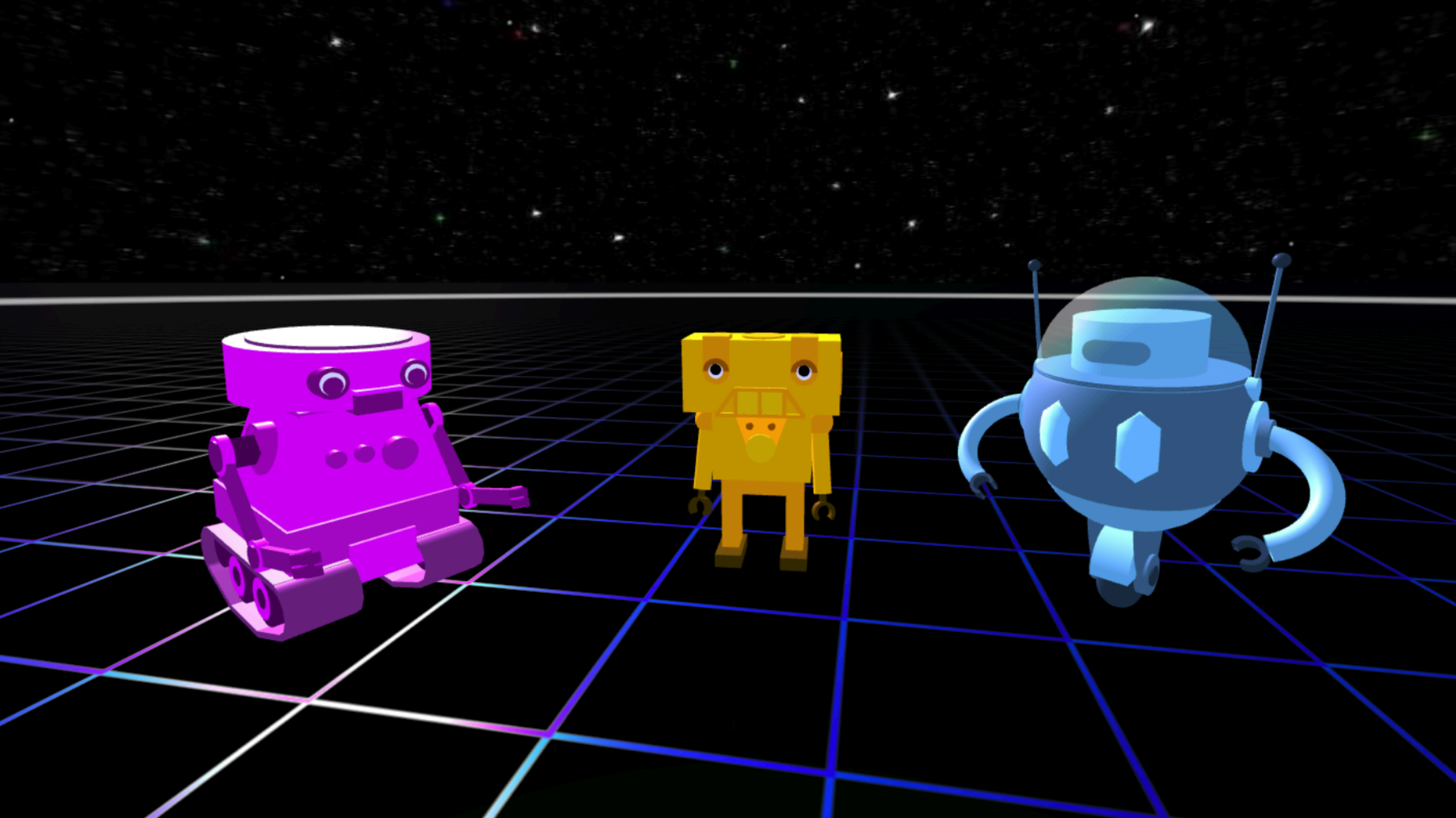
Welcome to A-Frame NYC

Agenda

- Show & Tell (15 minutes total)
  - Jeff McSpadden is going to present his A-Frame-based product Composure
- Presentation (30 minutes)
  - Networked A-Frame - Meet inside the immersive web.
  - NAF - Social VR on the web by Hayden Lee.
- Formation of workshop groups (15 minutes)
- Workshop (60 minutes)



