

# ROAD MAP TO START AR/VR



## Introduction to AR/VR Concepts

- **Objective:** Understand the fundamentals of Augmented Reality (AR) and Virtual Reality (VR).
- **Resources:**
- AR vs VR: What's the Difference?
- [Introduction to Augmented Reality and Virtual Reality by Coursera](#)

## Basics of Web Development (HTML, CSS, JavaScript)

- **Objective:** Learn the foundational skills needed for creating web-based AR/VR experiences.
- **Resources:**
- HTML & CSS for Beginners
- [JavaScript Basics by Mozilla](#)
- [JavaScript 30 by Wes Bos](#)

## Introduction to A-Frame

- **Objective:** Get familiar with A-Frame, a web framework for building VR experiences.
- **Resources:**
- A-Frame Official Documentation
- [Introduction to A-frame](#)
- Building VR Websites with A-Frame

## Setting Up Your Development Environment

- **Objective:** Set up the tools needed to start developing AR/VR applications using A-Frame.
- **Resources:**
- A-Frame Installation Guide
- [Visual Studio Code](#) (Recommended IDE)
- [Live Server Extension for Visual Studio Code](#) (For local development)

## Building Your First VR Scene

- **Objective:** Create a basic VR scene using A-Frame.
- **Tasks:**
- Create a simple VR scene with a sky, ground, and basic 3D objects.
- Learn how to position and rotate objects.
- **Resources:**
- Hello World Example by A-Frame
- 3D Models in A-Frame
- experiences.
- **Resources:**
- HTML & CSS for Beginners

- [JavaScript Basics by Mozilla](#)
- [JavaScript 30 by Wes Bos](#)

## Introduction to A-Frame

- **Objective:** Get familiar with A-Frame, a web framework for building VR experiences.
- **Resources:**
  - A-Frame Official Documentation
  - [Introduction to A-frame](#)
  - Building VR Websites with A-Frame

## Setting Up Your Development Environment

- **Objective:** Set up the tools needed to start developing AR/VR applications using A-Frame.
- **Resources:**
  - A-Frame Installation Guide
  - [Visual Studio Code](#) (Recommended IDE)
  - [Live Server Extension for Visual Studio Code](#) (For local development)

## Building Your First VR Scene

- **Objective:** Create a basic VR scene using A-Frame.
- **Tasks:**
  - Create a simple VR scene with a sky, ground, and basic 3D objects.
  - Learn how to position and rotate objects.
- **Resources:**
  - Hello World Example by A-Frame
  - 3D Models in A-Frame
  - [WebVR Rocks](#)

## Some Youtube channels

### – For Blender

- Blender Guru

[Blender Guru](#) - Known for beginner-friendly tutorials, including the famous "Blender Donut" series.

- CG Geek

[CG Geek](#) - Offers tutorials on creating realistic scenes and objects in Blender.

- **Ducky 3D**

[Ducky 3D](#) - Focuses on abstract and motion design tutorials using Blender.

- **Blender Secrets**

[Blender Secrets](#) - Provides quick tips and tricks for more advanced Blender users.

- **Grant Abbitt**

[Grant Abbitt](#) - Great for beginners, with lots of character modeling and animation tutorials.

- **Blender Nesho**

[Blender Nesho](#) - Covers a wide range of Blender topics, including modeling, texturing, and animation.

- **SouthernShotty**

[SouthernShotty](#) - Offers tutorials on stylized 3D art and how to use Blender in creative ways.

## **-For Unity**

- **Brackeys**

[Brackeys](#) - One of the most popular Unity channels, offering a wide range of tutorials from beginner to advanced levels, covering scripting, game design, and more.

## **Unity**

[Unity](#) - The official Unity channel, featuring tutorials, talks, and showcases of what's possible with Unity.

- **Code Monkey**

[Code Monkey](#) - Focuses on Unity tutorials, game mechanics, and programming, with a practical approach to game development.

