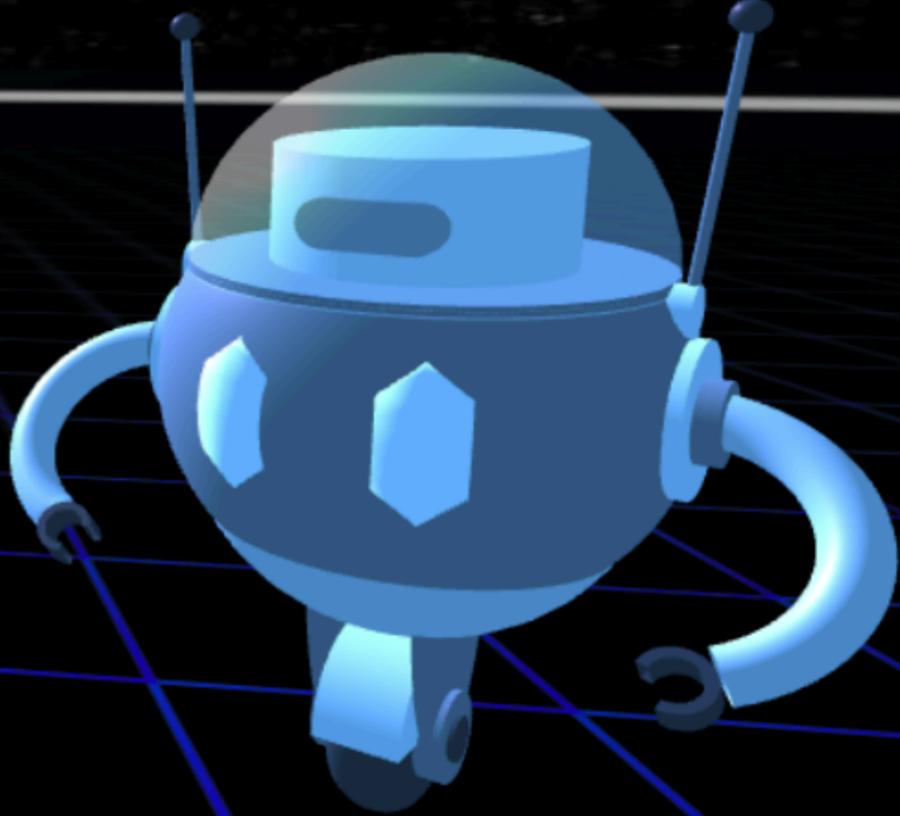
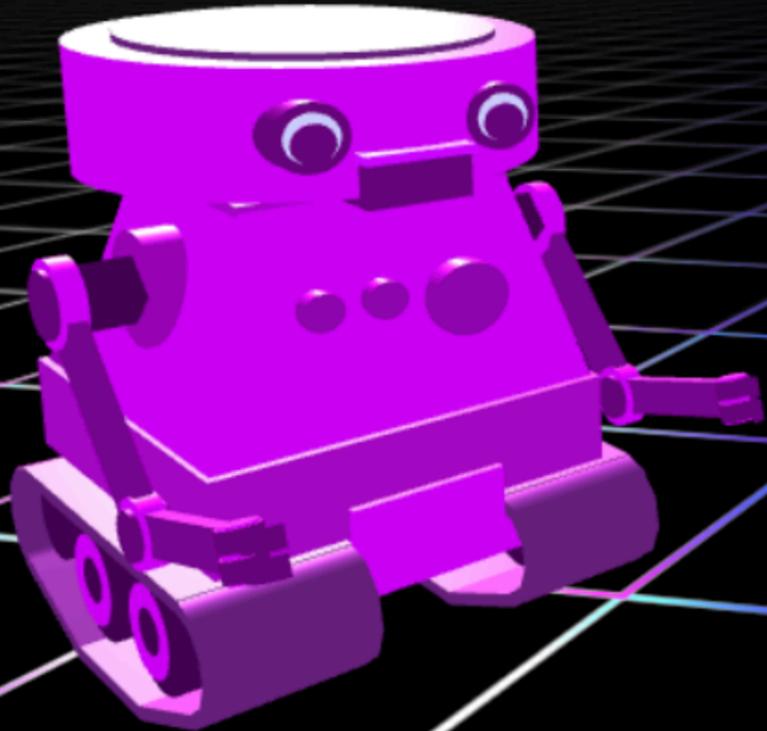
