

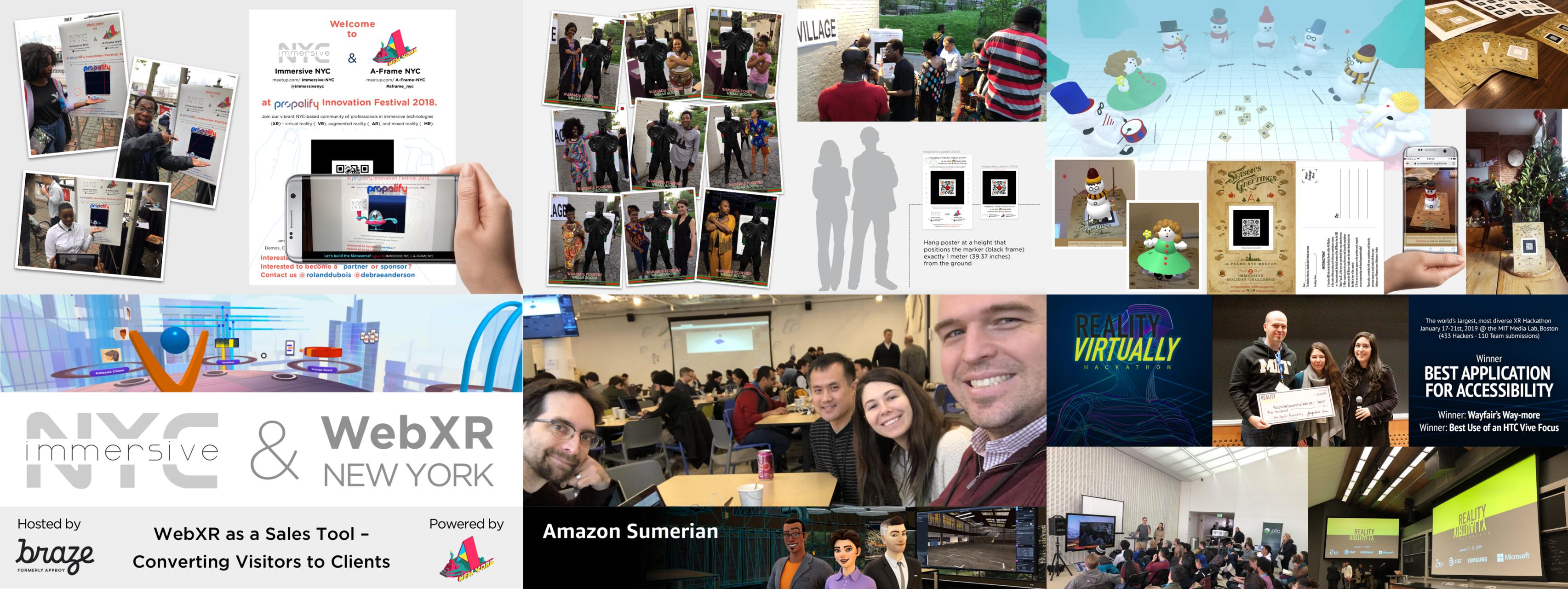
Welcome to A-Frame NYC



First Thing: <https://qxr.li/poll2018>

Agenda:

- A-Frame NYC 2018 Retrospective
- New Year - New Meetup Structure
- News in the immersive web space
- Key changes in A-Frame 0.9
- Quick practice: A-Frame animation demo
- Discussion & Feedback



The world's largest, most diverse XR Hackathon
January 17-21st, 2019 @ the MIT Media Lab, Boston
(433 Hackers - 110 Team submissions)

Winner BEST APPLICATION FOR ACCESSIBILITY

Winner: Wayfair's Way-more
Winner: Best Use of an HTC Vive Focus

New Meetup Structure - 2 hours will be split in 4 parts:

1. Workshop presentations: 3 - 5 Members will be able to showcase in speed pitches (5 - 10 minutes each) the projects they are currently working on. (30 minutes total)
2. Presentation about the topic of the workshop (20 minutes)
3. Formation of workshop groups: Depending on the workshop attendance, we are going to group people together (2 to 5 people per group) so they can help eachother troubleshoot. (10 minutes)
4. Workshop (60 minutes)

