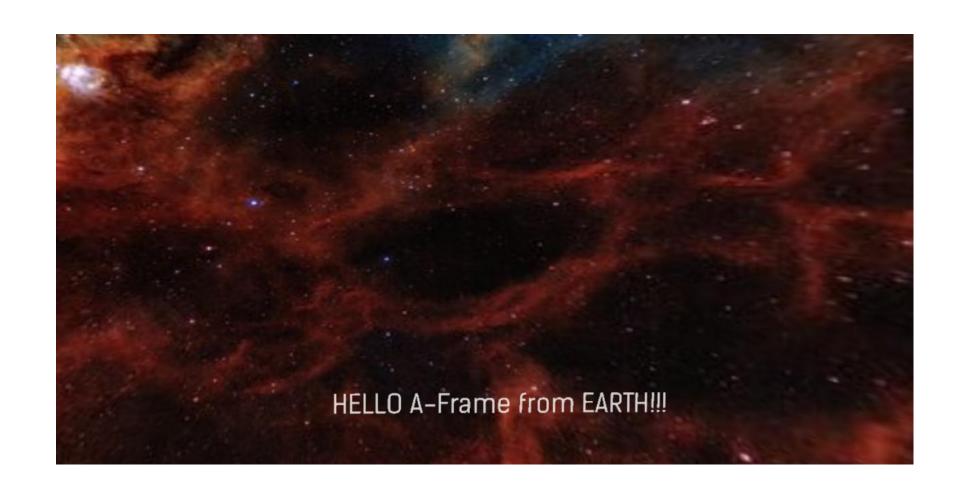


Full select demo – how you can do ...



Basic-Mars-Landing

Module demo highlights: 3D image



Outline

Overview

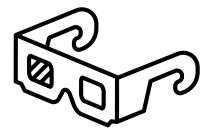
No installations needed

Glitch

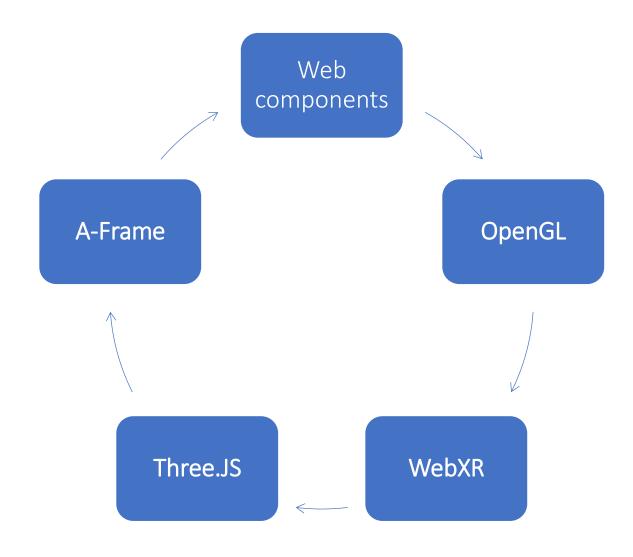
What is Glitch.com?

Get an account in Glitch.com

Our first VR/AR examples



High level view and learning path



A-frame

3D virtual reality system built by Mozilla

A-frame is a component system built on Three.js

Three.js is built on WebXL which is built on WebGL

A-frame is HTML that uses web-components

Declarative – tell it what you want to see,
it figures out how to do it

No installation VR

Easy

Only Python3 installed

To get started, get a free account on Glitch.com

What is glitch?