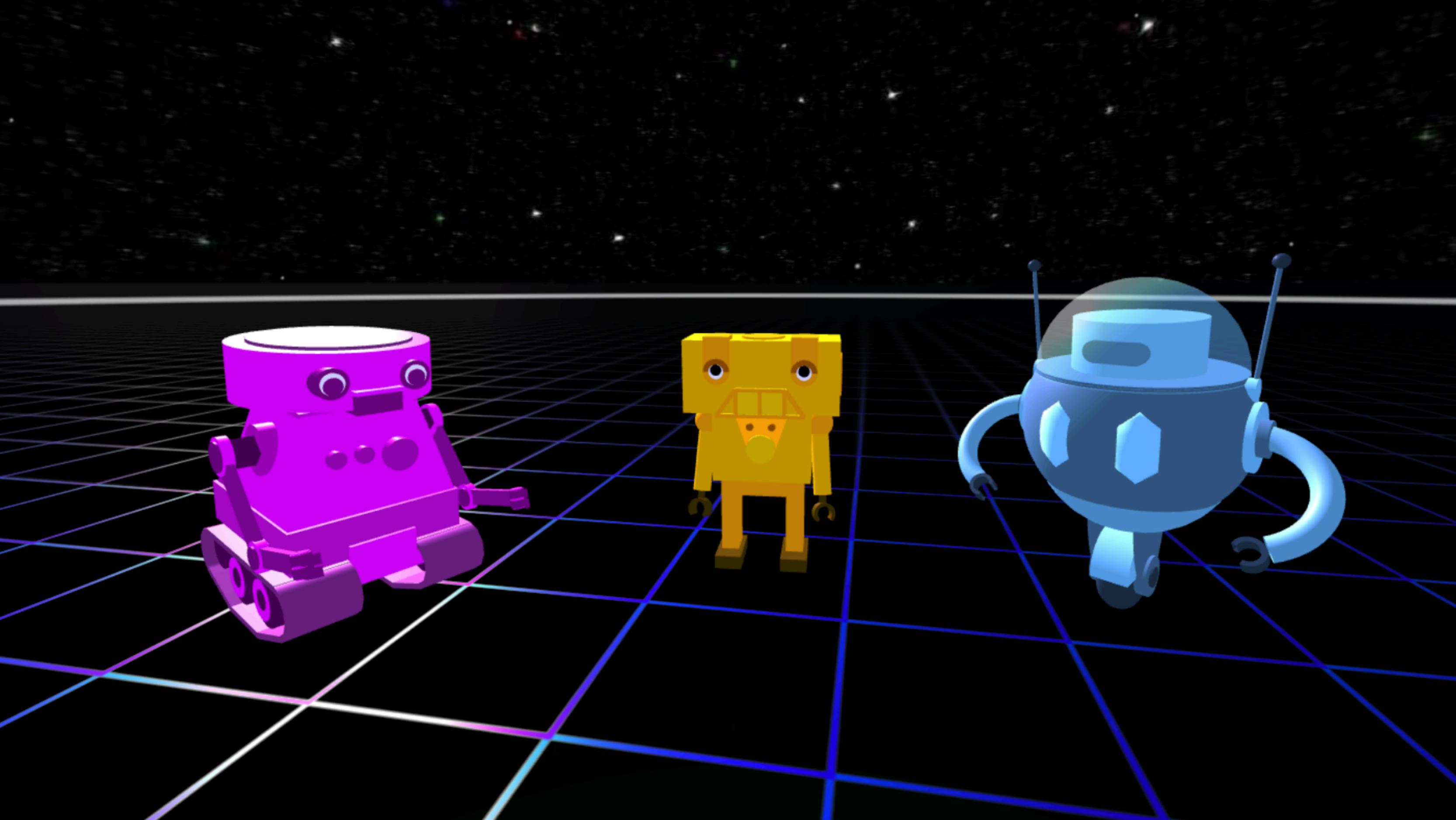


