

Welcome to A-Frame NYC



First Thing: <https://qxr.li/poll2018>

Agenda:

- A-Frame NYC 2018 Retrospective
- New Year - New Meetup Structure
- News in the immersive web space
- Key changes in A-Frame 0.9
- Quick practice: A-Frame animation demo
- Discussion & Feedback

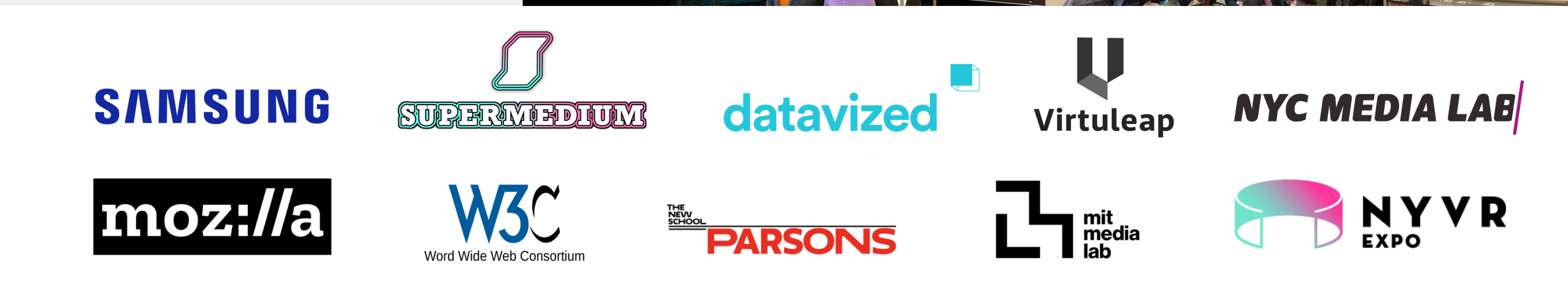
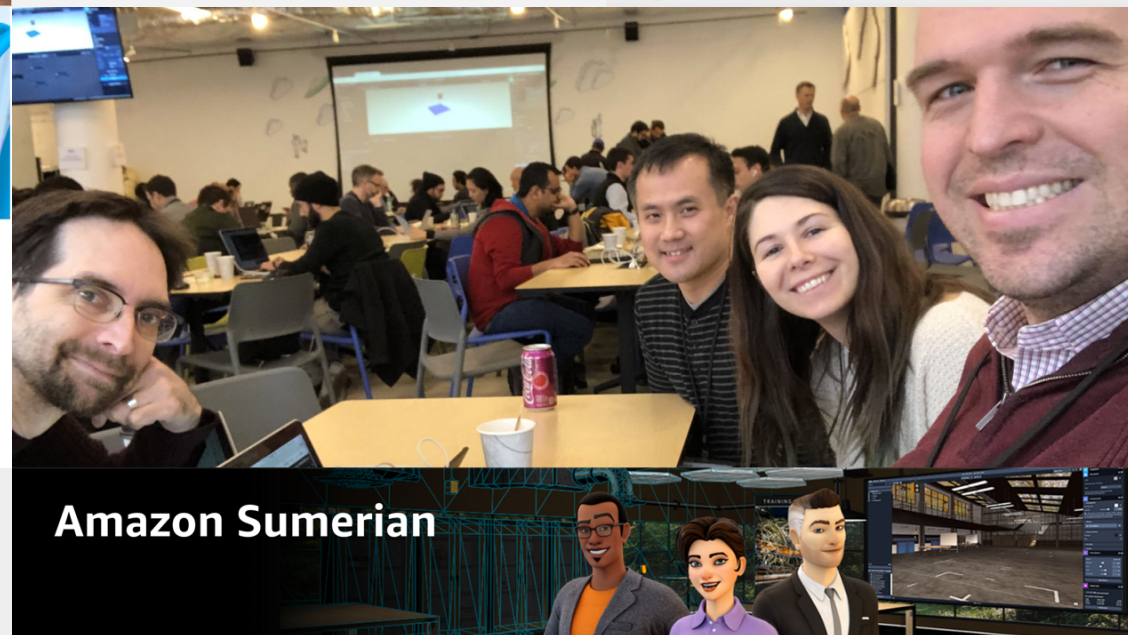


