
 src	really run all tests and fix broken tests (#5123)	20 days ago
 tests	really run all tests and fix broken tests (#5123)	20 days ago
 vendor	degToRad fix in vendor (#5064)	4 months ago
 .gitattributes	Re-commit re-exported glTF models and flag glb files as binaries in g...	4 years ago
 .gitignore	animation component, removes a-animation (fixes #1927) (#3678)	4 years ago
 .jshintrc	Add browserify env to .jshintrc (#1831)	6 years ago

Servers

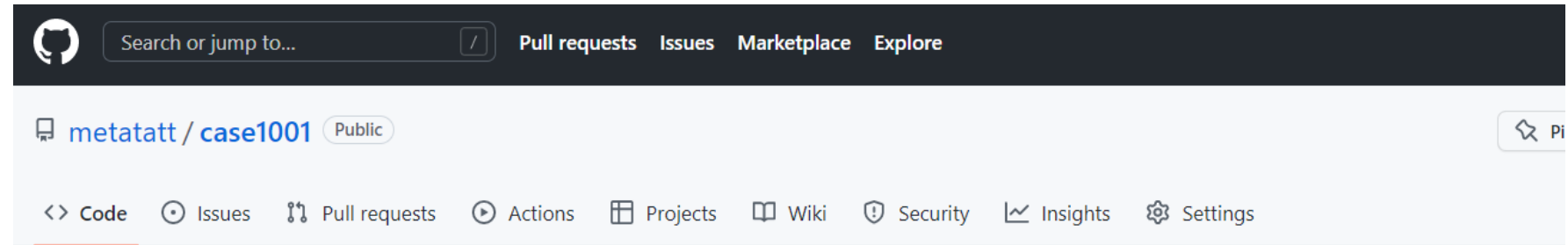
- AR instance
- VR instance
- WebRTC (communication) server
- Frontend

3rd-party Tools

- VR Interaction frameworks:
 - OVR (Oculus)
 - OpenXR (Unity)
- Controllers/Hands/Passthru
- Raycaster
- Physics (collidable)
- Lightings(rendering or baking)
- Multiple Users
- WebRTC (behind router) real time connection

- AR frameworks:
 - Aframe Components
 - 8thWall API's
- World tracking
- Passthru
- EnvMapping
- Touch/Interacts

repository 1: source code



animixr-src 21 branches 0 tags

Go to file Add file Code

Switch branches/tags

Find or create a branch...

Branches Tags

- main
- manipu-dist
- manipu-src
- naf
- placeg-dist
- placeg-src
- portal-dist
- portal-src
- toss-dist
- toss-src

View all branches

9f881a5 15 days ago 2 commits

proof of work 15 days ago

AniMixr src 15 days ago

AniMixr src 15 days ago

AniMixr src 15 days ago

AniMixr src 15 days ago

Change animations This interactive example allows the user to position, scale, and rotate objects embedded in a 3D model. This showcases raycasting, gesture inputs and animations. <https://media.giphy.com/media/Su738nSVeEnp36q5iA/giphy.gif> Learn more about this example on github.com/donmccurdy/aframe-extras/tree/master/src/loaders#animation and www.khronos.org/webgl/. [Try the live demo here] (https://www.khronos.org/webgl/). [Try the live demo here]

ion-mixer-aframe) AniMixr src

repository 2: 3D assets and others

Will provide