Welcome to A-Frame NYC



Agenda

- Show & Tell (15 minutes total)
 - Jeff McSpadden is going to present his A-Frame-based product Composure
- Presentation (30 minutes)
 - Networked A-Frame - Meet inside the immersive web.
 - NAF - Social VR on the web by Hayden Lee.
- Formation of workshop groups (15 minutes)
- Workshop (60 minutes)



Shoutout to Michael Posso @micposso he is teaching A-Frame at his [Latino-Web-Developers-NYC Meetup](#) and teaches and an [Intro to XR class @FIT](#)

The screenshot shows the FIT website page for the AR/VR Content Design Certificate Program. The page features a navigation menu at the top with links for About, Academics, Admissions, Campus Life, Give to FIT, News, MyFIT, and The Museum at FIT. A sidebar on the left lists various programs and courses, including Certificate Programs, English Language Study, and Designing Tomorrow. The main content area is titled "AR/VR Content Design Certificate Program" and includes a sub-header "Elevate Your Career to a New Dimension in 8 Weeks". Below this, there is a paragraph describing the program's focus on XR technologies and a list of course details for Summer and Fall 2019. A "What You Will Learn" section lists key topics like VR/AR industry overview, development environments, and 360-degree content creation. The page also includes images of a person using a VR headset and a close-up of a hand interacting with a virtual interface.

FIT State University of New York
undiscovered minds

Home / Center for Continuing and Professional Studies / Designing Tomorrow / AR/VR Content Design Certificate Program

AR/VR Content Design Certificate Program

Elevate Your Career to a New Dimension in 8 Weeks

The rapid development in virtual reality (VR) and augmented reality (AR) technologies, commonly referred as XR, has fundamentally changed the media industry in recent years.

FIT's XR Content Design Certificate Level I is an 8-week training course designed for creative professionals who have little or no previous experience in XR but are interested in how to bring their ideas onto these new platforms. This program focuses on using 360 photo/video, Unity, WebVR, and A-frame to build XR experiences for the web.

To enroll in this program, basic understanding of coding such as HTML and CSS is required and experience with basic JavaScript is preferred. You are also required to bring a laptop running either PC or Mac system to the class. A budget laptop such as Chromebook is not qualified for software needed for this course.

Summer 2019 Dates
AVR 001-55A: Mondays, May 13 to July 1, 2019, 6:30pm to 9:20pm
Location: [Room D510](#)

Fall 2019 Dates
AVR 001-55A: Wednesdays, August 28 to October 23, 2019

AVR 001-55C: Wednesdays, October 30 to December 18, 2019
Time: Every Wednesday, 6:30pm to 9:20pm
Tuition: \$1,200
Location: [Room D509](#)

[View Sample Syllabus](#) [Register Now](#) [Get Program Updates](#)

What You Will Learn

- VR/AR industry overview and case studies
- VR tools and development environments
- Editing and Creating 360 photography and video for VR/AR
- Embedding 360 content into a webpage

Composure by Jeff McSpadden



Networked A-Frame

Meet inside the immersive web

Noteworthy social VR platforms

AltspaceVR - High Fidelity - Rec Room - Pluto
VR - VRChat - vTime - Sansar - Bigscreen -
Facebook Spaces

Web-based social VR

hubs by Mozilla - BigBlueRoom by Learnbrite

Hubs - Social 3D spaces for VR, Desktop, and Mobile

Features

- collaborative virtual rooms with voice + text/chat
- Avatars
- Import media from the web (Images, videos, live streams, 3D models, PDFs, links)
- Share camera feed, desktop, or specific windows for presentations

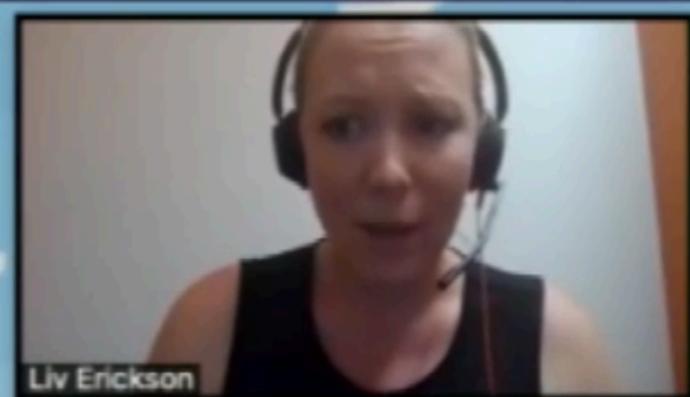
Hubs - Social 3D spaces for VR, Desktop, and Mobile