Shoutout to Michael Posso @micposso he is teaching A-Frame at his Latino-Web-Developers-NYC Meetup and teaches and an Intro to XR class @FIT

Composure by Jeff McSpadden

Networked A-Frame

Meet inside the immersive web

Noteworthy social VR platforms

AltspaceVR - High Fidelity - Rec Room - Pluto VR - VRChat - vTime - Sansar - Bigscreen - Facebook Spaces

Web-based social VR

hubs by Mozilla - BigBlueRoom by Learnbrite

Hubs - Social 3D spaces for VR, Desktop, and Mobile

Features

- collaborative virtual rooms with voice + text/chat
- Avatars
- Import media from the web (Images, videos, live streams, 3D models, PDFs, links)
- Share camera feed, desktop, or specific windows for presentations

Hubs - Social 3D spaces for VR, Desktop, and Mobile

Use Cases

- Remote meetings, creative brainstorming sessions
- Co-watching videos and live streams
- Presentations
- Hanging out with robot friends

Hubs

Social 3D Spaces

Liv Erickson's screen
Total 14

https://hubs.mozilla.com/spoke

Search

Getting Started Most Visited TSPquestionsRepos...

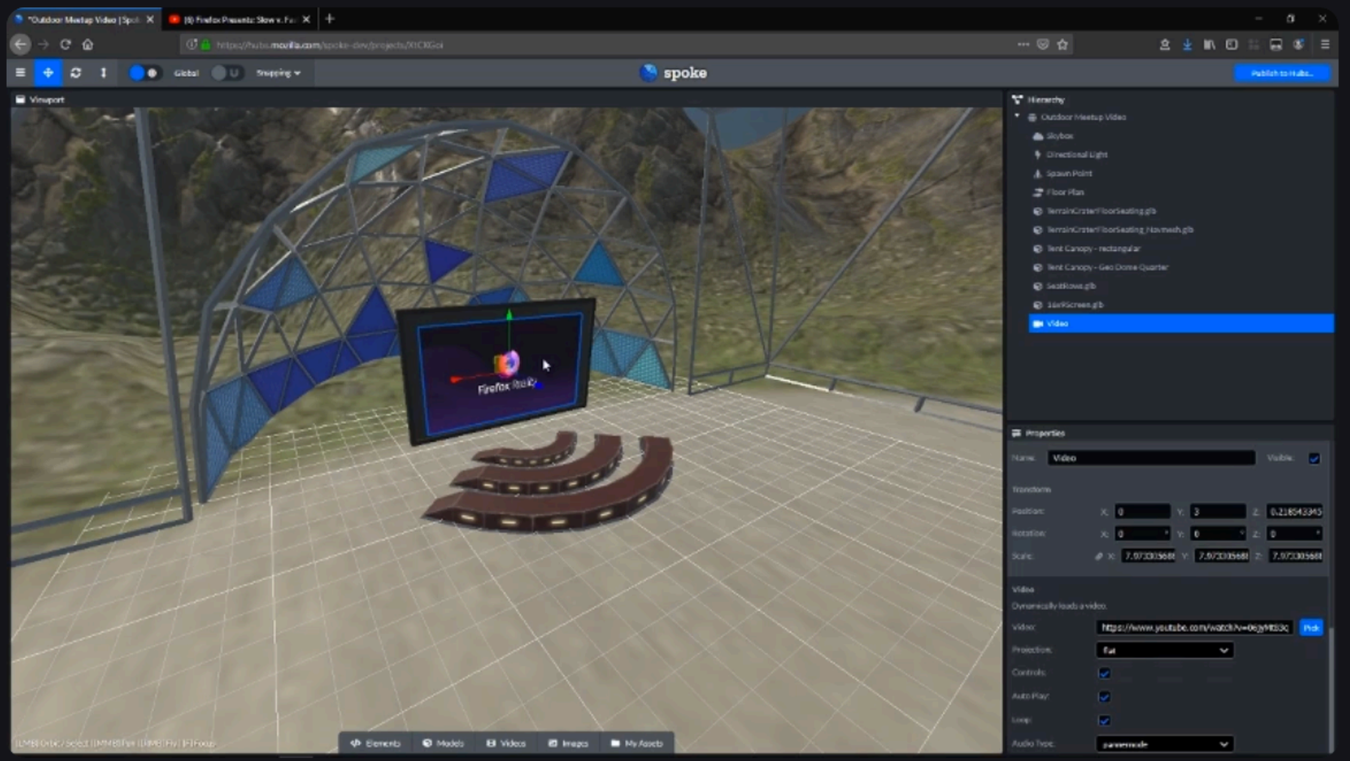
Source Community Hubs Login

spoke by moz://a

make your space

Create 3D social scenes for Hubs

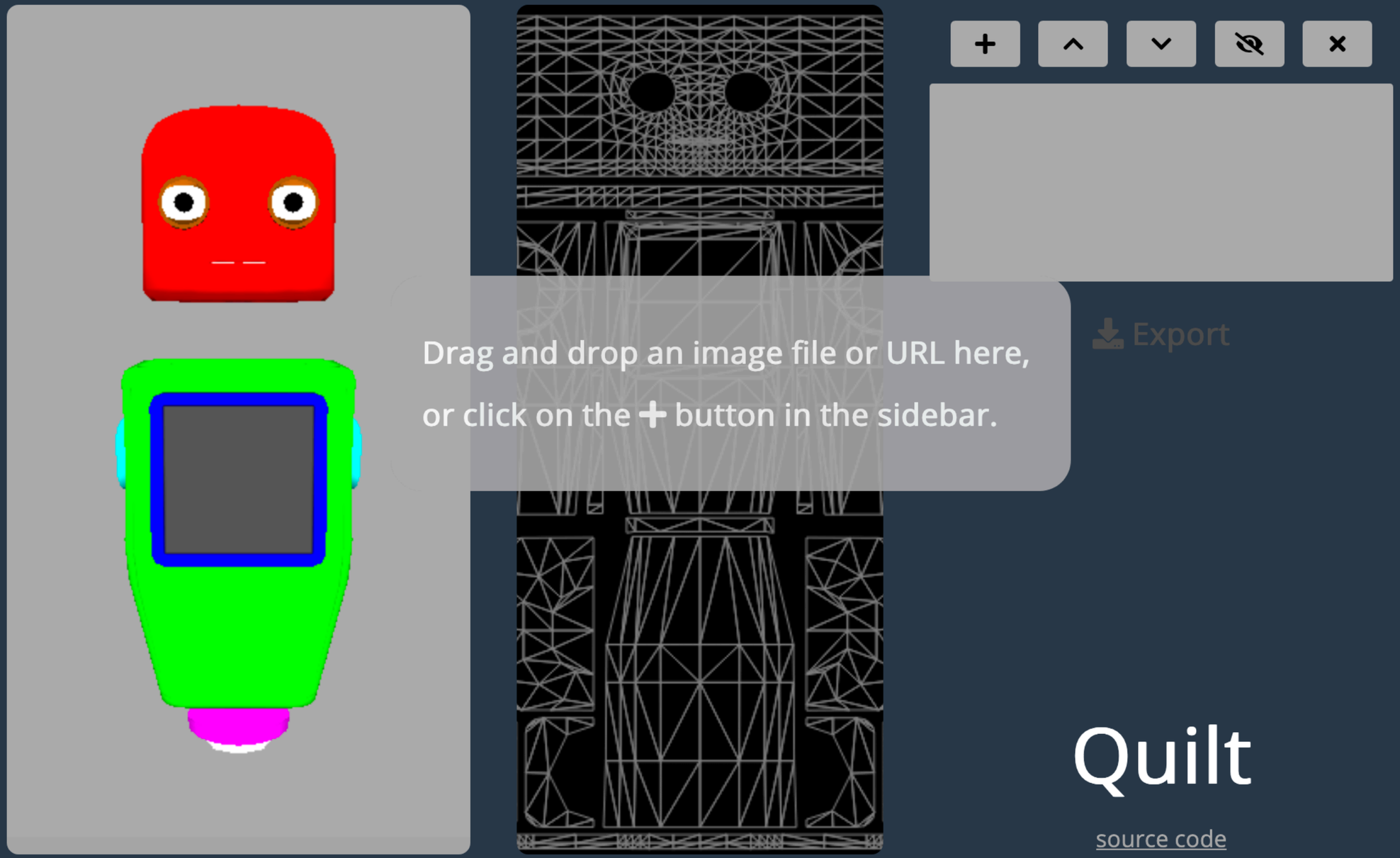
Get Started



tryquilt.io

Search

