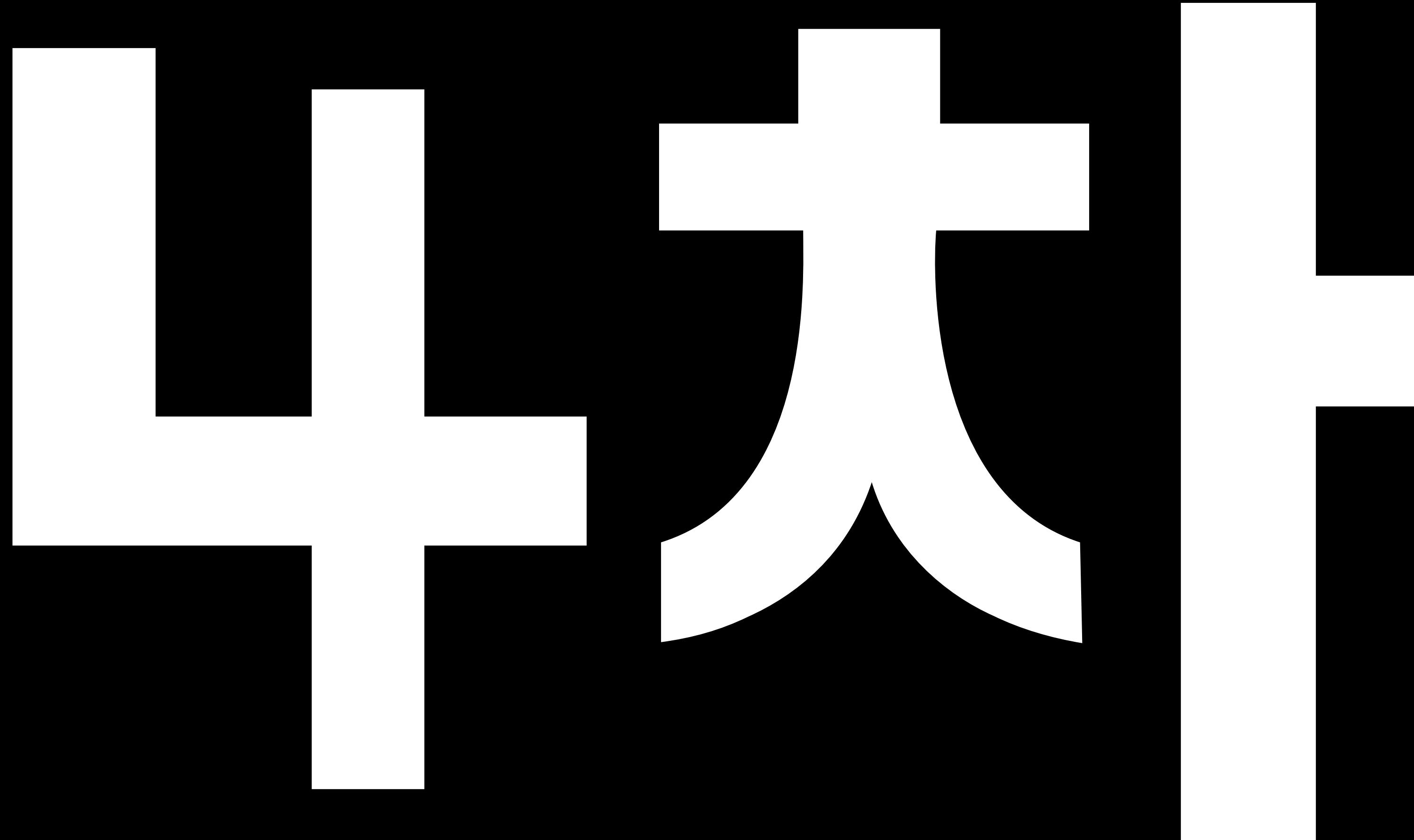


EMOCON  
2017 S/S

# Three.js VR

@ahastudio



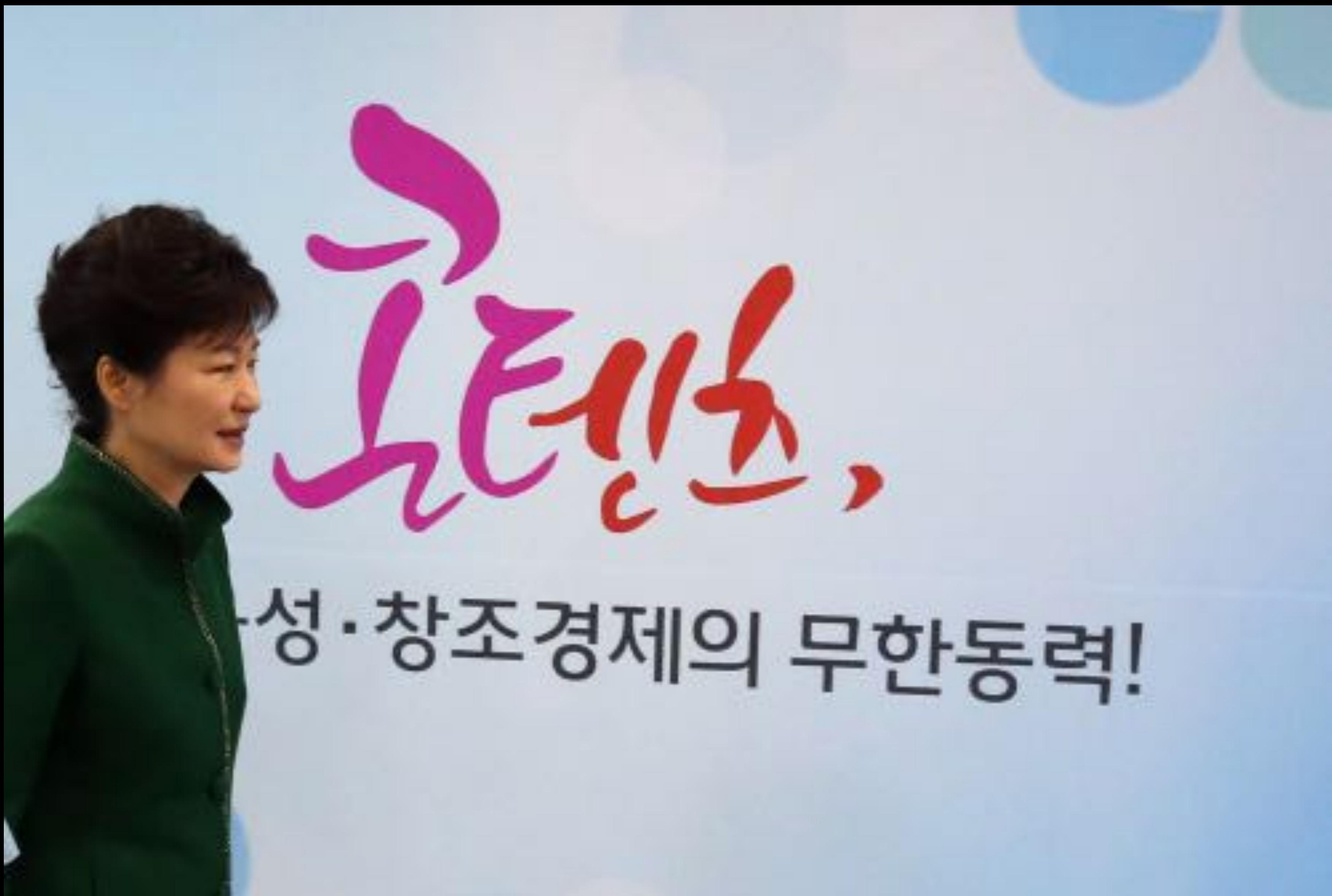


ANTON

to  
the  
end









고만해,  
미친놈들아!



나라  
국립현대미술관

상금통

기자?