Use Cases

- Remote meetings, creative brainstorming sessions
- Co-watching videos and live streams
- Presentations
- Hanging out with robot friends

Hubs

Social 3D Spaces



Wall





Source

Community

Hubs

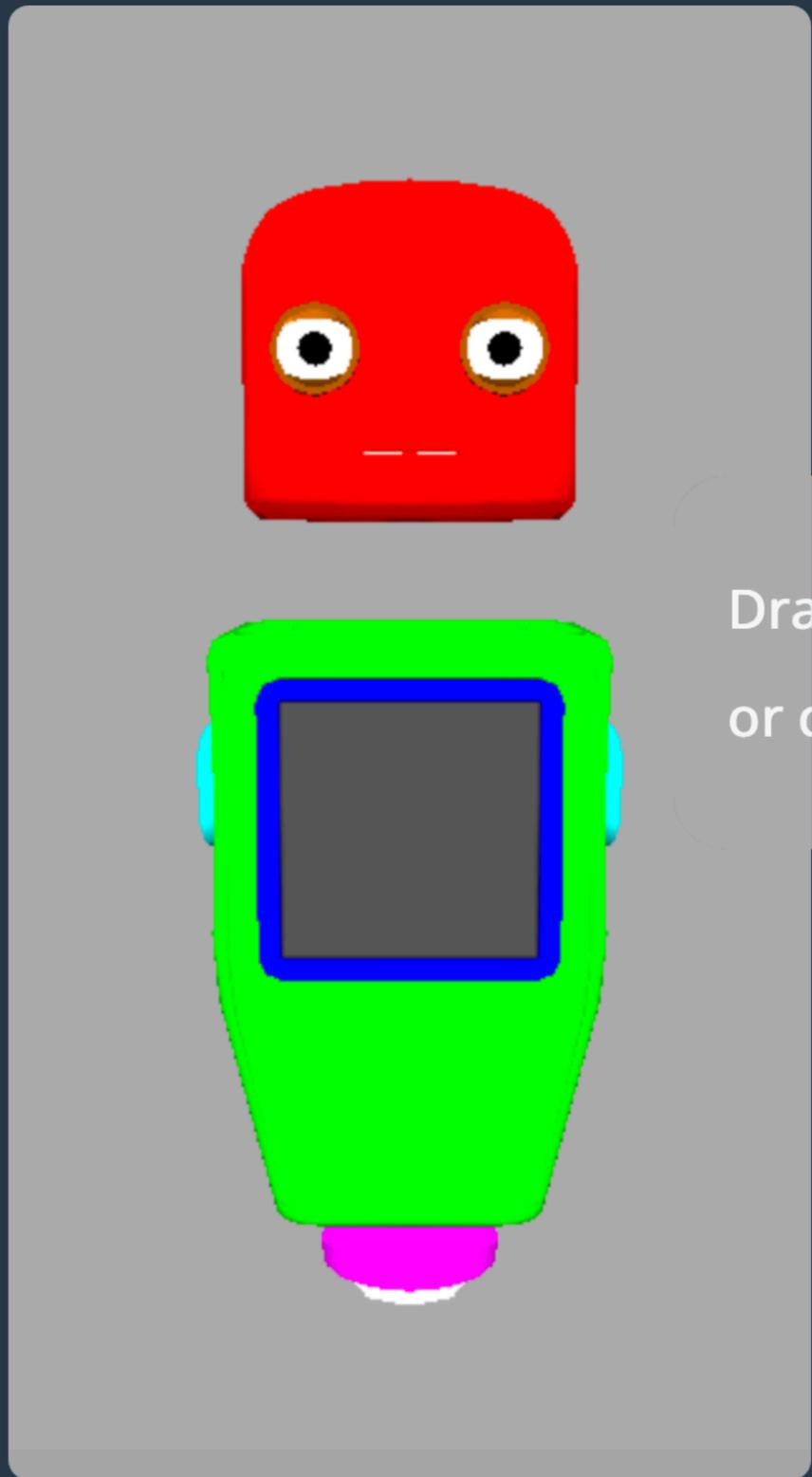
Login

spoke by mozilla make your space

Create 3D social scenes for Hubs

Get Started

The screenshot shows the Spoke 3D editor interface. The main view displays a 3D scene with a geodesic dome structure and a video player. The video player is titled "Firefox Hubs" and is positioned in the center of the scene. The interface includes a top navigation bar with "spoke" and "Publish to Hubs..." buttons. On the right side, there is a "Hierarchy" panel listing various objects in the scene, such as "Skybox", "Directional Light", "Spawn Point", "Floor Plan", "TerrainCrate/floorSkating.glb", "TerrainCrate/floorSkating-Hatched.glb", "Text Canopy - rectangular", "Text Canopy - Geo Dome Quarter", "SeatRows.glb", and "SeatScreens.glb". Below the hierarchy is an "Inspector" panel for the selected "Video" object, showing properties like "Name", "Visible", "Transform", "Position", "Rotation", "Scale", "Video URL", "Projection", "Controls", "Auto Play", "Loop", and "Audio Type".



Drag and drop an image file or URL here, or click on the + button in the sidebar.

Export

Quilt source code

BigBlueRoom - VR meetings by Desktop, Mobile, or dial-in by Phone.

Features

- Universal customizable Avatars
- Media Boards - Add YouTube, Google Docs, Sharepoint, Office...
- Lockable Rooms - Control room permissions: public/private/invite only.
- Instant Messaging - Built-in XMPP compliant messaging.
- Social Integration - Share screenshots of your meetings on social

BigBlueRoom - VR meetings by Desktop, Mobile, or dial-in by Phone.

Use Cases

- Remote meetings
- Remote Classes
- Remote Workspaces
- Remote Events
- Virtual Playgrounds

Click. Connect. Collaborate.

Launch your VR Workspace in just 60 seconds...

Create a FREE account
& host a meeting right now.

ENTER NOW!

No Credit Card Necessary

Connect with anyone, on any device, anywhere

VR meetings by desktop, tablet, mobile, immersive VR or dial-in by phone.



Continue >

Gender

Male

Female

back

none



chest

none



ear

none



earl

none



eyes

Blue eyes



face

Face 2



Important considerations when you build your own VR space - How to make your space safe & inclusive 1/2

