

Building Realtime VR on the web

Frontend-Connect 2017

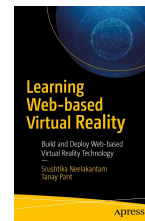


Hi ! I'm Srushtika

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Virtual Reality



**Virtual Reality means tricking
your brain into believing
something that's not. even. real. !**





Gatekeepers



Installs

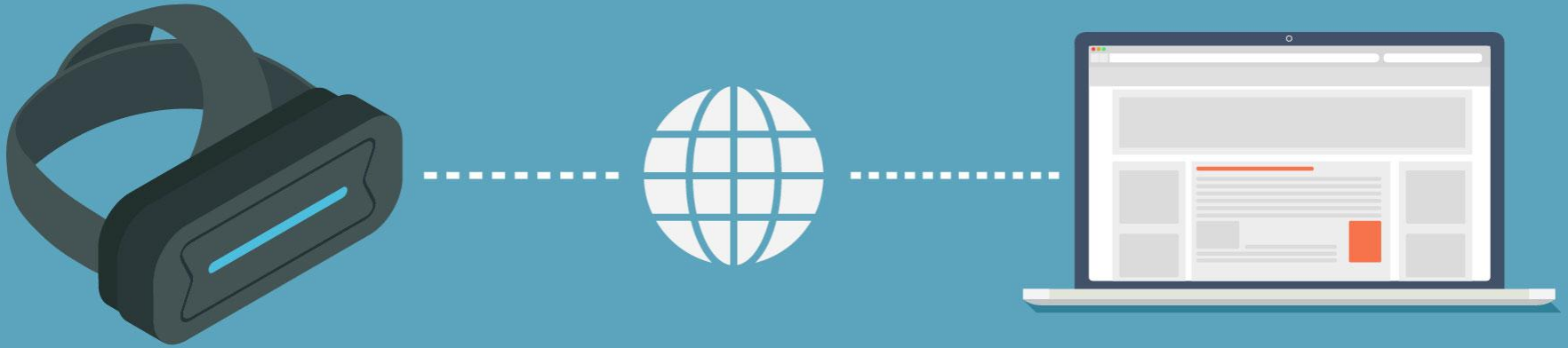


Closed

Solution?