NYC
 immersive & **WebXR**
 NEW YORK

Hosted by **braz**
 FORMERLY APPBOY

WebXR as a Sales Tool -
 Converting Visitors to Clients

Powered by **MEMORIS**



New Meetup Structure - 2 hours will be split in 4 parts:

1. Workshop presentations: 3 - 5 Members will be able to showcase in speed pitches (5 - 10 minutes each) the projects they are currently working on. (30 minutes total)
2. Presentation about the topic of the workshop (20 minutes)
3. Formation of workshop groups: Depending on the workshop attendance, we are going to group people together (2 to 5 people per group) so they can help each other troubleshoot. (10 minutes)
4. Workshop (60 minutes)

Big News in the immersive web space

- January 28, 2019 **Motion & Orientation Access** is disabled by default in **iOS 12.2 beta 1**. It replaced the old settings "**Ask Websites Not to Track Me**"
- February 06, 2019 W3C Announces First Public **Working Draft** for the **WebXR Device API** (previously experimental *Editor's Draft*)

Key changes in A-Frame 0.9

- Inspector updates `?inspector={elementId}`
- Added `oculus-go-controls` & `vive-focus-controls`
- Added `loading-screen` component
- Removed `<a-animation>` in favor of new animation component
- Removed `collada-model` component
- WebXR support, Raycaster event API changes

- `<a-scene vr-mode-ui="enterVRButton: #myButton">`

Oculus Go

- `tracked-controls.autoHide`
- Added `renderer.highRefreshRate` to enable 72hz mode on Oculus Browser
- Enable antialias by default on Oculus Go
`renderer="antialias:true"`
- Fixed controller reconnecting on Oculus Go and GearVR



Quick practice: A-Frame animation demo

Old Animation Component

<https://aframe-nyc-old-ani.glitch.me/>

```
<html>
  <head>
    <script src="https://aframe.io/releases/0.8.0/aframe.min.js"></script>
  </head>
  <body>
    <a-scene>
      <a-sphere position="0 4 -4" radius="0.5" color="#EF2D5E" shadow>
        <a-animation attribute="position"
          dur="500"
          from="0 4 -4"
          to="0 0.125 -4"
          direction="alternate"
          easing="ease-in-expo"
          repeat="indefinite"></a-animation>
        <a-animation attribute="scale"
          dur="50"
          from="1 1 1"
          to="1.5 0.25 1.5"
          delay="450"
          direction="alternate"
          easing="ease-in-expo"
          repeat="indefinite"></a-animation>
      </a-sphere>
      <a-plane position="0 0 -4" rotation="-90 0 0" width="4" height="4" color="#4CC3D9" shadow></a-plane>
      <a-sky color="#ECECEC"></a-sky>
    </a-scene>
  </body>
</html>
```