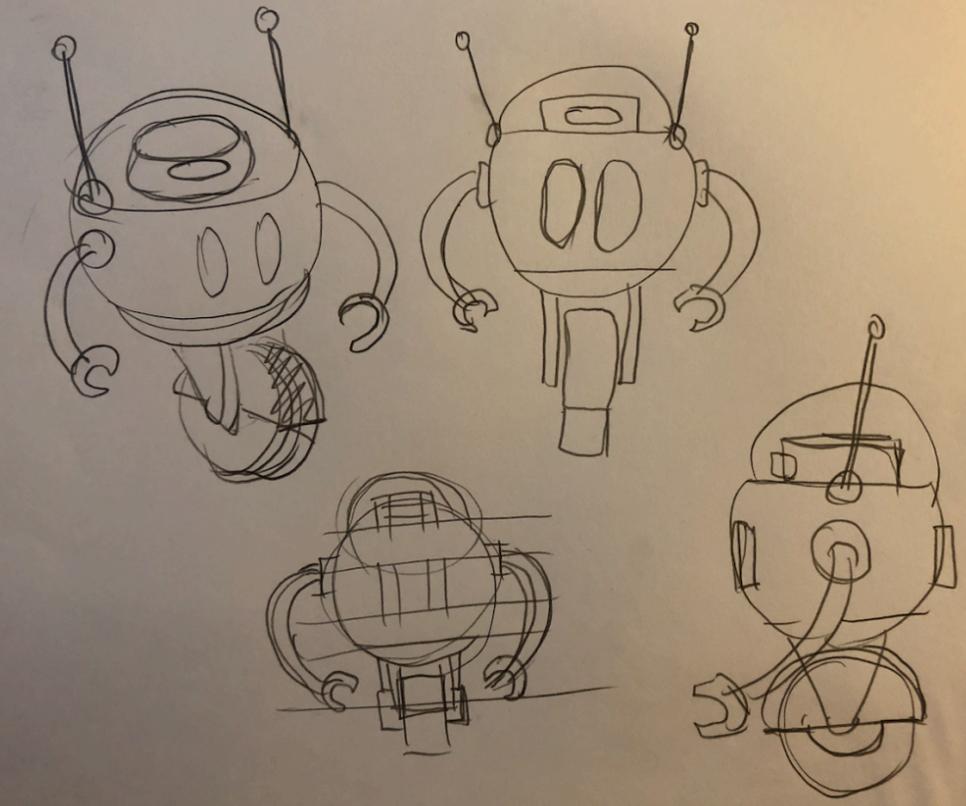
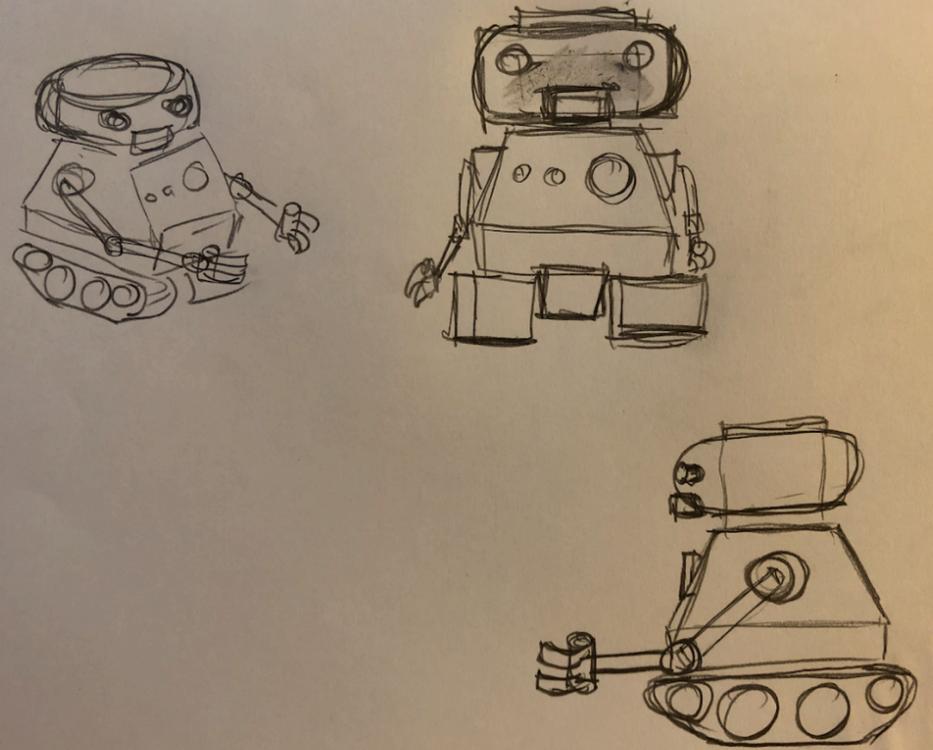
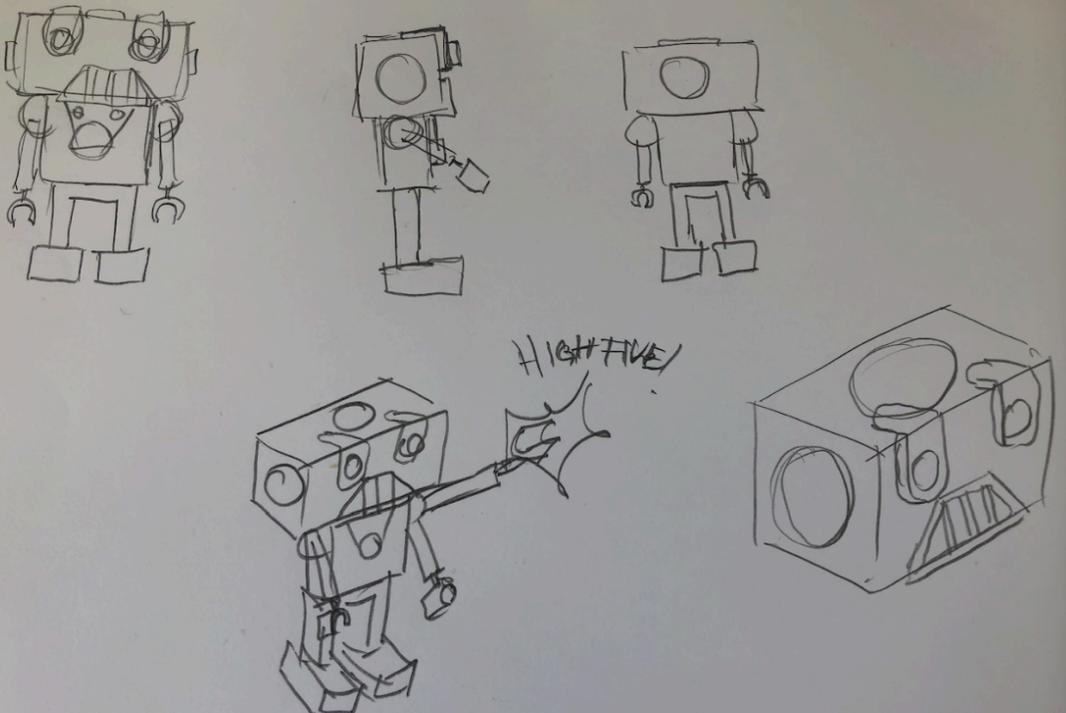
- Be clear about the role of your space add a code of conduct
- Make sure that you're actively moderating
- Private by design and default - You decide who has access
- Give users time to acclimate & get used to the space (lobby)