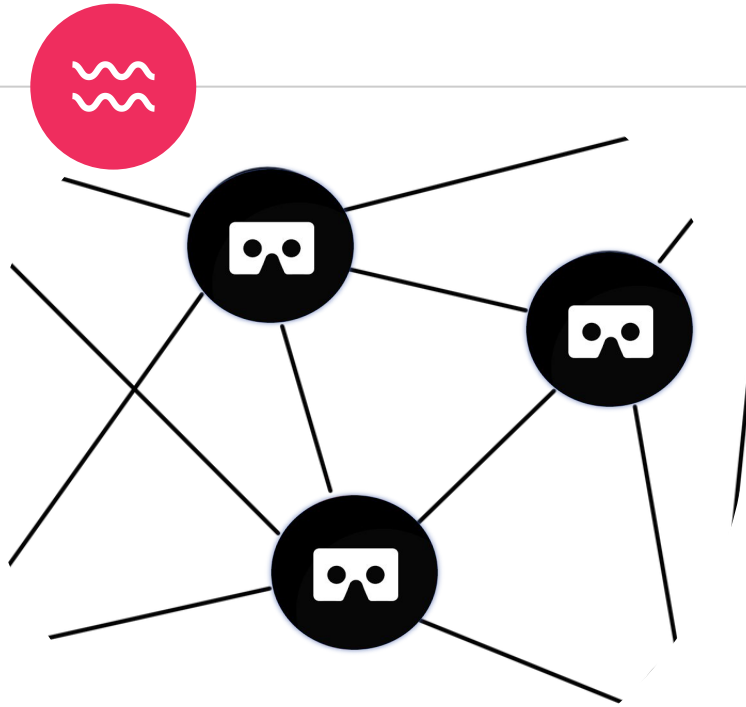
WEBVR



An open Virtual Reality platform with
the advantages of the **WEB**



Open



Connected



Instant

```
27  
28   .:hover{  
29     color:#fff;  
30     opacity: 1;  
31     text:IMPORT:WEBVR POLYFILL  
32   }  
33  
34  
35   width:350px;  
36   height:350px;  
37  
38 }  
39 </style>  
40 </head>  
41  
42 <body>  
43  
44  
45 <div id="links">  
46  
47 <a href="http://webvr.info/">WEBVR</a>  
48 <a href="http://cabbibo.com/">CABBIBO</a>  
49 <a href="https://www.leapmotion.com/">LEAP MOTION</a>  
50  
51  
52 <script src = "lib/leap.min.js">  
53 <script src = "lib/three.min.js">  
54 <script src = "lib/underscore.js">  
55 <script src = "lib/TrackballControls.js">  
56 <script src = "lib/OrbitControls.js">  
57 <script src = "lib/SubdivisionModifier.js">  
58 <script src = "lib/PhysicsRenderer.js">  
59  
60  
61 <script src = "lib/VRClock.js">  
62 <script src = "lib/VRControls.js">  
63  
64 <script src = "lib/ShaderLoader.js">
```

IMPORT:WEBVR POLYFILL

SET UP CAMERA

SET UP LIGHTS

INITIALIZE SCENE

DECLARE AND PASS CANVAS

LISTEN TO WINDOW RESIZE

INSTALL VR EFFECT

INSTANTIATE RENDER

CREATE RENDER LOOP

PRELOAD ASSETS

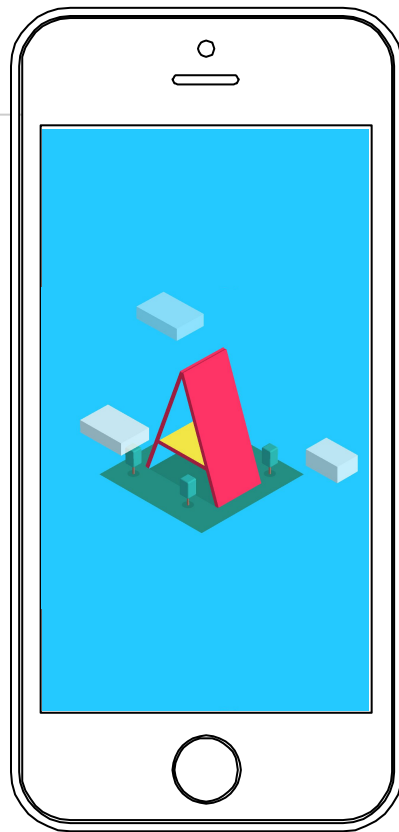
FIGURE OUT RESPONSIVENESS

DEAL WITH META TAGS AND MOBILE



Hello A-Frame !

A-Frame is a **web framework** for building virtual reality (VR) experiences. As originators of WebVR, the **Mozilla VR** team developed A-Frame to be the **easiest** as well as the most powerful way to develop WebVR content.