Big News in the immersive web space

- January 28, 2019 Motion & Orientation Access is disabled by default in iOS 12.2 beta 1. It replaced the old settings "**Ask Websites Not to Track Me**"
- February 06, 2019 W3C Announces First Public **Working Draft** for the **WebXR Device API** (previously experimental *Editor's Draft*)

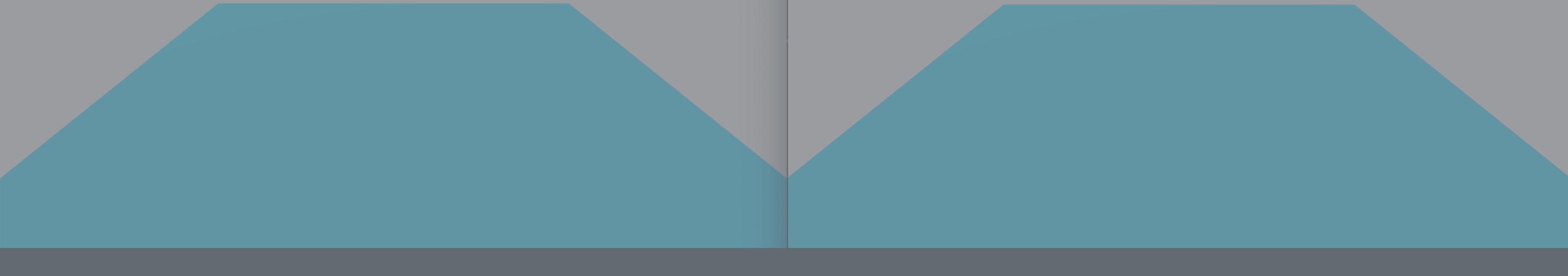
Key changes in A-Frame 0.9

- Inspector updates ?inspector={elementId}
- Added oculus-go-controls & vive-focus-controls
- Added loading-screen component
- Removed <a-animation> in favor of new animation component
- Removed collada-model component
- WebXR support, Raycaster event API changes

- <a-scene vr-mode-ui="enterVRButton: #myButton">

Oculus Go

- tracked-controls.autoHide
- Added renderer.highRefreshRate to enable 72hz mode on Oculus Browser
- Enable antialias by default on Oculus Go
renderer="antialias:true"
- Fixed controller reconnecting on Oculus Go and GearVR



Quick practice: A-Frame animation demo

Old Animation Component

<https://aframe-nyc-old-ani.glitch.me/>

```
<html>
  <head>
    <script src="https://aframe.io/releases/0.8.0/aframe.min.js"></script>
  </head>
  <body>
    <a-scene>
      <a-sphere position="0 4 -4" radius="0.5" color="#EF2D5E" shadow>
        <a-animation attribute="position"
          dur="500"
          from="0 4 -4"
          to="0 0.125 -4"
          direction="alternate"
          easing="ease-in-expo"
          repeat="indefinite"></a-animation>
        <a-animation attribute="scale"
          dur="50"
          from="1 1 1"
          to="1.5 0.25 1.5"
          delay="450"
          direction="alternate"
          easing="ease-in-expo"
          repeat="indefinite"></a-animation>

      </a-sphere>
      <a-plane position="0 0 -4" rotation="-90 0 0" width="4" height="4" color="#4CC3D9" shadow></a-plane>
      <a-sky color="#ECECEC"></a-sky>
    </a-scene>
  </body>
</html>
```