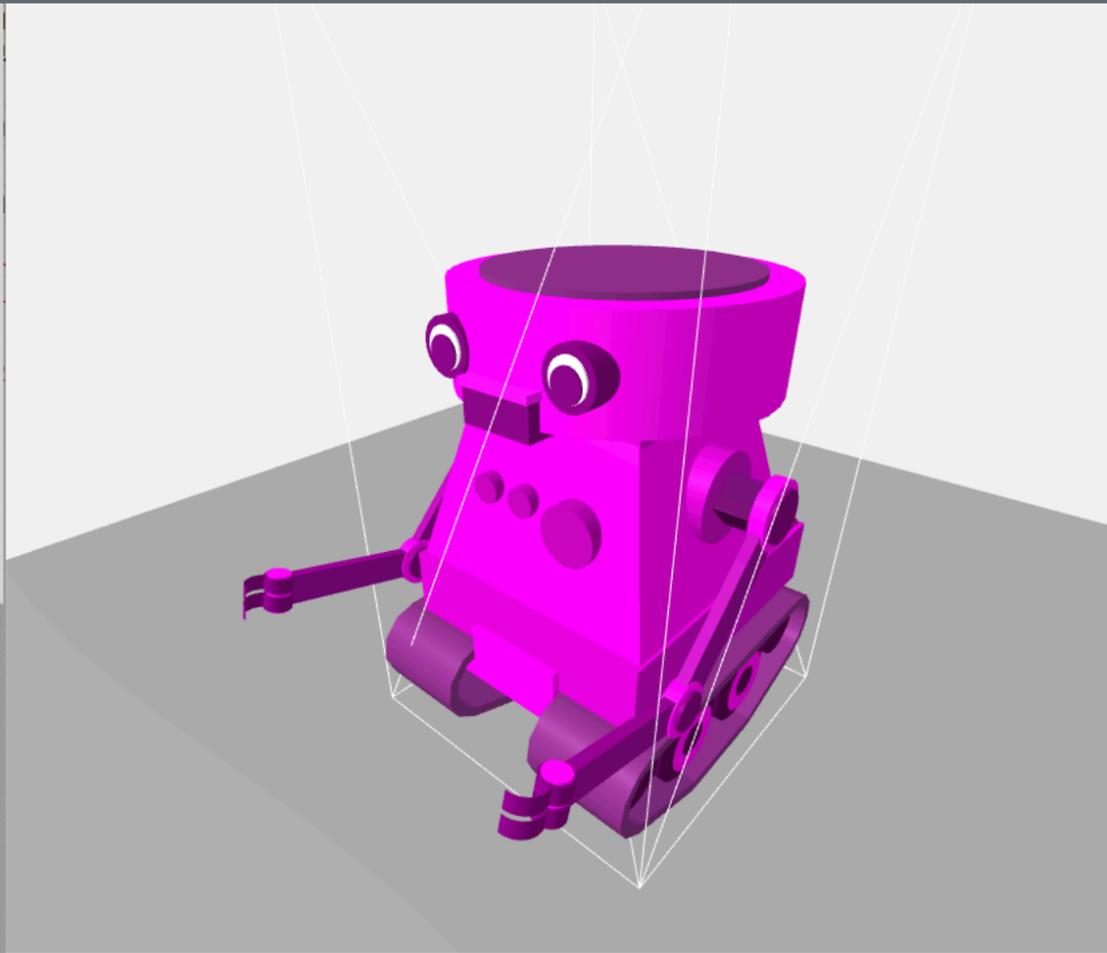