**SHYNET**

NEURAL NET-BASED ARTIFICIAL INTELLIGENCE

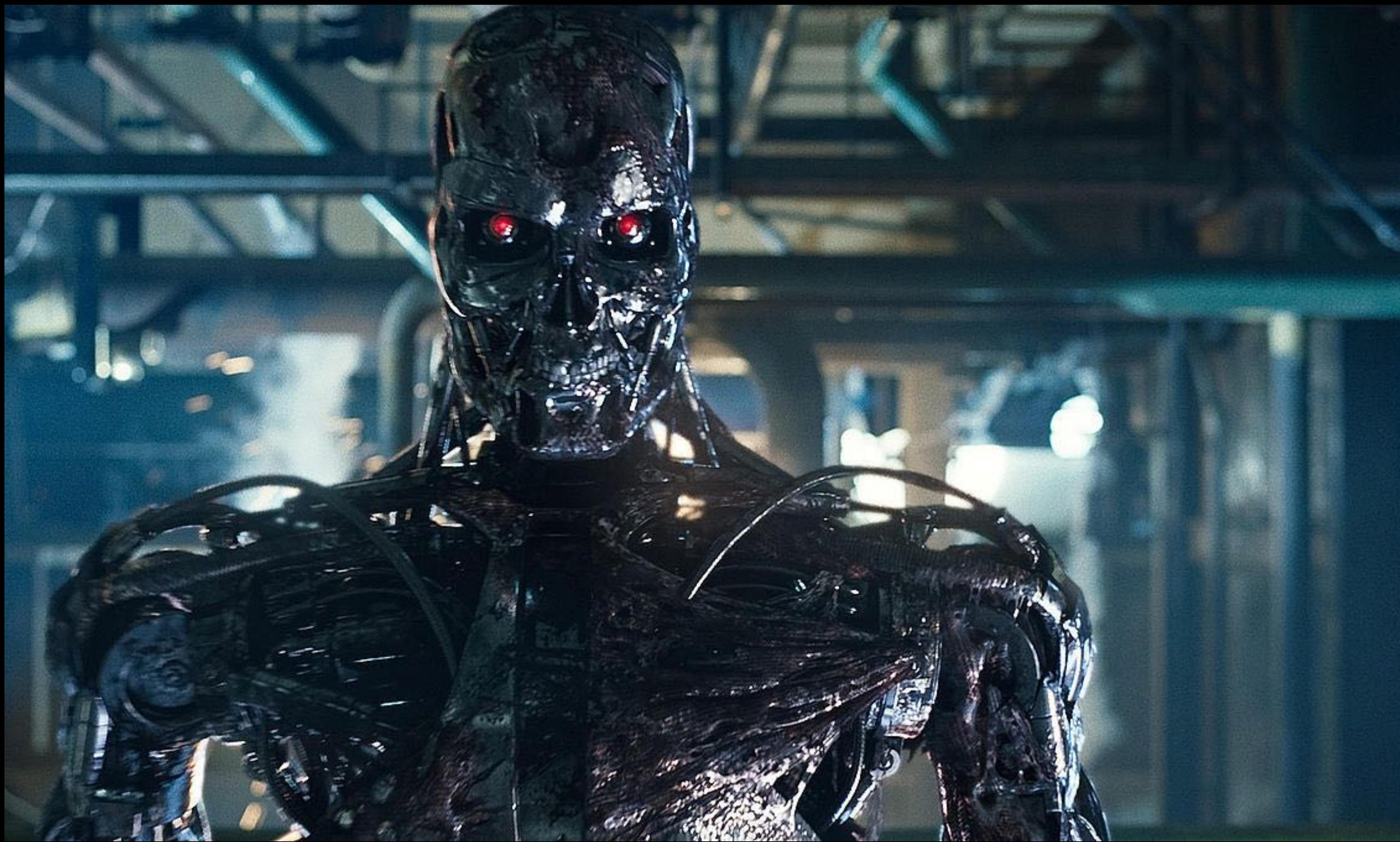
CYBERYNE SYSTEMS CORPORATION

인공지능  
AI  
SRIneP

NEURAL NET-BASED ARTIFICIAL INTELLIGENCE

CYBERYNE SYSTEMS CORPORATION

도서관  
기획?





한국어

가격?