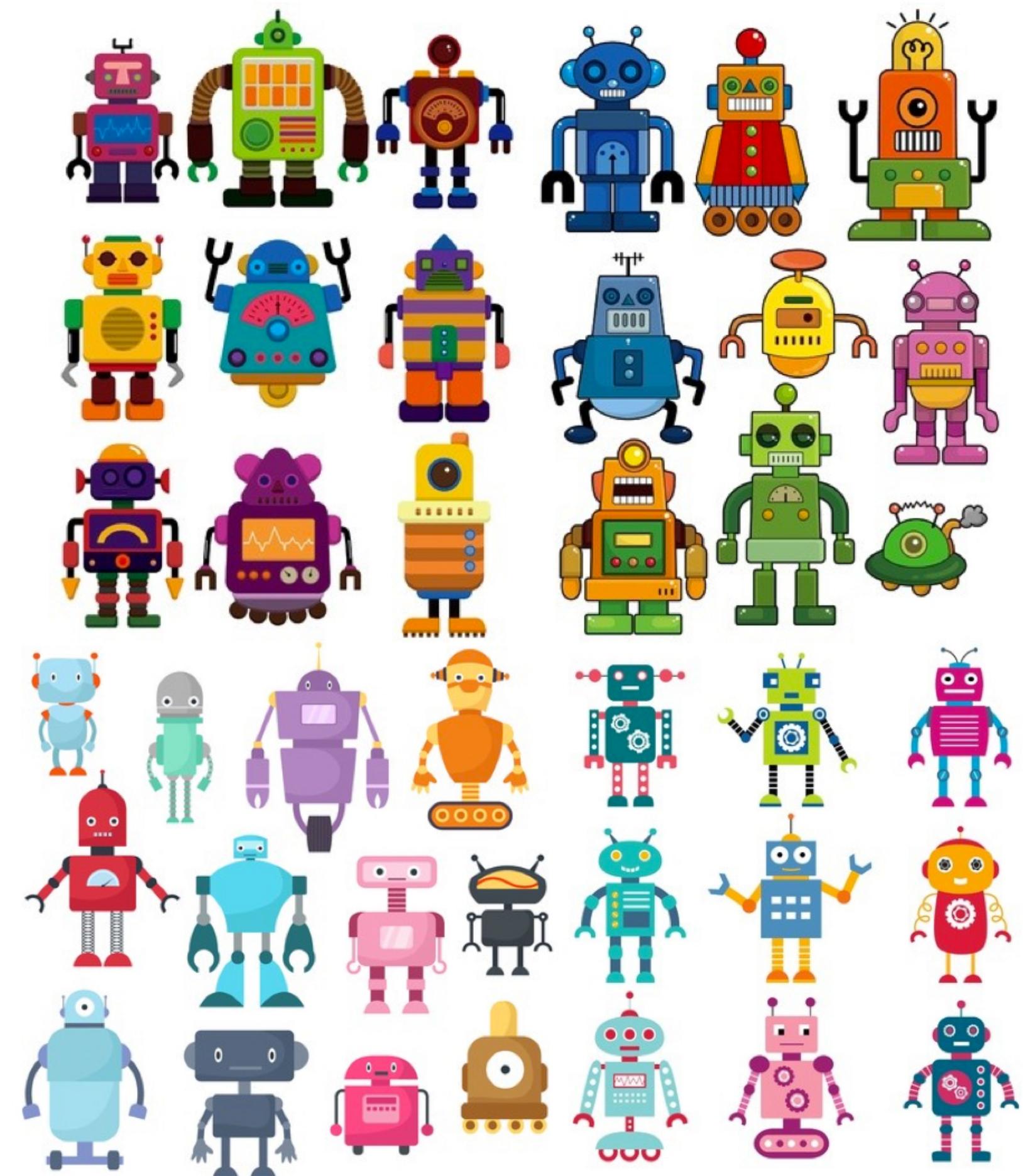
New Animation Component

<https://aframe-nyc-new-ani.glitch.me/>

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      </a-sphere>
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    </a-scene>
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</html>
```

Take Home Project

- Create your own robot made with A-Frame Primitives (<a-box>, <a-cylinder>, <a-sphere>, . . .), doesn't have to be humanoid but needs to feature at least one "arm"
- Maximum Size: width:1; height:2; depth: 1;
- No Textures, only HEX colors
- No Animations (yet)
- **This is a part of a larger project we are building together this year!**



Discussion & Feedback

- **Members, bring your friends!** We need to grow our active members.
- **Take projects home** and send them in for feedback, we love to collaborate and help you learn. **Share** your projects and get important feedback.
- Catch up on older lectures: github.com/roland-dubois/aframe-meetup-nyc & Suggest topics to cover

Sign up for next meetup: A-Frame 109 March, 14th 6pm-8pm
@rolanddubois @debraeanderson