Getting Started Most Visited TSPquestionsRepos...



Drag and drop an image file or URL here,
or click on the + button in the sidebar.

Export

Quilt

source code

BigBlueRoom - VR meetings by Desktop, Mobile, or dial-in by Phone.

Features

- Universal customizable Avatars
- Media Boards - Add YouTube, Google Docs, Sharepoint, Office...
- Lockable Rooms - Control room permissions: public/private/ invite only.
- Instant Messaging - Built-in XMPP compliant messaging.
- Social Integration - Share screenshots of your meetings on social

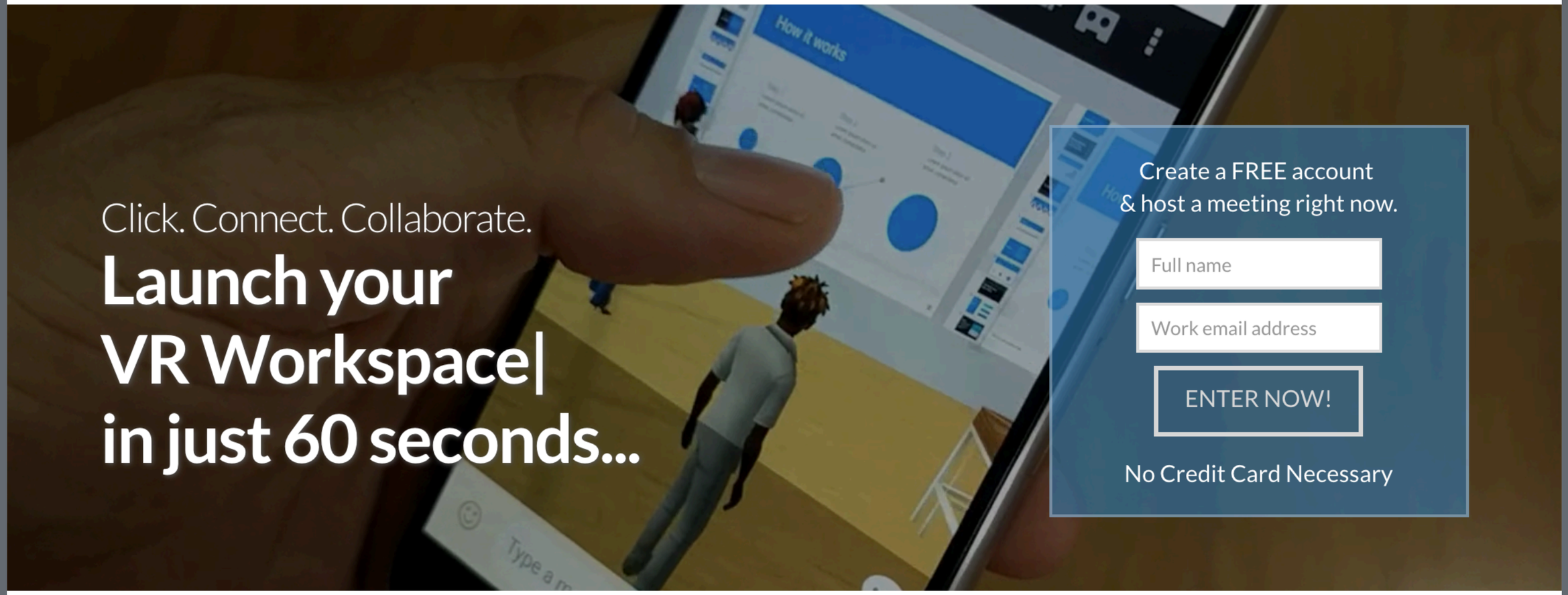
BigBlueRoom - VR meetings by Desktop, Mobile, or dial-in by Phone.