Cloud-based development environment

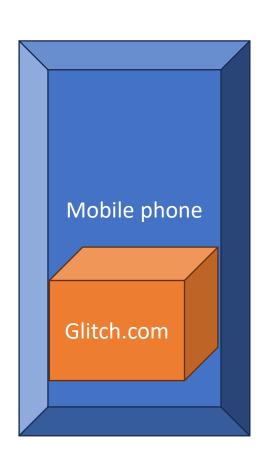
Fast development

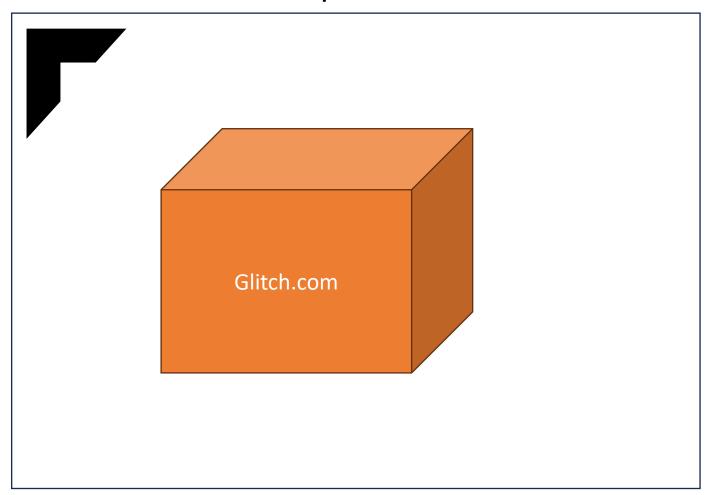
Gives you a URL for each project

A-Frame is run through the on-line glitch environment

Glitch.com Overview

Computer





Sign up for glitch

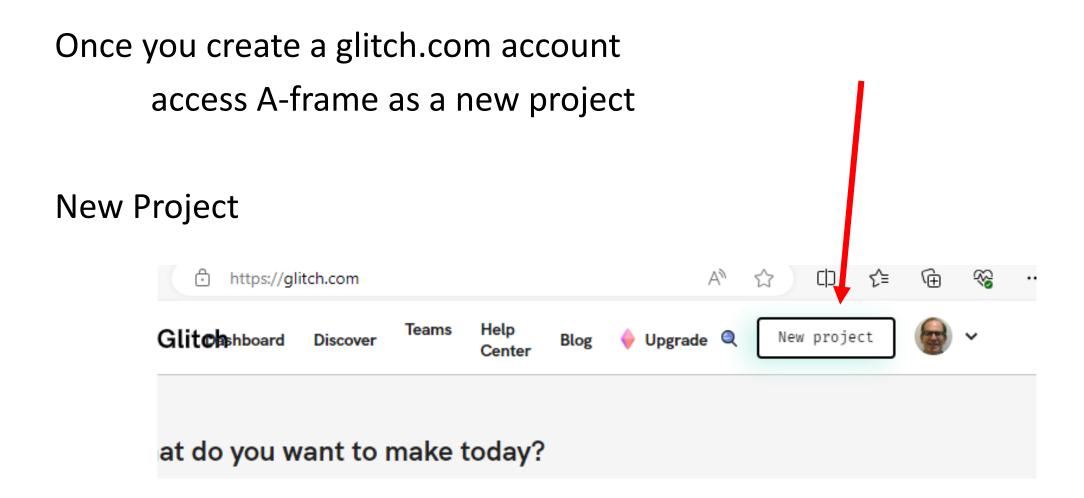
Glitch can stand alone or can be hooked to via google

Sign up on glitch

The same account on your laptop and your phone

Changes in glitch on your laptop will be seen on your phone

Using A-frame in glitch



Select

New project

Select glitch-hello-website



New project

Starter apps Find More



glitch-hello-website

Your very own basic web page, ready for you to customize.

glitch-hello-node

A simple Node app built with Fastify, instantly up and running.

- glitch-hello-react

 Get started with a new React

 project on Glitch!
- glitch-hello-eleventy

 Build a new Eleventy blog on
 Glitch!
- glitch-hello-sqlite
 Use a persistent SQLite
 database with your Node.js
 app.

Import from GitHub

Basic HTML

```
<html>
<head>
</head>
<body>
</body>
</html>
```

Working with Glitch

Replace the original index.html in Glitch with

- 1. The contents of **not-index.html** from p01
- 2. Find the same project on your phone name as Glitch shows on your laptop
- 3. Put your Virtual Reality Glasses on you phone and look through them
- 4. You should see HELLO A-Frame!!! on a dark blue background

All that work and we end up with a blue background! How can we improve the background?

Replace index.html with not-index.html

```
<html>
<head>
  <meta charset="utf-8">
  <title>Hello A-Frame Example</title>
   <script src="https://aframe.io/releases/1.4.1/aframe.min.js"></script>
</head>
<body>
  <a-scene>
   <a-sky color="#0000EE"></a-sky>
   <a-text
    font="kelsonsans"
    color = "#FFFFFF"
    value="HELLO A-Frame!!!"
    width="6"
    position="0 -1 -5"
   ></a-text>
 </a-scene>
 </body>
</html>
```

```
<a-scene>
   <a-sky color="#0000EE">
   </a-sky>
   <a-text
    font="kelsonsans"
    color = "#FFFFFF"
    value="HELLO A-Frame!!!"
    width="6"
    position="0 -1 -5"
   ></a-text>
 </a-scene>
```

VR glasses steps

Login to glitch on your phone to synchronize it with your laptop

On your phone go to your Dashboard

Go to Projects

Select the same project you are working on in your laptop

Use VR glasses to view the project on your phone

simple-sky.html

```
<a-scene>
   <a-sky color="#0105EF">
                              Select a color at https://www.w3schools.com/colors/colors_picker.asp
   </a-sky>
   <a-text
    font="kelsonsans"
    color = "#FFFFFF"
    value="HELLO A-Frame!!!"
    width="6"
    position="0 -1 -5" Note: x-horizontal, y-vertical, and z-depth*
   ></a-text>
  </a-scene>
*this translates to 1 meter below the origin and 5 meters into the page
```

simple-sky.html: changing the view

<a-scene>

```
<a-sky color="#0105EF">
 </a-sky>
 <a-text
  font="kelsonsans"
  color = "#FFFFFF"
  value="HELLO A-Frame!!!"
  width="6"
  position="0 -1 -5"
 ></a-text>
</a-scene>
```

