Introduction to WebXR with A-Frame

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Getting started

1. Clone or download our repository ter.ps/XRClubAFrame
2. Launch a text editor (I'm using Notepad++)
3. Open up First-Scene/index.html
4. Useful sites you might want to have open
   - aframe.io
   - https://threejs.org/docs/#api/en/core/Object3D
   - https://raw.githubusercontent.com/jeromeetienne/AR.js/master/data/images/HIRO.jpg

Very quick rundown of JavaScript

- Typically JavaScript runs in a browser and interacts with the HTML document hierarchy
- The syntax is very similar to Java, but JavaScript is more loosely typed
  - For example, in JavaScript you use **var** to define a variable instead of **int** or **bool** or **String**

A-Frame

- WebXR Framework created by Mozilla
- Imported as a script in an HTML file
- Allows for Virtual and Augmented Reality in a web browser
    - Scenes are defined with HTML
    - Scenes are manipulated with JavaScript

A-Frame

- A-Frame features an Entity-Component System
  - Entities are objects in the HTML object hierarchy
  - Components are attributes of Entities defined with JavaScript code
- In the First-Scene/index.html the box, sphere, cylinder, sky, and camera are all Entities
- Properties like position, radius, and color are Components