How does it work?



```
<html>
```

```
<script src="https://aframe.io/releases/0.3.2/aframe.min.js"></script>
<a-scene>
  <a-box color="#4CC3D9" position="-1 0.5 -3" rotation="0 45 0"></a-box>

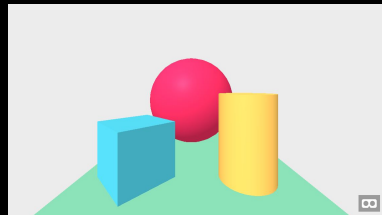
  <a-cylinder color="#FFC65D" position="1 0.75 -3" radius="0.5" height="1.5">
</a-cylinder>

  <a-sphere color="#EF2D5E" position="0 1.25 -5" radius="1.25"></a-sphere>

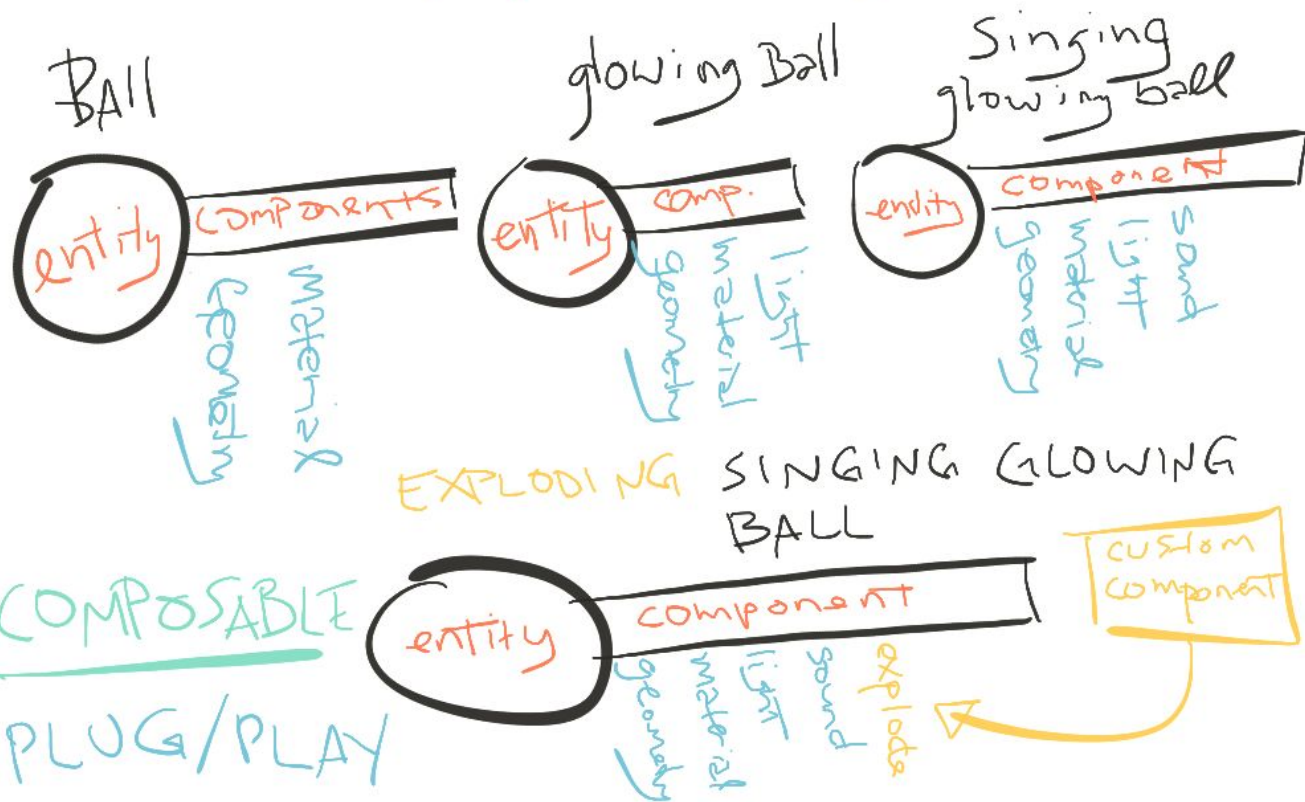
  <a-plane color="#7BC8A4" position="0 0 -4" rotation="-90 0 0" width="4"
height="4"></a-plane>

  <a-sky color="#ECECEC"></a-sky>
</a-scene>
```

```
</html>
```