Replace the current index.html on glitch with not-index.html
Simple-sky.html

← a-scene now looks like this

How to upload a picture into glitch

To use a photo (Moving_Forest_1050_700.webp in p01/IMAGES) as a background upload it into glitch this way

Make sure to copy the new URL something like

Adding a picture to simple-sky.html

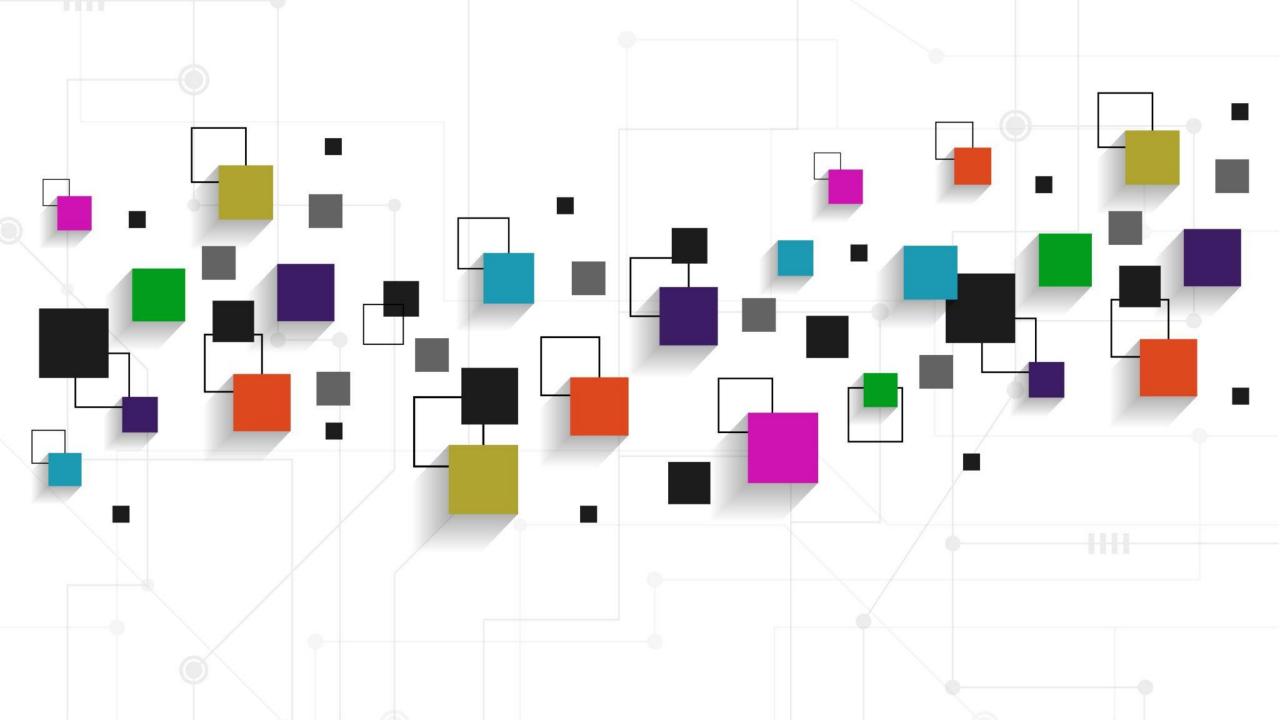
```
<html>
 <head>
  <script src="https://aframe.io/releases/1.7.1/aframe.min.js"></script>
 </head>
 <body>
  <a-scene>
   <a-sky
    src="https://cdn.glitch.global/4cb2dafe-67a2-4c7f-b424-b5ef32487f34/Moving Forest 1050 700.webp?v=1696984169228"
   </a-sky>
   <a-text
    font="kelsonsans"
    value="HELLO A-Frame from Earth!!!"
    width="6"
    position="-2.5 0.25 -1.5"
   ></a-text>
  </a-scene>
 </body>
</html>
```

Putting it all together

You have now created virtual reality text on a 3D background

We can also

- Change background to the nebula
 What if it doesn't work? TROUBLESHOOTING!
- 2. Move text around in the nebula What if it doesn't work? TROUBLESHOOTING!



Getting a-frame from aframe.io

```
<head>
  <script src="https://aframe.io/releases/1.7.1/aframe.min.js">
  </script>
</head>
Or to run outside of Glitch.com to help TROUBLE SHOOTING
<body>
 <script src="../../js/aframe.io_releases_1.7.1_aframe.min.js">
 </script>
```

TROUBLESHOOTING!

CTRL-ALT-I in browser for a-frame debugging

SHIFT-CTRL-J in browser for Chrome/FireFox debugging

CTRL-O in browser

to load a file