16



16

사랑이 끝나지

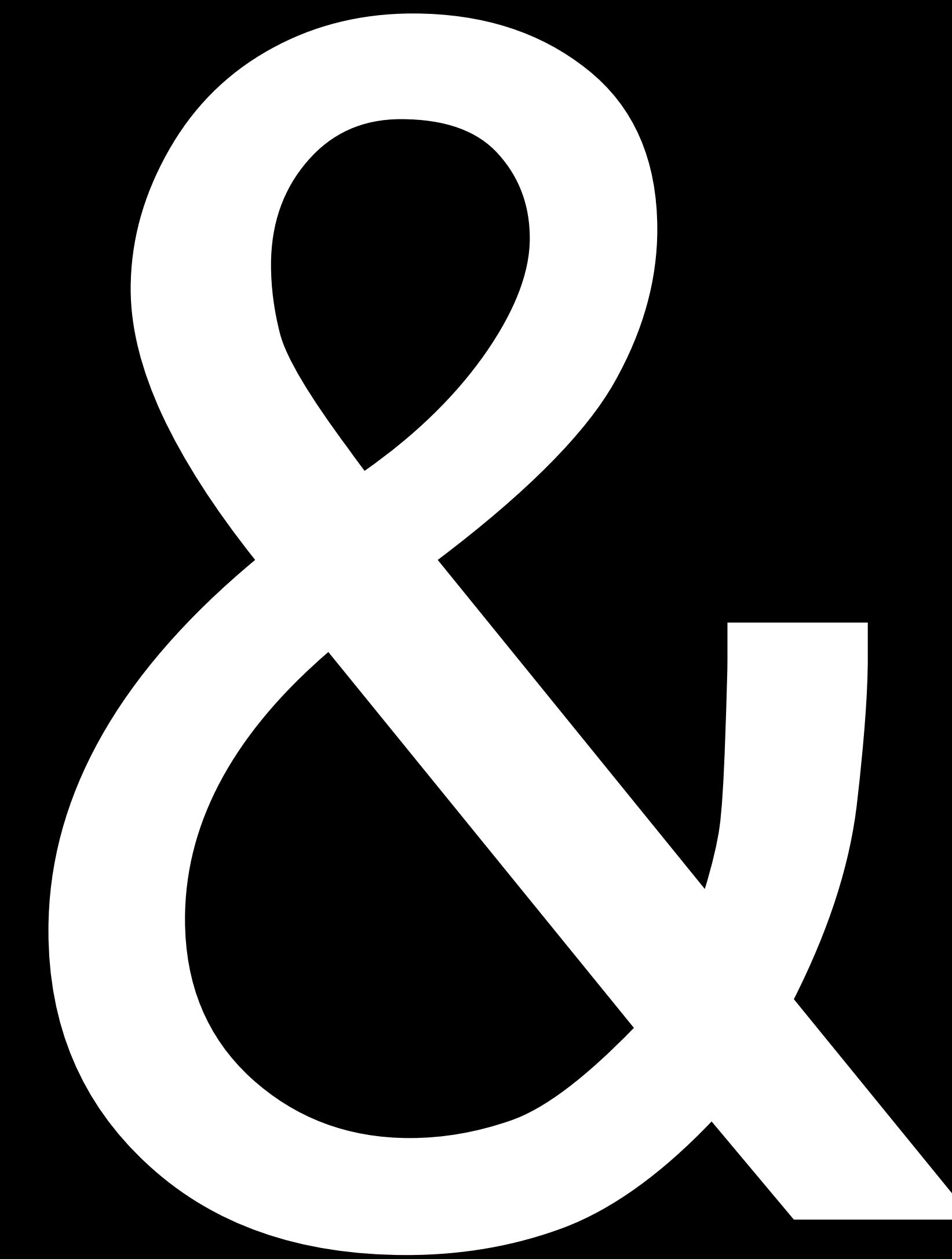


















THE  
SCHOOL



*People love machines in 2029AD.  
"Who are you? Who slips into my robot body and whispers to my ghost?"*