Use Cases

- Remote meetings
- Remote Classes
- Remote Workspaces
- Remote Events
- Virtual Playgrounds

BigBlueRoom

CONTACT US SIGN IN



Click. Connect. Collaborate.

Launch your VR Workspace| in just 60 seconds...

Create a FREE account
& host a meeting right now.

Full name

Work email address

ENTER NOW!

No Credit Card Necessary

Connect with anyone, on any device, anywhere

VR meetings by desktop, tablet, mobile, immersive VR or dial-in by phone.

Continue

Gender

Male

Female

back

none

chest

none

ear

none

earl

none

eyes

Blue eyes

face

Face 2

Important considerations when you build your own VR space - How to make your space save & inclusive 1/2

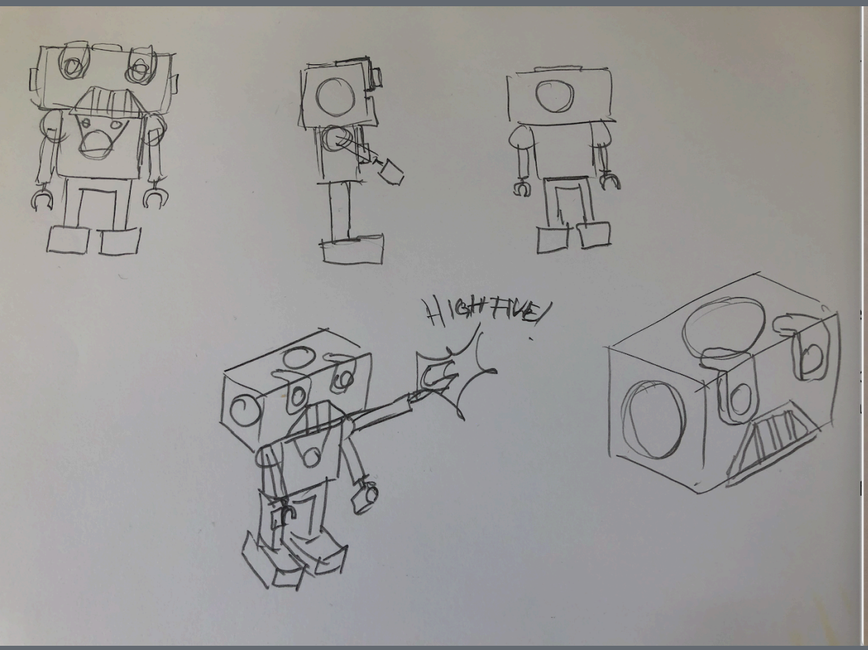
- Be clear about the role of your space add a code of conduct
- Make sure that you’re actively moderating
- Private by design and default - You decide who has access
- Give users time to acclimate & get used to the space (lobby)

