

# Web XR - Browser Based Mixed Reality

## *Bibliography*

### **Week 1:**

**A-Frame** - <https://aframe.io/>

**Docs** - <https://aframe.io/docs/0.7.0/introduction/>

**Blog** - <https://aframe.io/blog/>

### **Week 2:**

**AR.js** - <https://aframe.io/blog/arjs/>

- <https://medium.com/arjs/augmented-reality-in-10-lines-of-html-4e193ea9fdbf>

**WeAR Core** - <https://developers.google.com/ar/develop/web/getting-started>

**WebAR Kit** - <https://github.com/google-ar/WebARonARKit>

### **Week 3:**

**Networked Scene** - <https://github.com/haydenjameslee/networked-aframe>

- <https://haydenlee.io/networked-aframe/>

**Uploading to IPFS** - <https://medium.com/@kfarr/publishing-an-a-frame-scene-on-ipfs-18a50853c5a6>

### **Extras:**

**Three.js** - <https://threejs.org/>

**IPFS** - <https://ipfs.io/>

**Neocities** - <http://neocities.org/>

**Glitch** - <https://glitch.com>

**W3Schools** - <http://w3schools.com/>

### **Examples:**

**Free Store** - <https://a-freestore.neocities.org/>

**r o o m** - [https://llooil.space/VR\\_webStuff/vaporWave.html](https://llooil.space/VR_webStuff/vaporWave.html)

**Google Music Visualizer** - <https://experiments.withgoogle.com/webvr/inside-music/view/>

**WeAR Portal** - [https://twitter.com/jerome\\_etienne/status/893217730517749760](https://twitter.com/jerome_etienne/status/893217730517749760)

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