# GHOST IN THE SHELL 攻殼機動隊

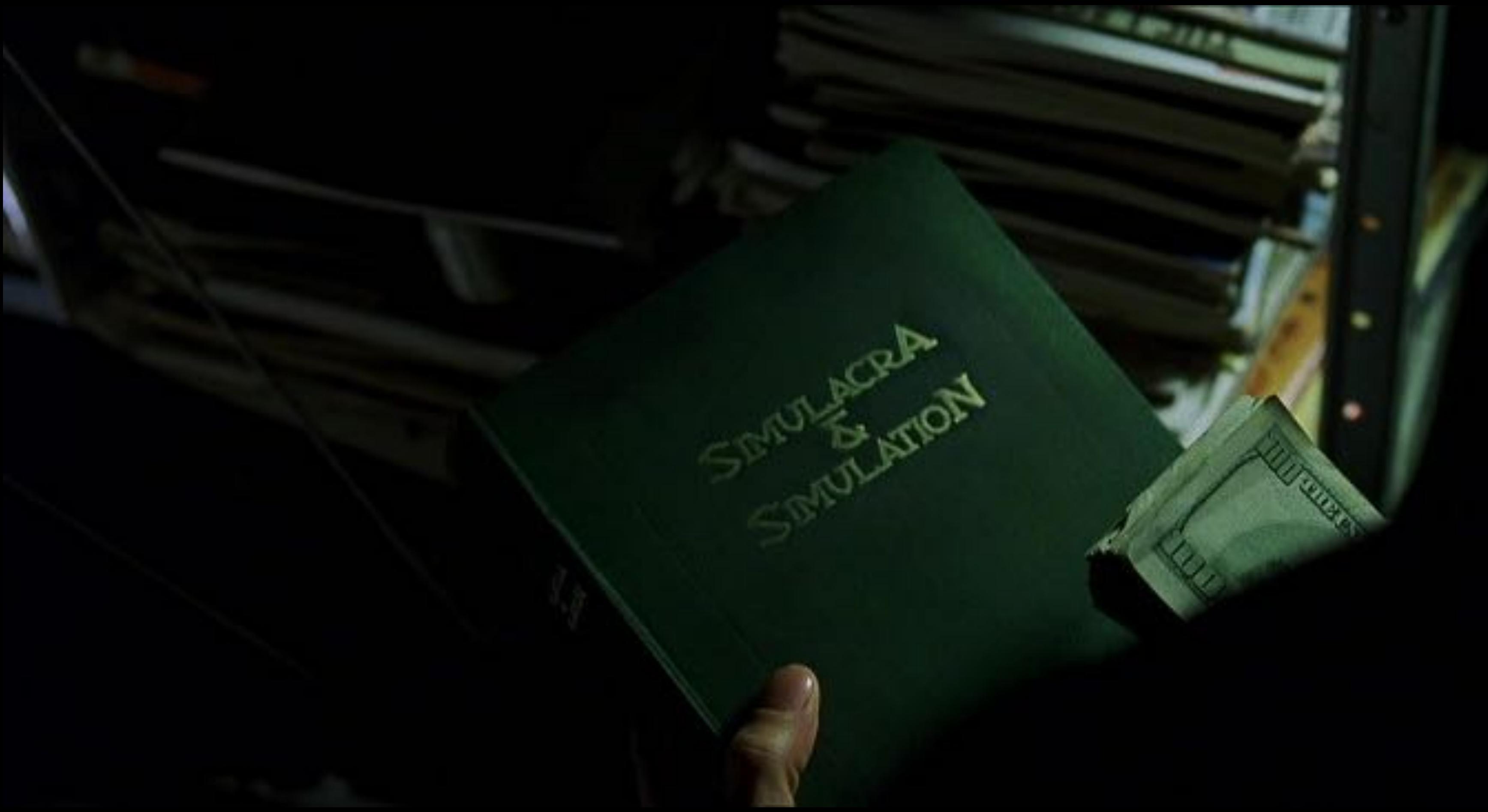


경계  
04

한국  
문화

WIP

**Virtual  
Reality**



# Simulation



# environment



not  
me