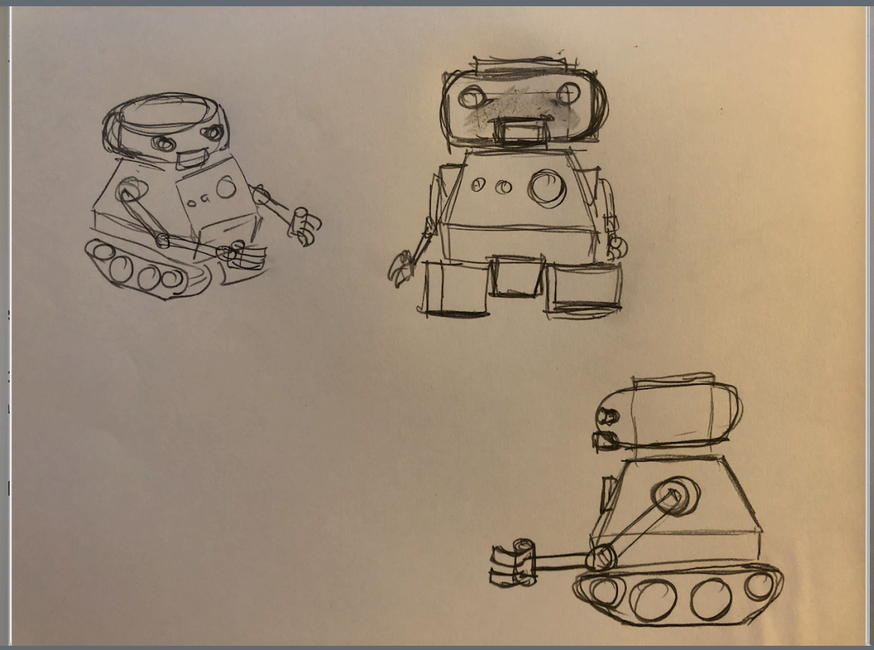
Important considerations when you build your own VR space - How to make your space save & inclusive 2/2

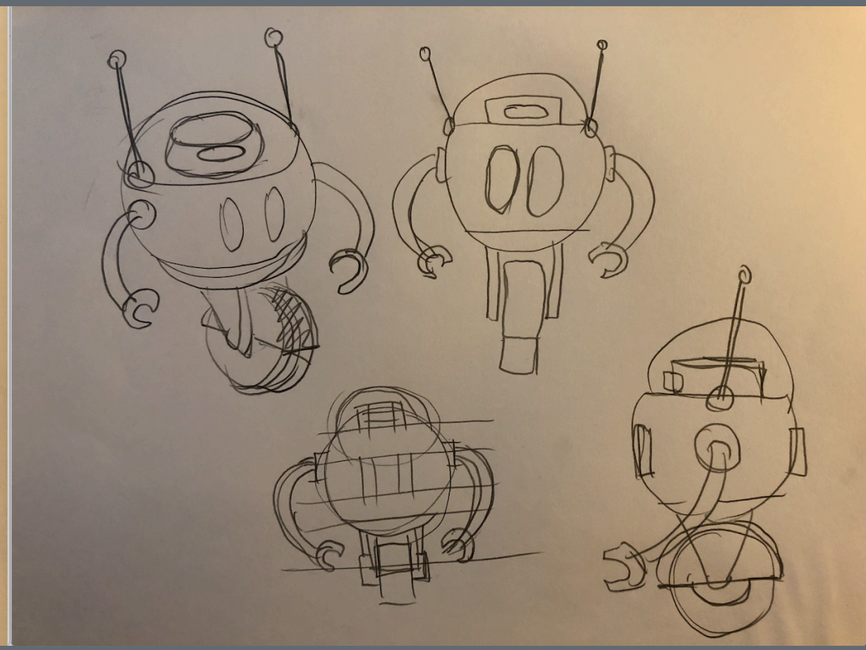
- Give the user control over self representation and identity, do not assume! (non-human Avatars / robots)
- Access to the platform (at low cost, low-end hardware)
- Respect social norms, provide tools for boundaries (safe spaces)
- To avoid cyberbullying make sure you give users control over knowing who is in the space, how people interact with each other (cultural norms)

