

Resources

Links

- [Accelerate Platform site](#)
- [Getting Started with Mimic](#)
- [A-Frame](#)

Accelerate Examples Used in the Wiki guides ☐

- [Hello World](#)
- [3D Models](#)
- [Physics](#)
- [Collaboration](#)
- [World Building](#)

Old Guides Made for Early Accelerate Workshops

These guides are mainly centered around learning A-Frame more directly and interfacing through code.

- [Hello World](#)
- [Movement](#)
- [Physics](#)
- [World Building](#)

Mimic Examples / Starter Projects

The Accelerate Editor was build on top of an older project called MIMIC. The early guides and experiments were built using that platform. The two platforms are very much interoperable and so these examples are left in for reference.

- [A-Frame: Hello World!](#)
- [Simple Tower](#)
- [Make a Tower \(starter\)](#)
- [Procedural Tower](#)
- [Procedural Vase](#)
- [River Scene](#)
- [Forest Scene](#)
- [Animated Fox](#)
- [Procedural Displacement Map \(Complex\)](#)

Fun A-Frame projects:

- [Official A-Frame Examples](#)
- [Treasure Island](#)
- [Solar System](#)
- [BrushworkVR](#)
- [A-Painter](#)
- [Vartiste](#)
- [Some notes while learning about A-Frame \(more useful guides\)](#)