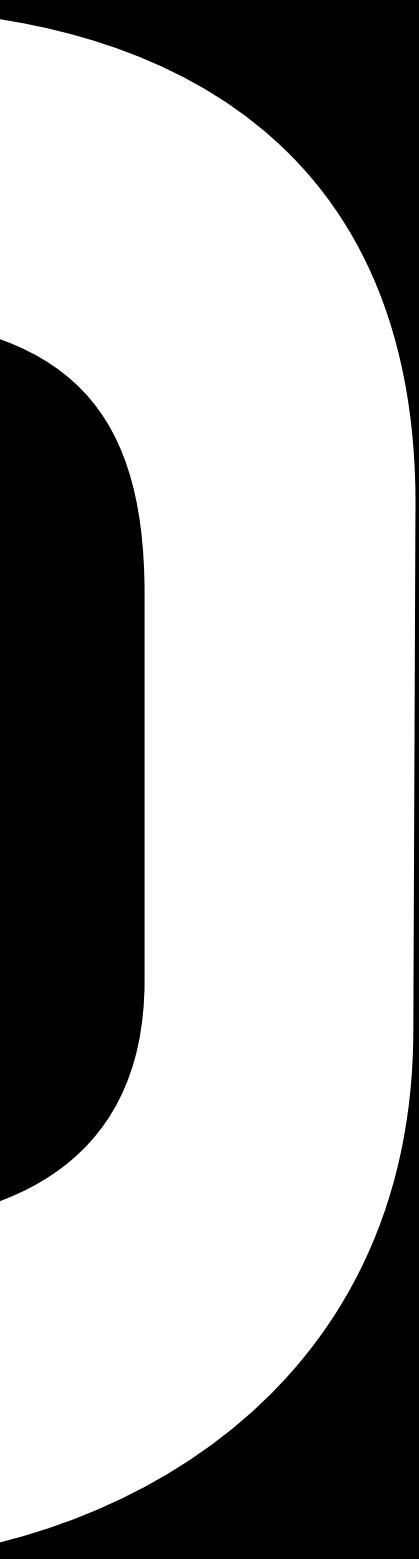
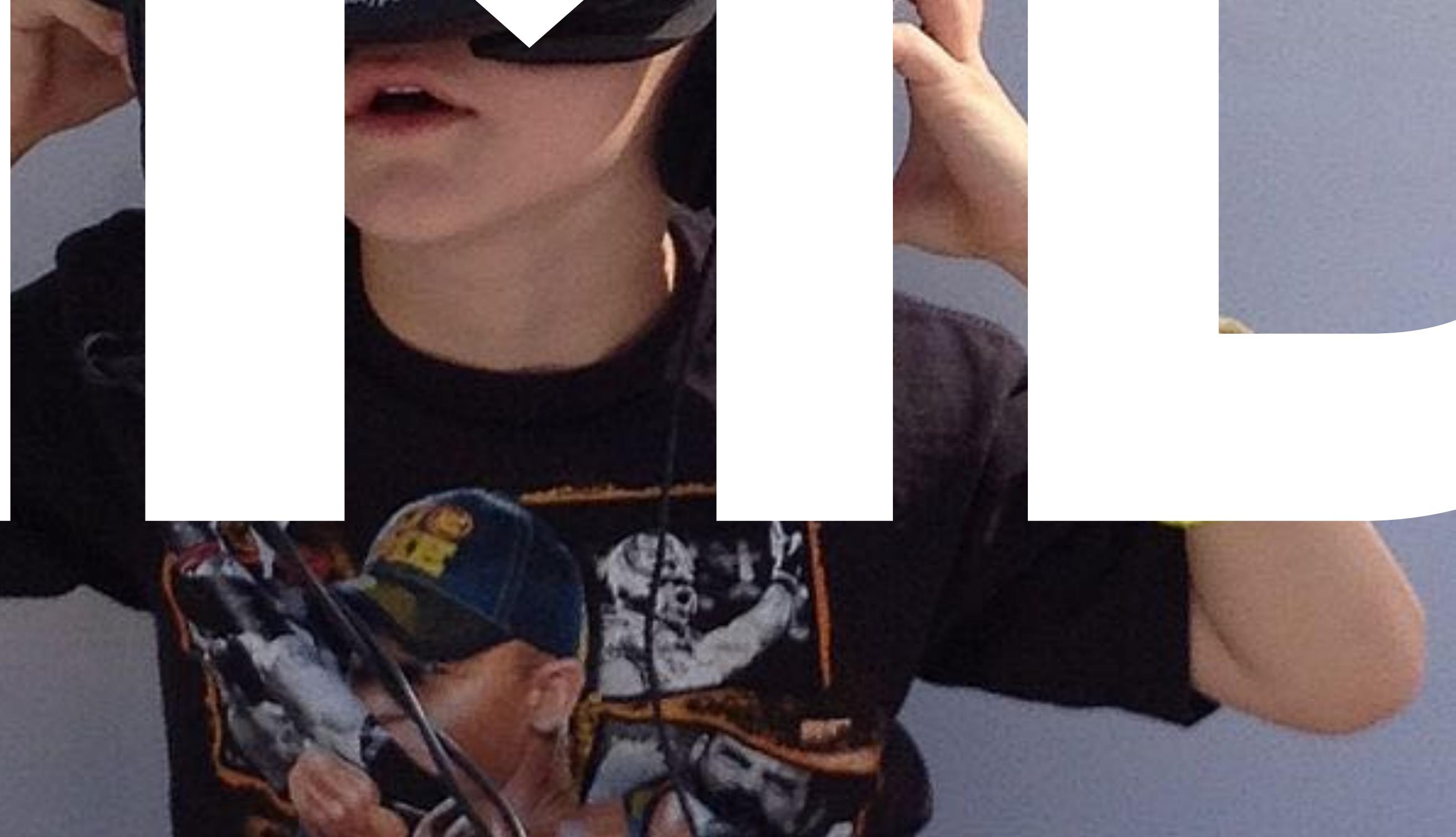
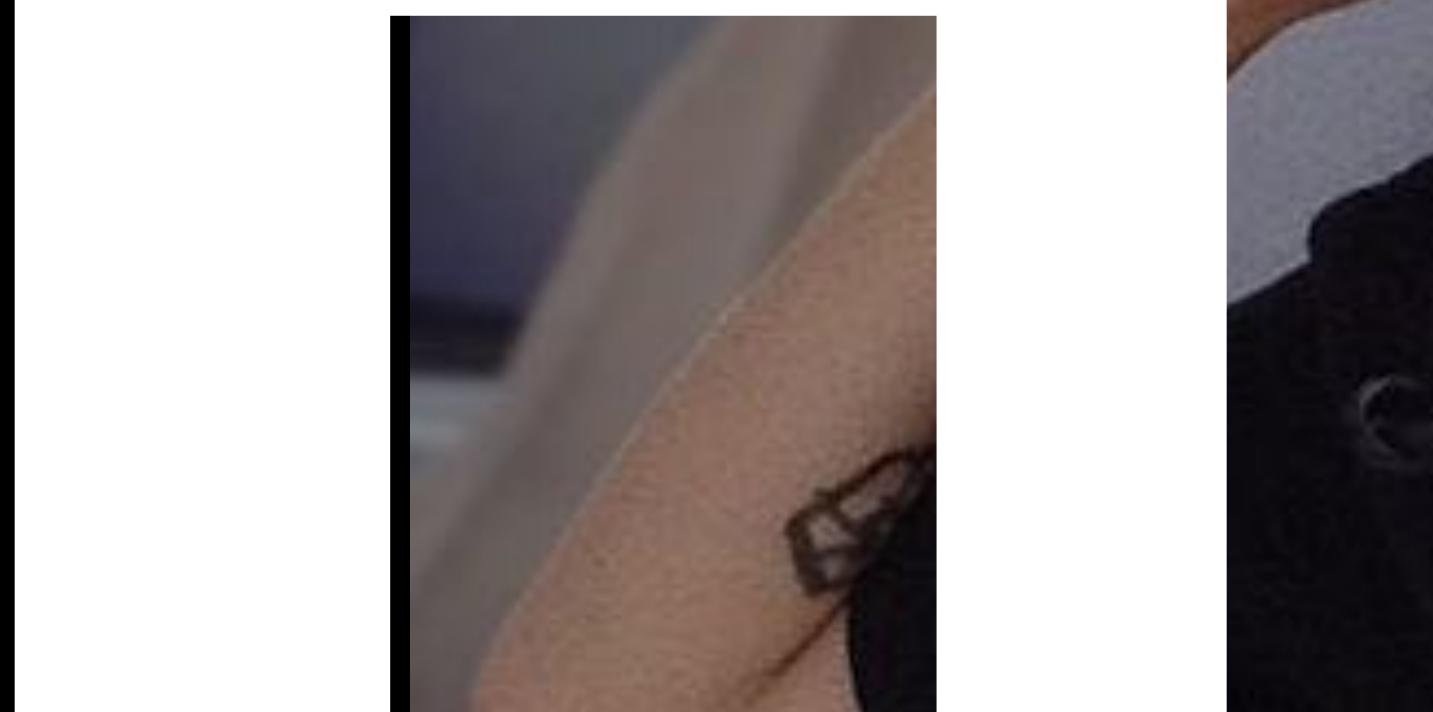
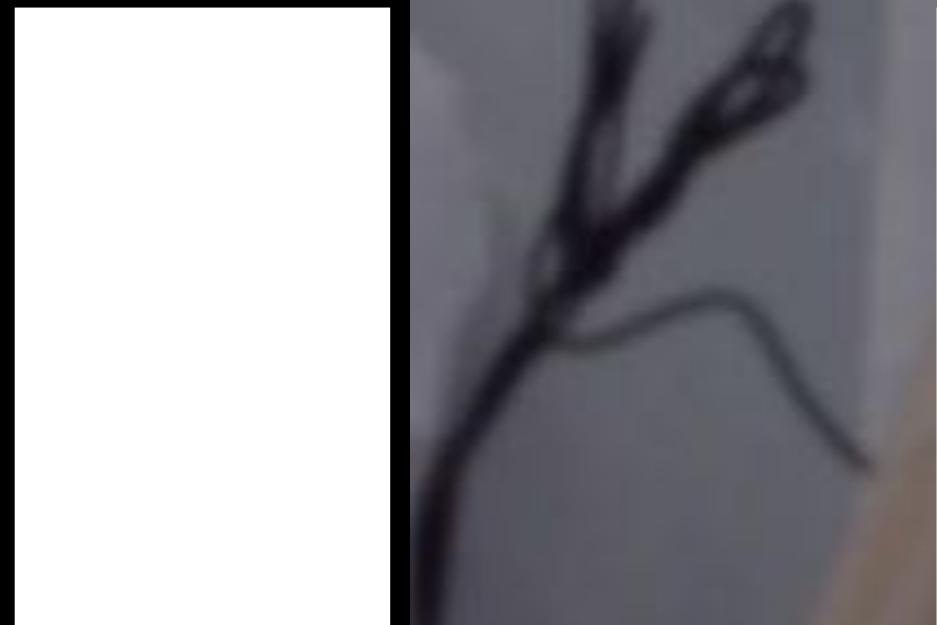