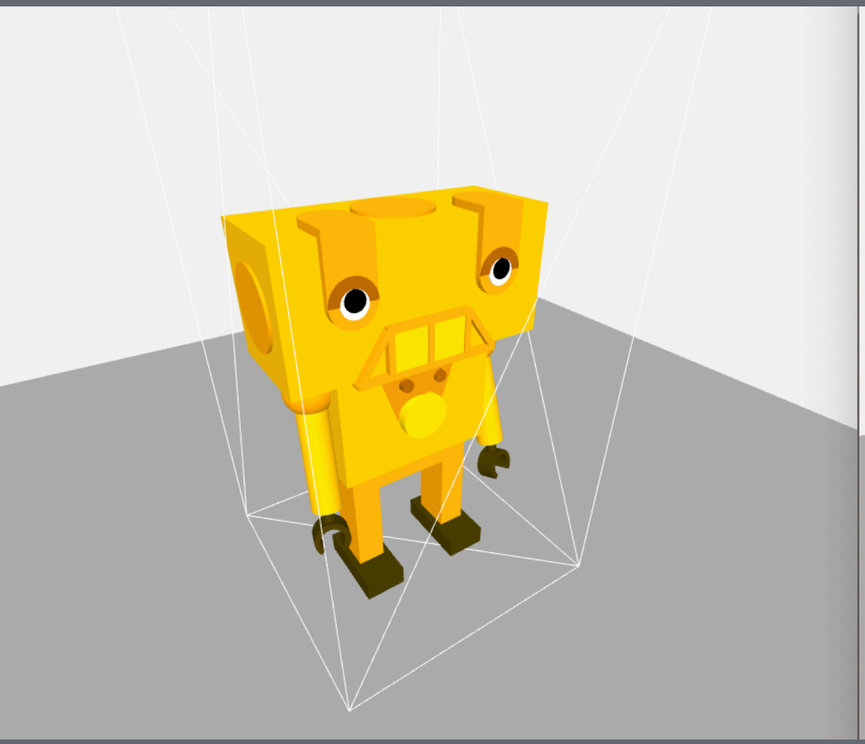
NAF - Social VR on the web

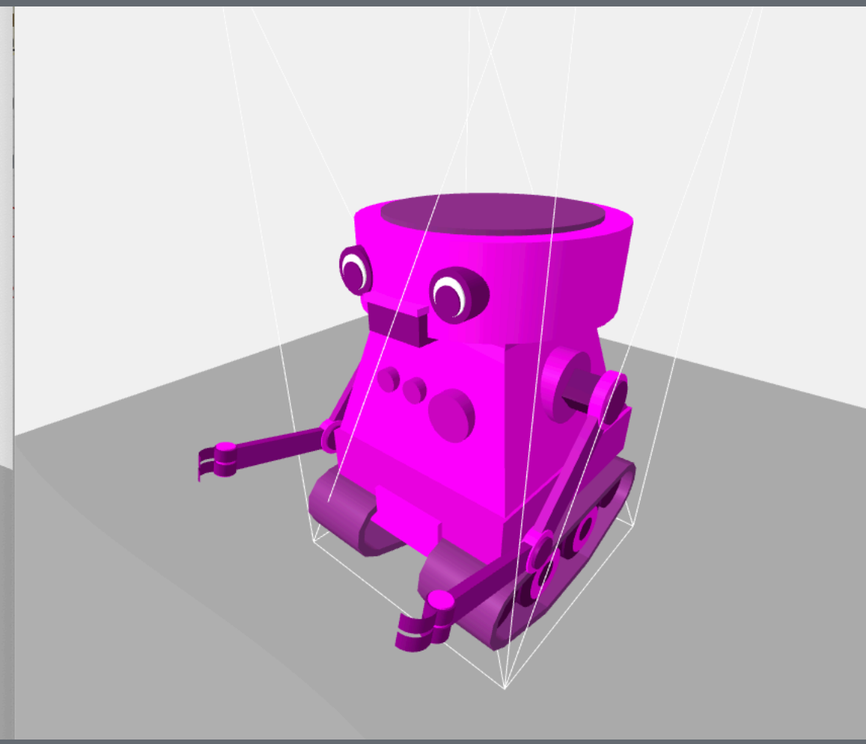
by Hayden Lee


HIGH FIVE!



