Wirelessly Controlled 3D Agent using Three.js and ESP32

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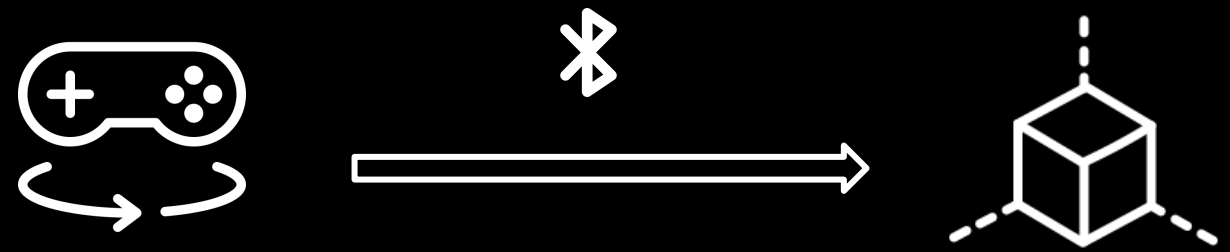
Problem Statement

Creating a web application that seamlessly integrates the ESP32's IMU with a 3D scene, enabling real-time interaction through sensor data, aiding an immersive user experience.

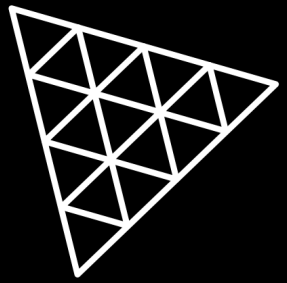


Components of the System

Web page	Controller
• Uses web bluetooth to connect to ESP32 • Contains files and dependencies for 3D scene • Handles data from Controller	• Uses the built-in accelerometer of ESP32 • Connects to a device with hotspot for internet

Tech Stack

three.js



Web Bluetooth

Arduino IDE

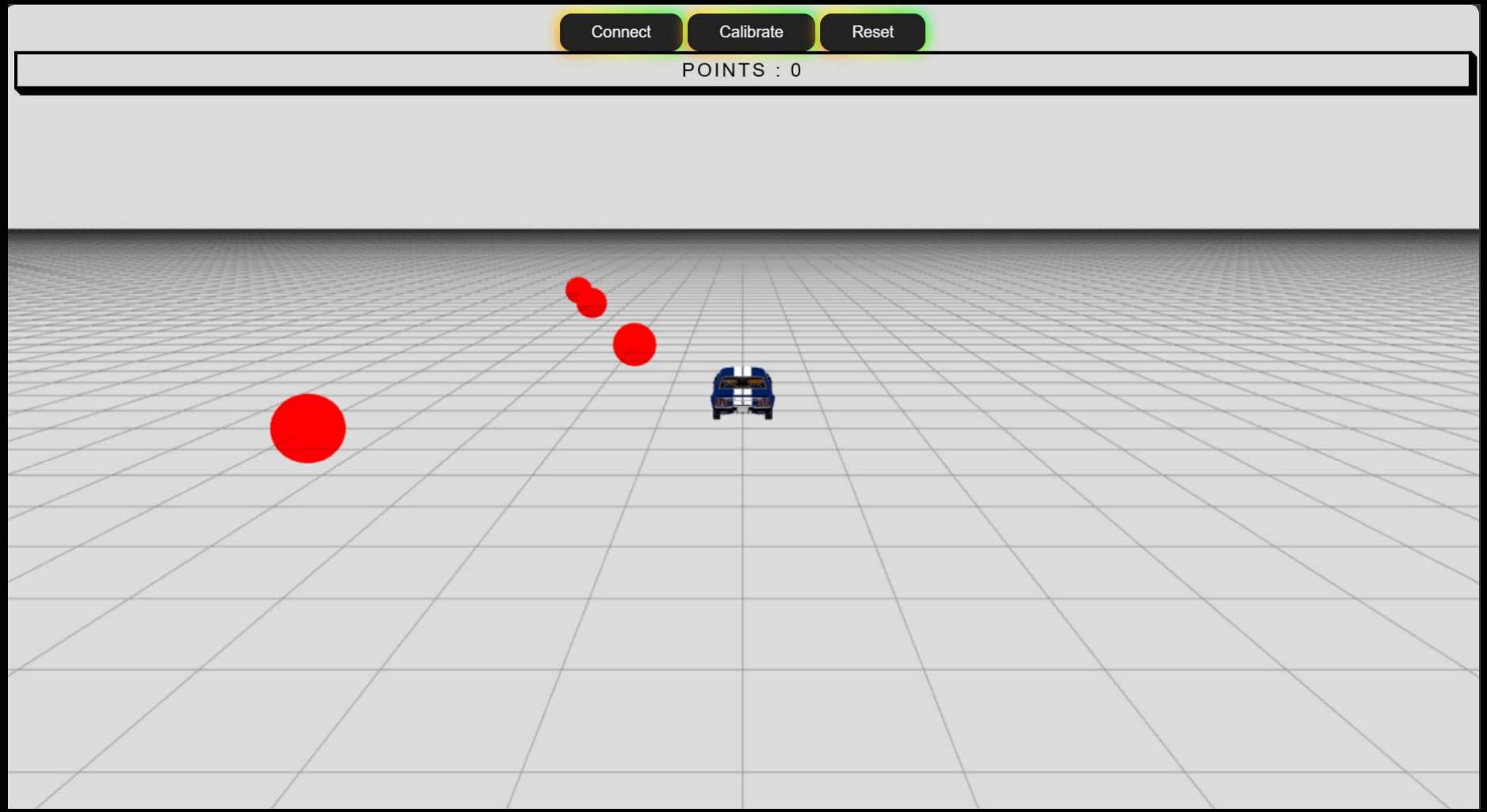
Connect Calibrate Reset

READY?

NFS Unwanted

How to play?

Connect Device ★ Calibrate when ready ★ Have fun!


Connect
Calibrate
Reset
POINTS : 0

Thank you!