VR 헤드셋

디오디오 헤드폰

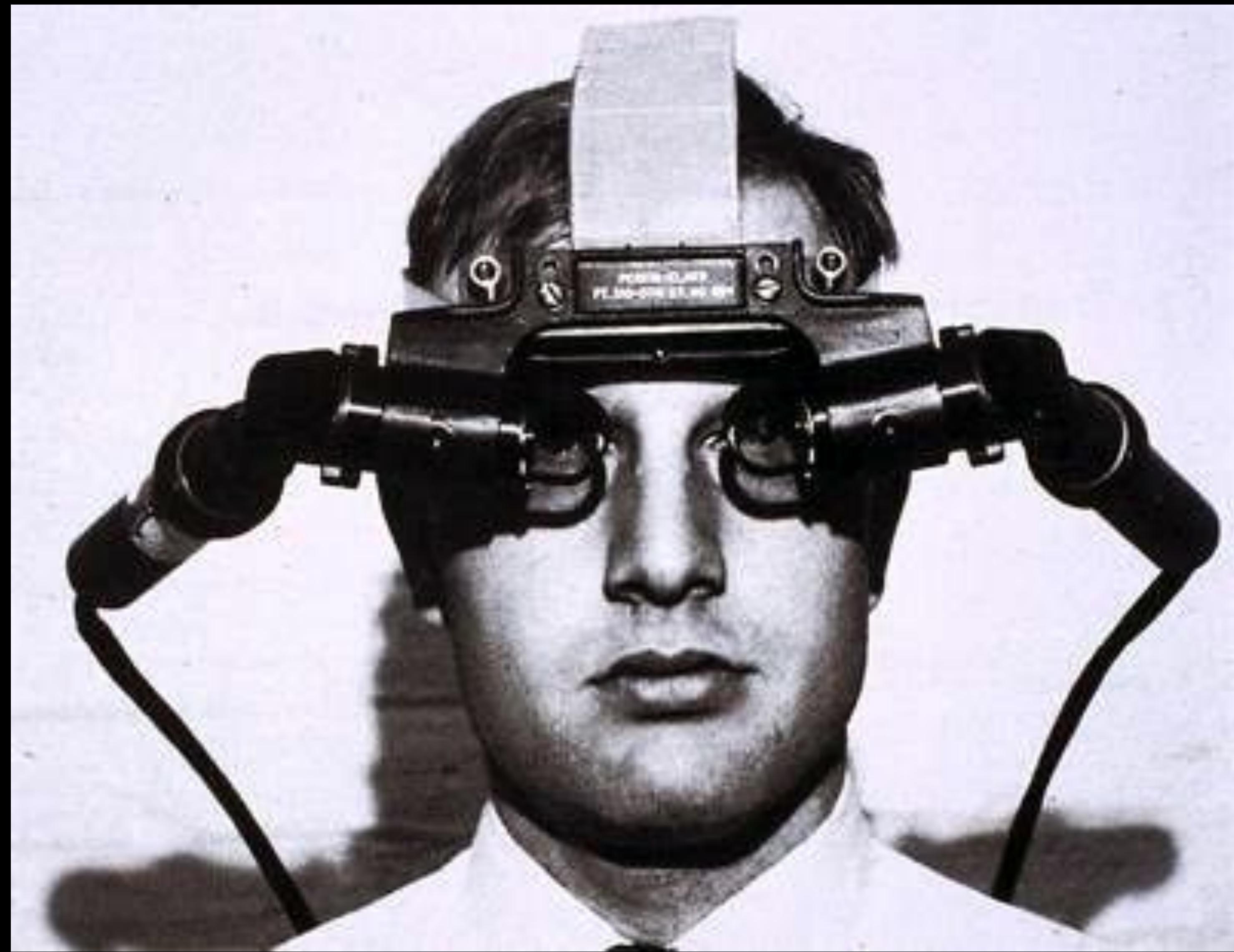




# Head Mounted Display



1968



한국의  
한국의  
한국의

开放  
数据？

אֶלְעָזָר

2013  
14



# Oculus Rift





3D?

ccg2

온라인  
주식

한국서예

한국서예



**Realtime**

ォルト  
ホー

ホー

죽기장운  
死後運

2014  
H&E

**HUUD**

**ted-up**  
**Display**



JETPHOTOS.NET

Image Copyright © Alessandro Iglesias

ללא  
ללא



한국  
한국  
한국



MATCH CRITERIA

NETFILE 342-580

MISSION PROFILE

CONNOR, JHON

\*\*\*\*\*

HGHT 234654 453 30

WGHT 654334 450 16

HAIR 245261 865 26

EYES 453665 766 46

GEND 382856 863 09

DIST 356887 544 04

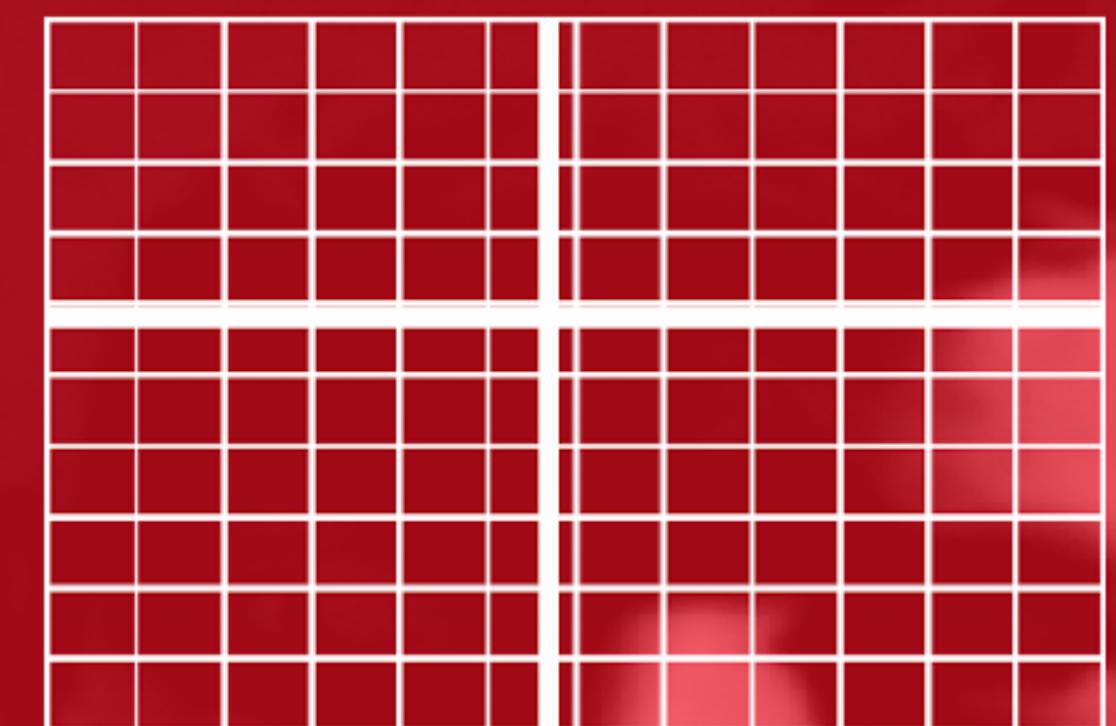
FACI 351874 988 24

BILD 224784 211 58

POST 522387 254 21



FACIAL SCANNING IN PROGRESS



=====

CODE      ADDR      ADDR

TAKE PICTURE

FFC

Deathroll

A  
B

# Augmented Reality



여기 애 오는가?



가상과 현실의  
경계는 유호한가?





**M**  
**R**

Mixed  
Reality



그만해.

온라인  
판권

온라인  
판권 VR

TOP FAVOR

온라인  
판매  
장터



Web

Mobile

Why?

작곡가  
이상석

한국  
한국

원주시립미술관  
제2회 미술전시회  
전시회  
전시회

No  
install

Open

No  
IE8

한국  
한국

UX

온라인  
판권  
제작  
UI

한국

리치

손에 들고 있다는 전제로...

가족

카페인

AR 마커 등

photo[ist]

마트온라인

최신 트렌드일 수 밖에 없음

BLF

BLF

다른 장비 연동?