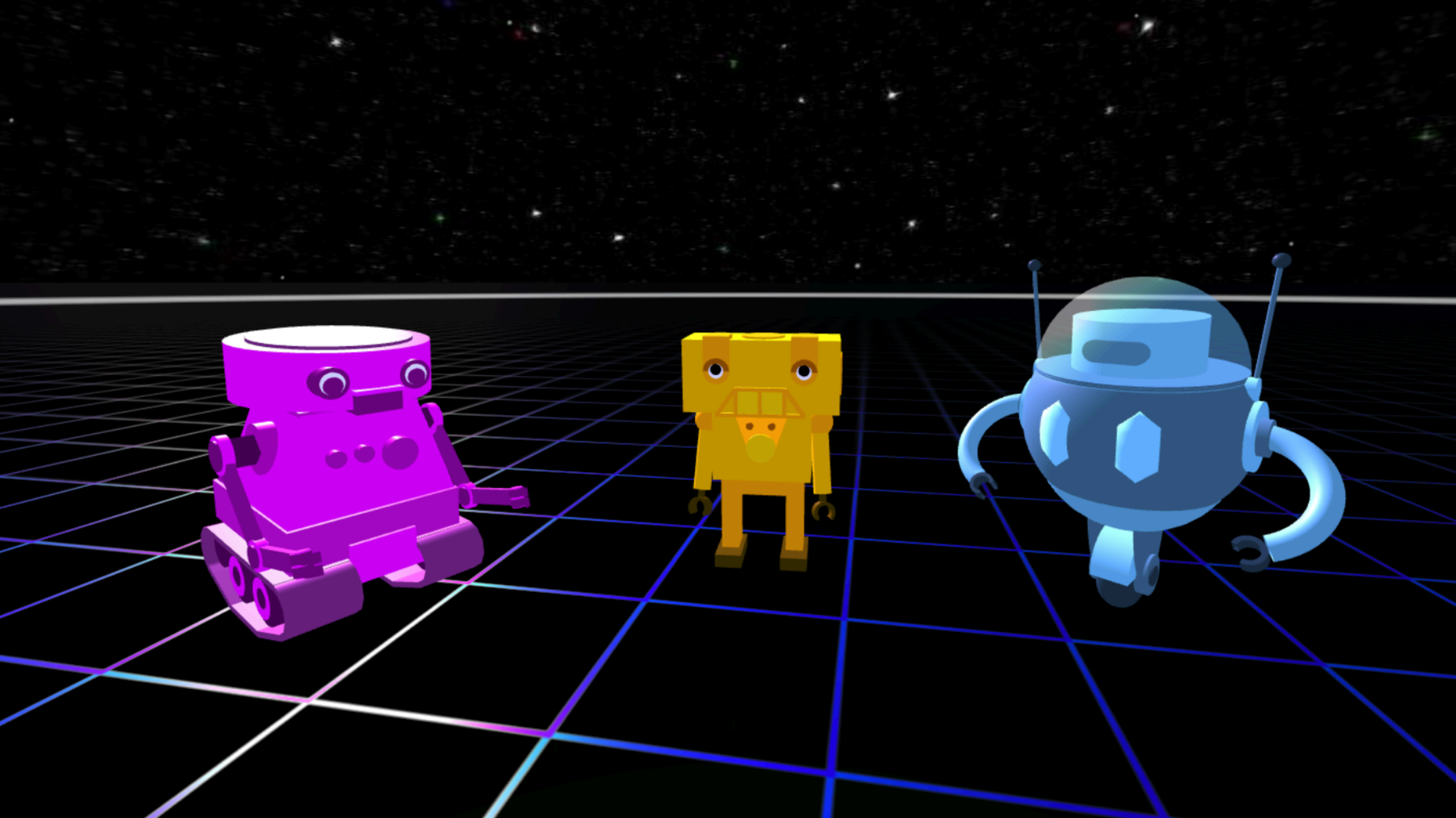






Take Home Project - Step 5

- Add your A-Robot Creation into your own networked VR experience
- Submit a version of your robot for the A-Robots.club website
- DM me for more info @rolandddubois



Remix these Avatar builds and place them in your own Social VR environment!
Avatar 1 - Avatar 2 - Avatar 3

Remix the Social VR Demo
Try:
- https://demo-networked-aframe.glitch.me/?avatar=avatar1
- https://demo-networked-aframe.glitch.me/?avatar=avatar2
- https://demo-networked-aframe.glitch.me/?avatar=avatar3

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

@rolanddubois @HaydenLee37 @micposso