IN A-FRAME

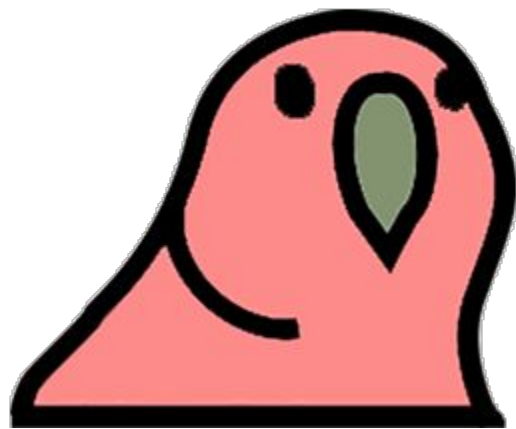


Virtual Reality

Virtual Reality on the web

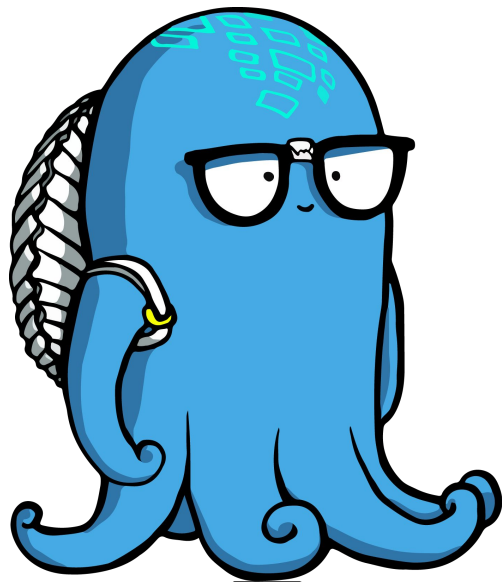
Virtual Reality on the web

Now let's make it
realtime



Live Demo

goo.gl/6ecwid

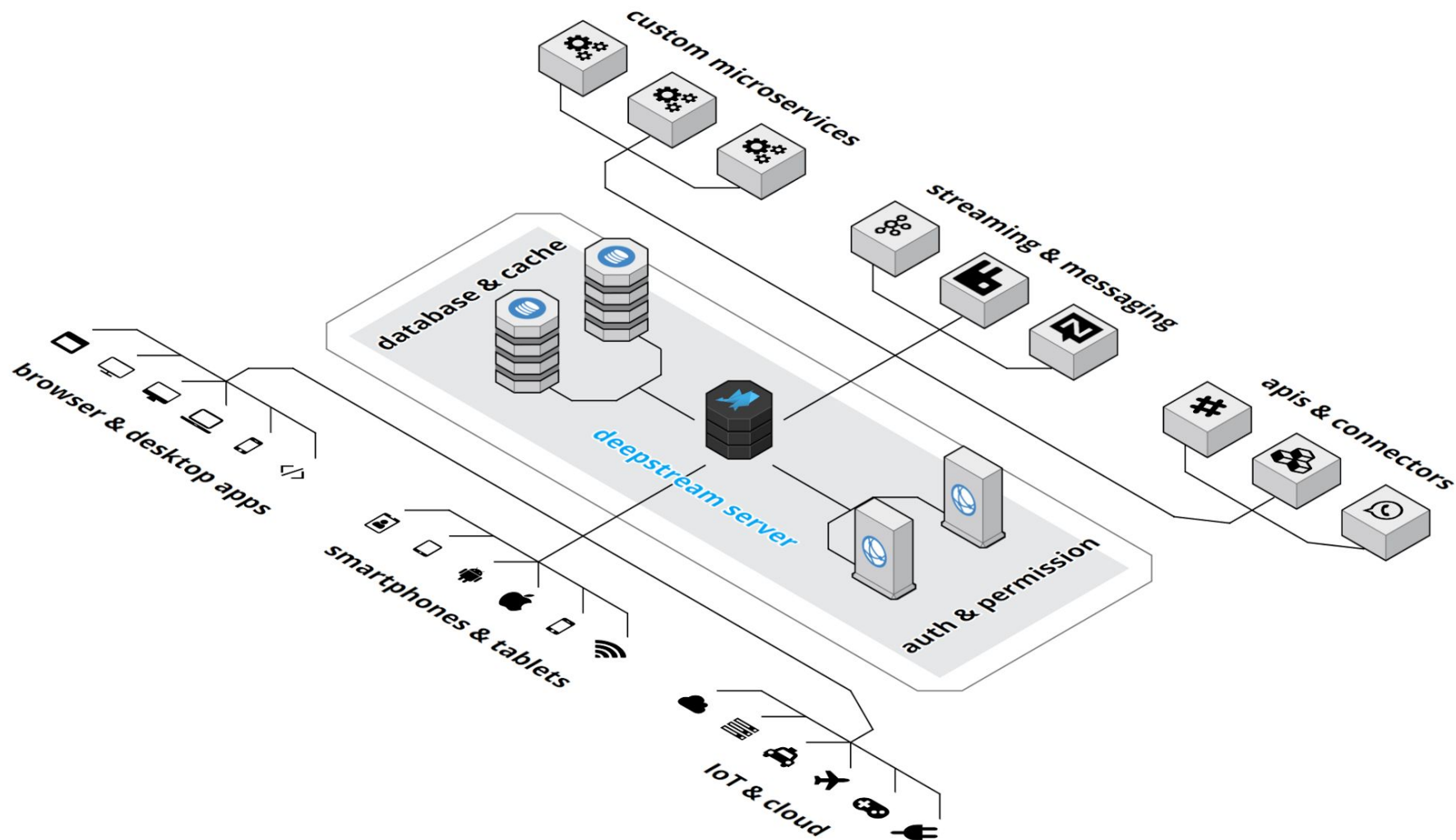


deepstream.io

- Records
- Events
- RPCs
- Presence

SHOW ME THE CODE!!!







LIFE IS REALTIME !



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That's all folks!
Thankyou.

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