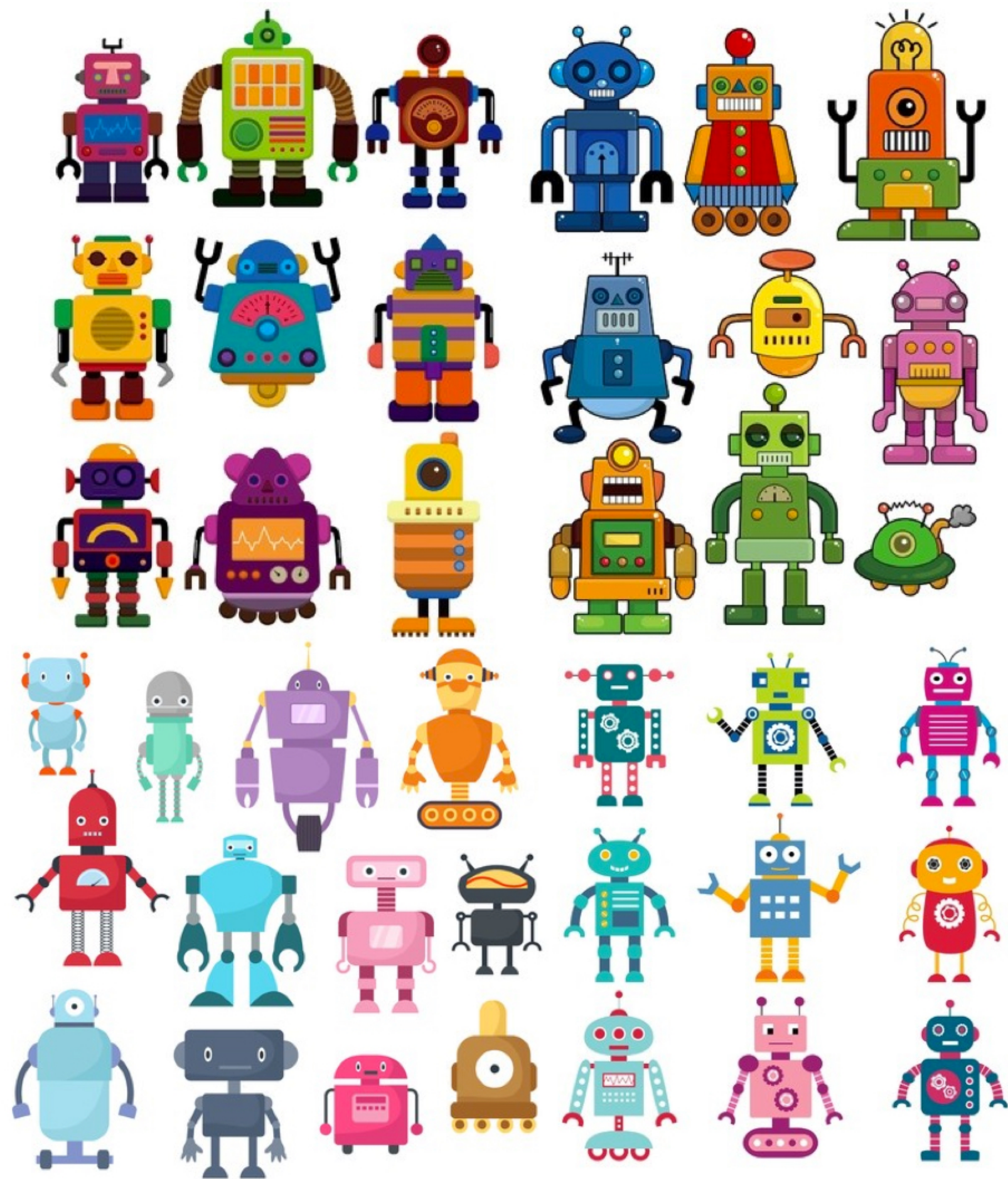

New Animation Component

<https://aframe-nyc-new-ani.glitch.me/>

```
<html>
  <head>
    <script src="https://aframe.io/releases/0.9.0/aframe.min.js"></script>
  </head>
  <body>
    <a-scene>
      <a-sphere position="0 4 -4"
        radius="0.5"
        color="#EF2D5E"
        shadow
        animation__pos="property: position; from: 0 4 -4; to: 0 0.125 -4; dur: 500; easing:easeInExpo; dir:alternate; loop:true;"
        animation__scale="property: scale; from: 1 1 1; to: 1.5 0.25 1.5; dur: 500; delay: 450; easing:easeInExpo; dir:alternate; loop:true;"
      >
    </a-sphere>
    <a-plane position="0 0 -4" rotation="-90 0 0" width="4" height="4" color="#4CC3D9" shadow></a-plane>
    <a-sky color="#ECECEC"></a-sky>
  </a-scene>
</body>
</html>
```

Take Home Project

- Create your own robot made with A-Frame Primitives (<a-box>, <a-cylinder>, <a-sphere, ...), doesn't have to be humanoid but needs to feature at least one "arm"
- Maximum Size: width:1; height:2; depth:1;
- No Textures, only HEX colors
- No Animations (yet)
- **This is a part of a larger project we are building together this year!**



Discussion & Feedback

- **Members, bring your friends!** We need to grow our active members.
- **Take projects home** and send them in for feedback, we love to collaborate and help you learn. **Share** your projects and get important feedback.
- Catch up on older lectures: github.com/roland-dubois/aframe-meetup-nyc & Suggest topics to cover

Sign up for next meetup: A-Frame 109 March, 14th 6pm-8pm
@rolanddubois @debraeanderson