**GPS**

# GPS

나는 어디 여간 누구

기소문제

火  
焰  
之  
界

2014  
H&E



SBS •  
Drama+

# Realtime 3D Rendering

OpenGL

WebGL

three.js

# Scene Graph

```
var scene = new THREE.Scene();
var camera = new THREE.PerspectiveCamera( 75, window.innerWidth/window.innerHeight, 0.1, 1000 );

var renderer = new THREE.WebGLRenderer();
renderer.setSize( window.innerWidth, window.innerHeight );
document.body.appendChild( renderer.domElement );

var geometry = new THREE.BoxGeometry( 1, 1, 1 );
var material = new THREE.MeshBasicMaterial( { color: 0x00ff00 } );
var cube = new THREE.Mesh( geometry, material );
scene.add( cube );

camera.position.z = 5;

var render = function () {
    requestAnimationFrame( render );

    cube.rotation.x += 0.1;
    cube.rotation.y += 0.1;

    renderer.render( scene, camera );
};

render();
```

```
var scene = new THREE.Scene();
var camera = new THREE.PerspectiveCamera( 75, window.innerWidth/window.innerHeight, 0.1, 1000 );

var renderer = new THREE.WebGLRenderer();
renderer.setSize( window.innerWidth, window.innerHeight );
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var render = function () {
    requestAnimationFrame( render );

    cube.rotation.x += 0.1;
    cube.rotation.y += 0.1;

    renderer.render( scene, camera );
};

render();
```

Scene  
children

tree

X M I

React+

react-  
three-  
renderer

```
<React3 mainCamera="camera"
        width={width} height={height}>
<scene>
  <perspectiveCamera name="camera"
    fov={60} aspect={width / height}
    near={1} far={1000}
    position={cameraPosition} />
  <ambientLight color={0x333355} />
  <pointLight color={0xFFFFFFFF}
    position={lightPosition} />
<mesh>
  <boxGeometry width={1} height={1} depth={1} />
  <meshLambertMaterial color={0xFFFFFFFF} />
</mesh>
</scene>
</React3>
```

```
<React3 mainCamera="camera"
    width={width} height={height}>
<scene>
    <perspectiveCamera name="camera"
        fov={60} aspect={width / height}
        near={1} far={1000}
        position={cameraPosition} />
    <ambientLight color={0x333355} />
    <pointLight color={0xFFFFFFFF}
        position={lightPosition} />
    <mesh>
        <boxGeometry width={1} height={1} depth={1} />
        <meshLambertMaterial color={0xFFFFFFFF} />
    </mesh>
</scene>
</React3>
```

```
<React3 mainCamera="camera"
        width={width} height={height}>
<scene>
  <perspectiveCamera name="camera"
    fov={60} aspect={width / height}
    near={1} far={1000}
    position={cameraPosition} />
  <ambientLight color={0x333355} />
  <pointLight color={0xFFFFFFFF}
    position={lightPosition} />
<mesh>
  <boxGeometry width={1} height={1} depth={1} />
  <meshLambertMaterial color={0xFFFFFFFF} />
</mesh>
</scene>
</React3>
```

```
<React3 mainCamera="camera"
    width={width} height={height}>
<scene>
    <perspectiveCamera name="camera"
        fov={60} aspect={width / height}
        near={1} far={1000}
        position={cameraPosition} />
    <ambientLight color={0x333355} />
    <pointLight color={0xFFFFFFFF}
        position={lightPosition} />
    <mesh>
        <boxGeometry width={1} height={1} depth={1} />
        <meshLambertMaterial color={0xFFFFFFFF} />
    </mesh>
</scene>
</React3>
```

```
<React3 mainCamera="camera"
    width={width} height={height}>
<scene>
    <perspectiveCamera name="camera"
        fov={60} aspect={width / height}
        near={1} far={1000}
        position={cameraPosition} />
    <ambientLight color={0x333355} />
    <pointLight color={0xFFFFFF}
        position={lightPosition} />
    <mesh>
        <boxGeometry width={1} height={1} depth={1} />
        <meshLambertMaterial color={0xFFFFFF} />
    </mesh>
</scene>
</React3>
```

```
<React3 mainCamera="camera"
        width={width} height={height}>
<scene>
  <perspectiveCamera name="camera"
    fov={60} aspect={width / height}
    near={1} far={1000}
    position={cameraPosition} />
  <ambientLight color={0x333355} />
  <pointLight color={0xFFFFFFFF}
    position={lightPosition} />
  <mesh>
    <boxGeometry width={1} height={1} depth={1} />
    <meshLambertMaterial color={0xFFFFFFFF} />
  </mesh>
</scene>
</React3>
```

