After the first meeting with Dr. Campbell I have installed Apache Web Server on my system so that I would be able to run my .html and .js files from localhost. For now the files are served from the default directory of Apache Server but I will redirect it to my project folder for future ease and usefulness.

We have been given 4 main tasks for the week by Emmet Burke, our lead in the project. In addition we are asked to experiment and make sense of the frameworks, specifically AR.js and a-frame, that are used in AHA project. I and my team partner Müge have divided these tasks among us and I did the last 2 elements in the list which are "Investigate animation within A-Frame" and "Loading a "menu" style AR object and selecting new objects to load from that."

Animations in A-Frame are declared as html elements and are tied to specific events like clicking on some objects. When these events are fired, the animations play on a specific object. With that knowledge I first decided to fix the rotation animation on a clicked bee object. The problem occurred when the bee model was clicked the model, it rotated 180 degrees on y axis from its original state, but after the 2nd click it immediately rotated to its initial state then rotated another 180 degrees on the y axis. The expected result was to make a full rotation. My immediate instinct was to update animation element in html after every animation play since it has 'from' and 'to' attributes which is the object's start and end rotation. However this solution, even though it made the most sense to me, was very unpredictable and glitchy. Most of the time the model rotated without an animation. My final solution was to declare 2 separate animation, one for the rotation from initial state to upside down state and the other animation for the other way around. This resulted in the expected behavior.

At this point Müge has found ways to work with multiple markers and for my second task I have discussed with her how could I use this to implement an AR menu object. I have decided to use one marker(AR.js) to let user to choose different options from a menu, like changing the previewed model, drawn by text elements from A-frame for now and another marker(hiro) to preview the selected model.

This is my work for the week. I have pushed all my work to github in case you might want to check it.

Here is the link:

https://github.com/uygaruyaniksoy/ucd-aha