- **Blackthornprod**

[Blackthornprod](#) - Offers tutorials on creating 2D and 3D games in Unity, along with game dev tips and tricks.

- **GameGrind**

[GameGrind](#) - Provides Unity tutorials for beginners, focusing on creating simple games and understanding Unity's tools.

- **Sykoo**

[Sykoo](#) - Covers Unity tutorials with a focus on indie game development and how to create beautiful game environments.

- **Mix and Jam**

[Mix and Jam](#) - Recreates popular game mechanics from well-known games using Unity, great for learning through practical examples.

- **GameDevHQ**

[GameDevHQ](#) - Offers Unity tutorials, courses, and tips on game development, with a strong focus on coding and best practices.

## **DRIVE LINK FOR A-FRAME**

### **A- FRAME**

# Roadmap to WebVR



Introduction Documentations		Part 2	
		<a href="#">Mixins</a>	6 mins 21 secs
		<a href="#">Sky And 360° Image</a>	8 mins 59 secs
		<a href="#">Camera Primitive</a>	11 mins 27 secs
HTML	Duration	<a href="#">Loading And Displaying 3D Models</a>	13 mins 44 secs
<a href="#">Basic Structure of a Website</a>	11 mins 46 secs	<a href="#">Animating Objects</a>	15 mins 23 secs
<a href="#">Title, Script, Link &amp; Meta Tags</a>	8 mins 49 secs	<a href="#">Adding Lights And Shadows</a>	16 mins 59 secs
<a href="#">Headings &amp; Paragraphs</a>	13 mins 42 secs	<a href="#">The A-Frame Inspector</a>	16 mins 11 secs
<a href="#">Img and Anchor tags</a>	14 mins 39 secs	<a href="#">Cursor Primitive And Cursor Component</a>	7 mins 52 secs
		<a href="#">Event-Set Component</a>	9 mins 9 secs
		<a href="#">Gaze-Based Interactions</a>	7 mins 53 secs
		<a href="#">Hand Controls</a>	11 mins 44 secs
A-Frame	Duration	<a href="#">Selective Intersections</a>	9 mins 27 secs
Part 1		<a href="#">Controller-Based Interactions</a>	18 mins 14 secs
<a href="#">Transformations, Primitives &amp; Textures</a>	17 mins 30 sec	<a href="#">Interaction Gestures</a>	8 mins 38 secs
<a href="#">Basic Primitives And HTML Attributes</a>	5 mins 26 secs	<a href="#">Physics And Collisions</a>	10 mins 59 secs
<a href="#">ECS Architecture</a>	7 mins 30 secs	<a href="#">Keyboard Input</a>	11 mins
<a href="#">Position And Relative Positioning</a>	9 mins 04 secs	<a href="#">Sound And Positional Audio</a>	11 mins 47 secs
<a href="#">Rotation And Relative Rotation</a>	4 mins 54 secs	<a href="#">Video</a>	4 mins 38 secs
<a href="#">Scale, Relative Scale, And Reflection</a>	9 mins 28 secs	<a href="#">360° Video</a>	5 mins 15 secs
<a href="#">Image Textures And Materials</a>	15 mins 45 secs	<a href="#">Stereoscopic images</a>	6 mins 40 secs
<a href="#">Image And Curved-Image Primitives</a>	19 mins 04 secs		
<a href="#">Breaking Primitives Down</a>	9 mins 22 secs		
<a href="#">Ground</a>	3 mins 58 secs		
<a href="#">Animation in Aframe</a>	10 mins 20 secs		
<a href="#">Custom Component-I</a>	13 mins 01 sec		
<a href="#">Init, setAttribute (Custom Component-II)</a>	12 mins 17 secs		
<a href="#">Custom Component-III</a>	7 mins 18 secs		
<a href="#">Cursor and Gaze Controls</a>	10 mins 11 secs		