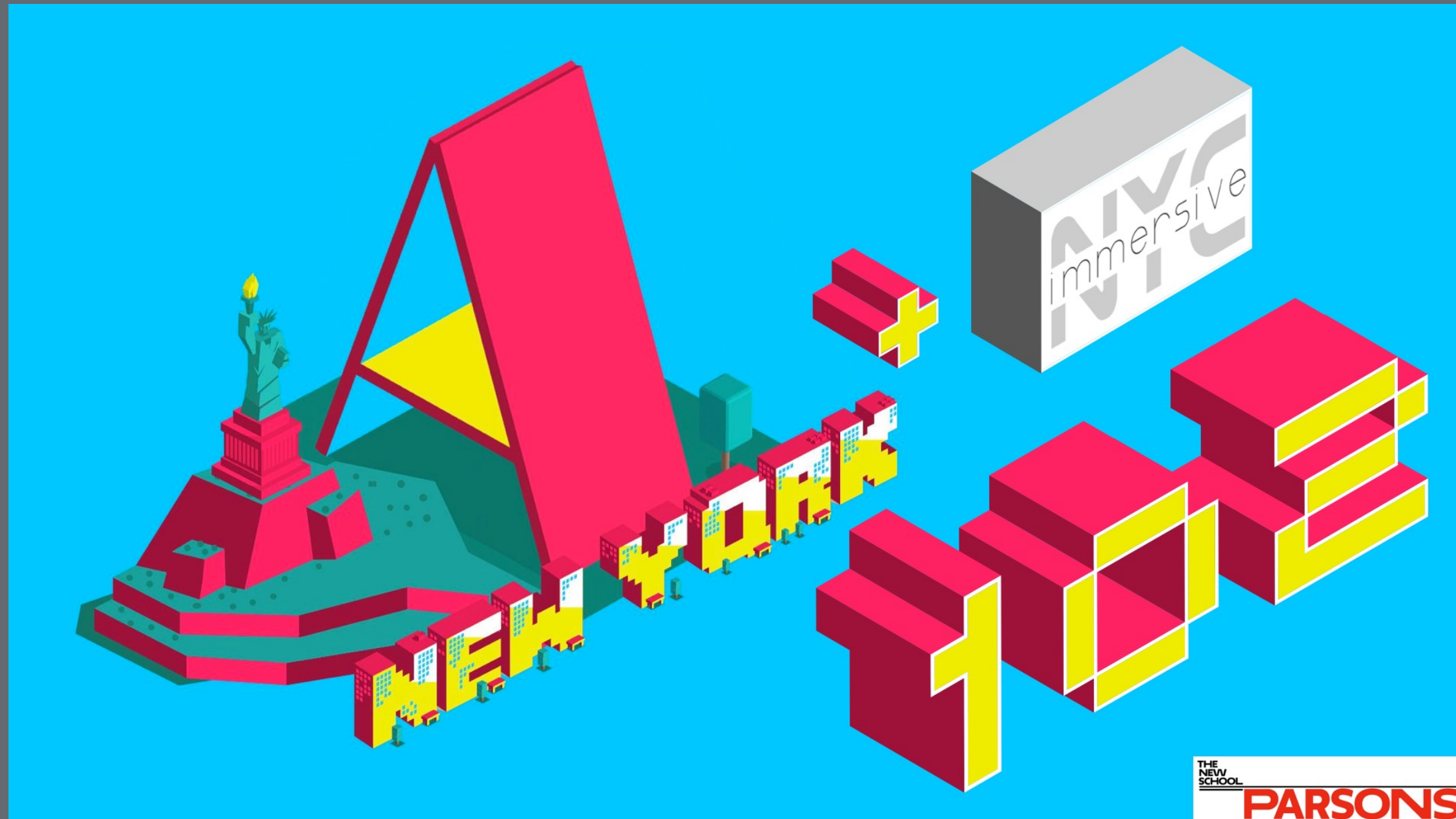
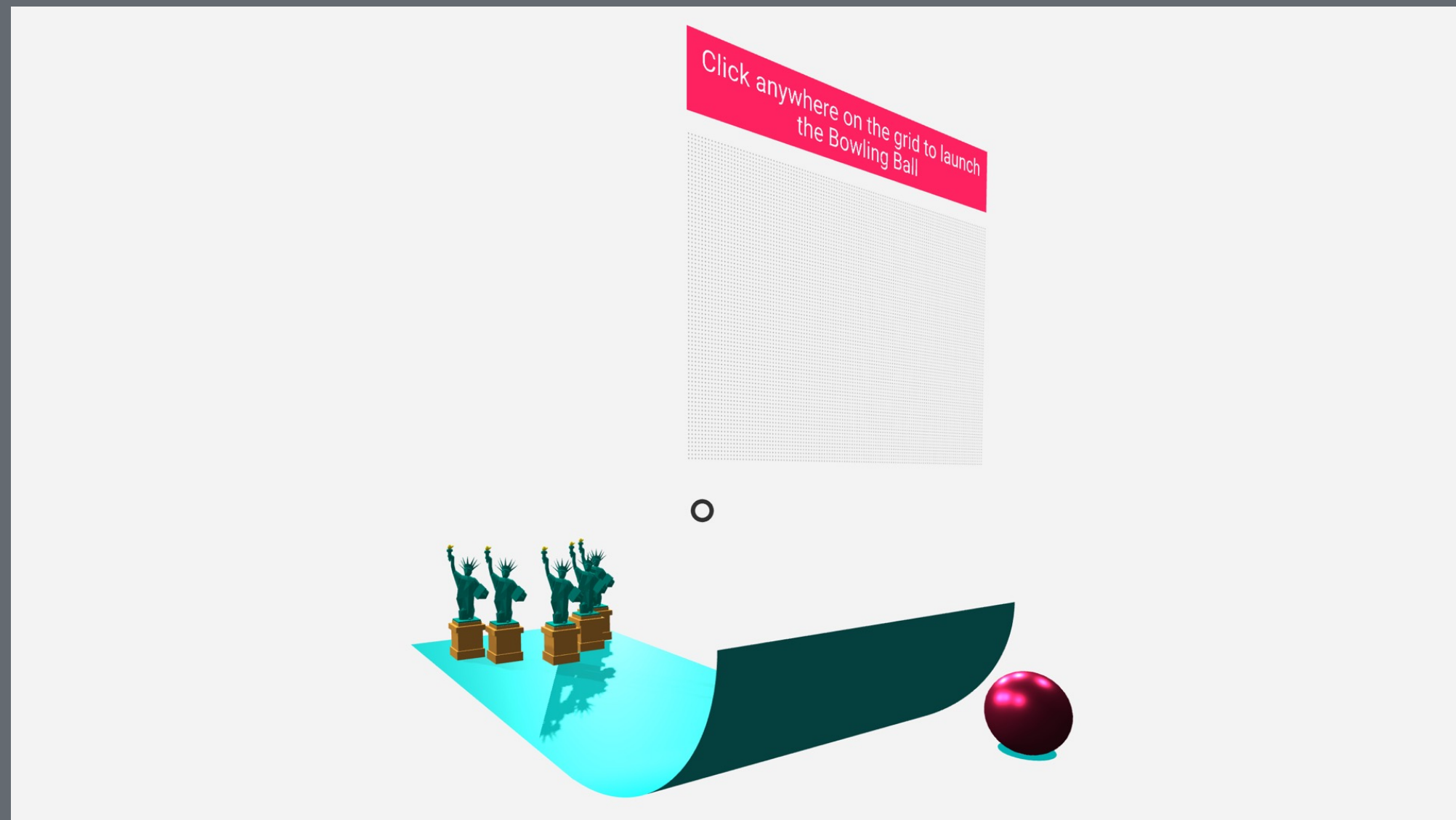


Welcome to A-Frame NYC



Today's Workshop Project: Demo 09 A-Frame NYC Bowling (Physics)



We will be covering:

- Recap: Development Environment Setup with Gulp and Browsersync
- A deeper look into geometry and materials for primitives
- a-mixins
- a-obj-model / OBJ files (Google Poly Library)
- Writing a launchpad component
- Physics Component (based on CANNON.js @donmccurdy)

First a look at some data!

- [What's the mass of bowling ball? \(Wikipedia\)](#)
The USBC and FIQ specifies that ... The weight of the ball must not exceed 16.00 pounds (7.26 kg), ...

Physics System Component

- dynamic-body and static-body, shape, mass ...
- debug, system, gravity

It's code time!

- github.com/roland-dubois/aframe-meetup-nyc
- Setup: [Gulp Tutorial & Git Repo](#)
- Build: [NYC Bowling Game](#)
- Assets: [Lady Liberty](#)

Didn't finish? Take the challenge home! Got stuck? Reach out!

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