# Geometry

```
<boxGeometry width={1} height={1} depth={1} />
```

# Material

```
<meshLambertMaterial color={0xFFFFFF} />
```

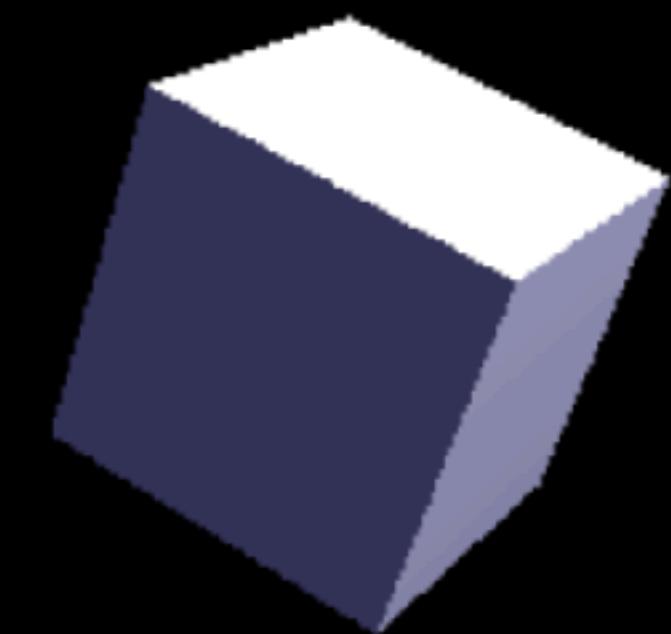
모양  
토

<boxGeometry width={1} height={1} depth={1} />

색상, 무늬

<meshLambertMaterial color={0xFFFFFFFF} />

# Demo

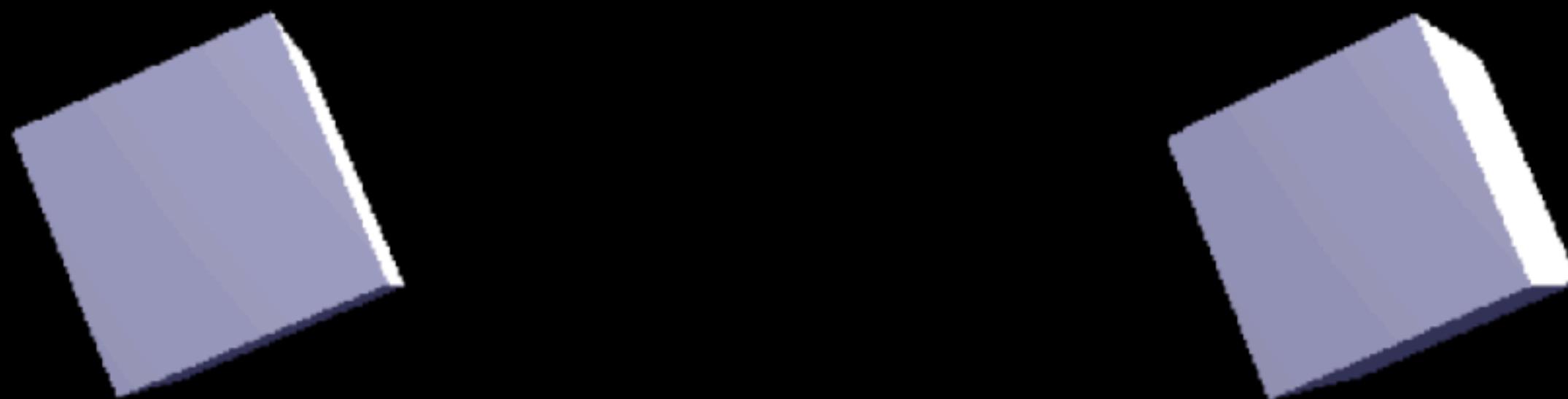


loca

27HOI

view

# Demo



A-frame

```
<a-scene>
  <a-box color="#FF0000"
        opacity="0.8"
        depth="1">
    </a-box>
</a-scene>
```



A vaporwave aesthetic banner featuring a woman in a futuristic setting. The background is a dark, purple-hued landscape with a grid floor. The text "Demo" is at the top left, "Virtual Reality" is above the main title, and "Aesthetic" is at the bottom right.

Demo

Virtual Reality

VAPORWAVE

Aesthetic

**Argon**  
**Browser**

**Reality:  
Live Video**



Reality: Live Video



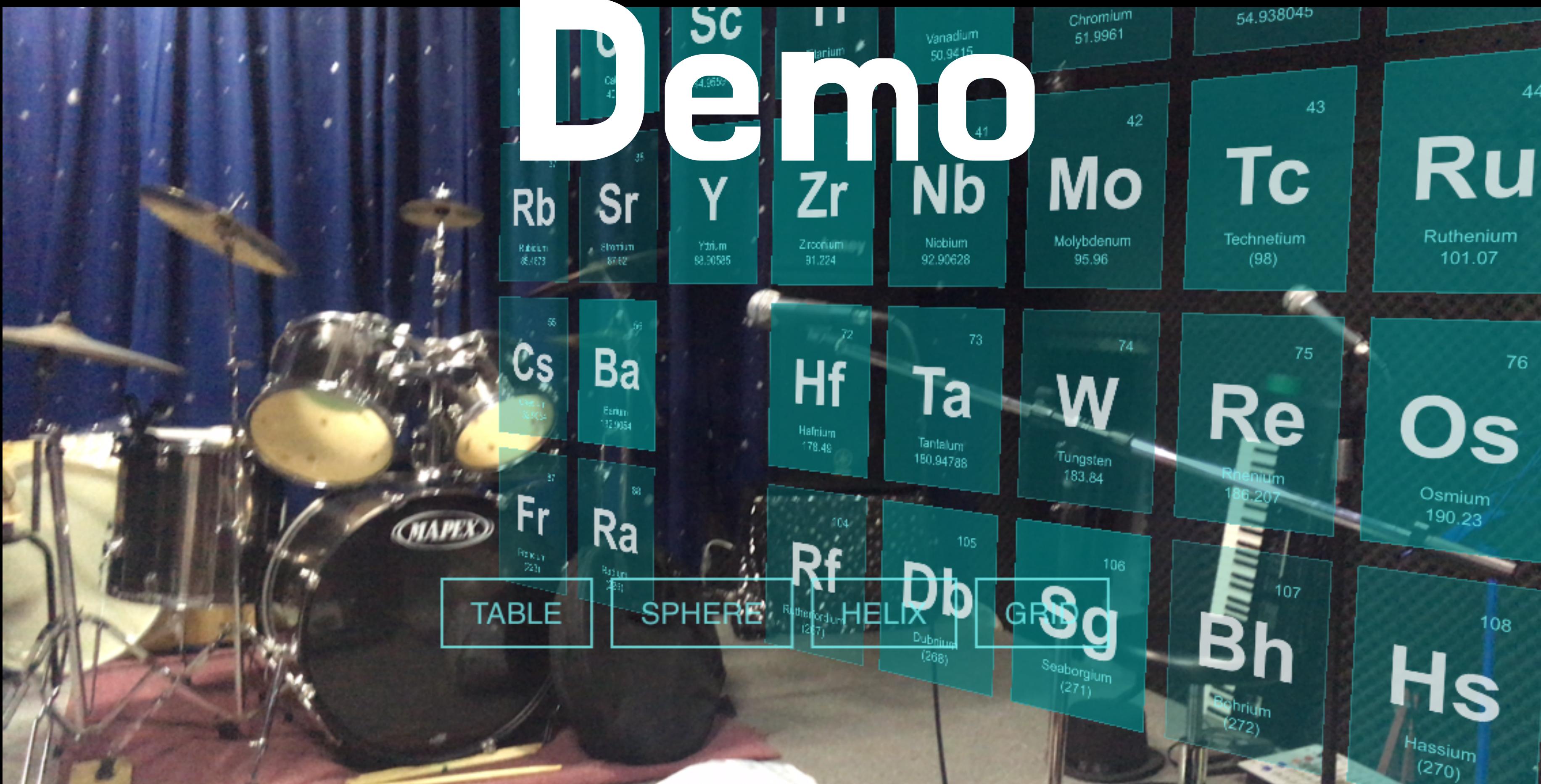
Ashal aka JOKER

## Ashal aka JOKER



Periodic  
table

# Demot



Q8/A

# Thanks

Ashal aka JOKER (God of Coding)

[ahastudio@gmail.com](mailto:ahastudio@gmail.com)    <https://ahastudio.com/>