

Workshop References

Phillip G. Bradford

Books

Ben Farrell: Web components in action, Manning Publisher, 2019

Rakesh Baruah:

AR and VR Using the WebXR API: Learn to Create Immersive Content with WebGL, Three.js, and A-Frame, APress, 2021

Websites

<https://www.w3schools.com/>

<https://threejs.org/>

<https://addons.mozilla.org/en-US/firefox/addon/webxr-api-emulator/>

https://developer.mozilla.org/en-US/docs/Web/API/WebXR_Device_API/Fundamentals

Software tools