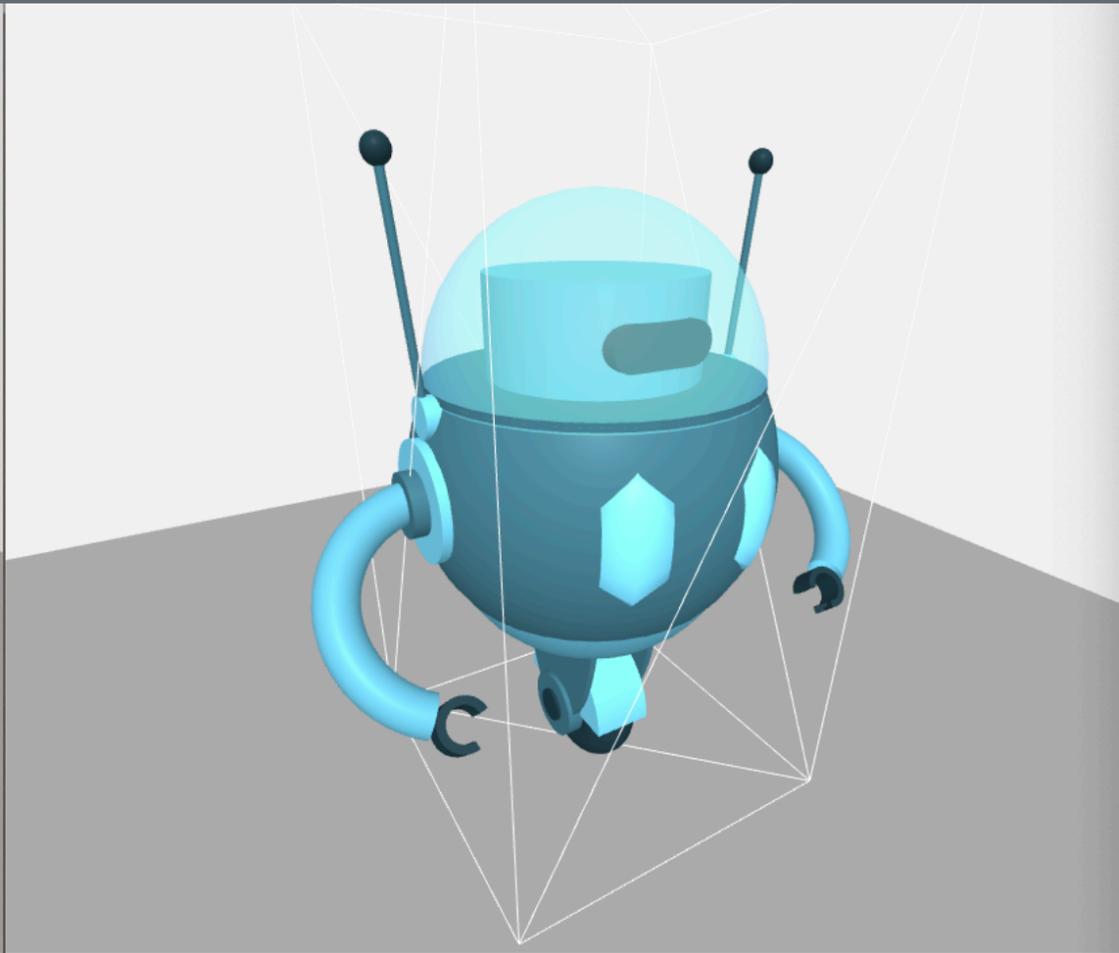
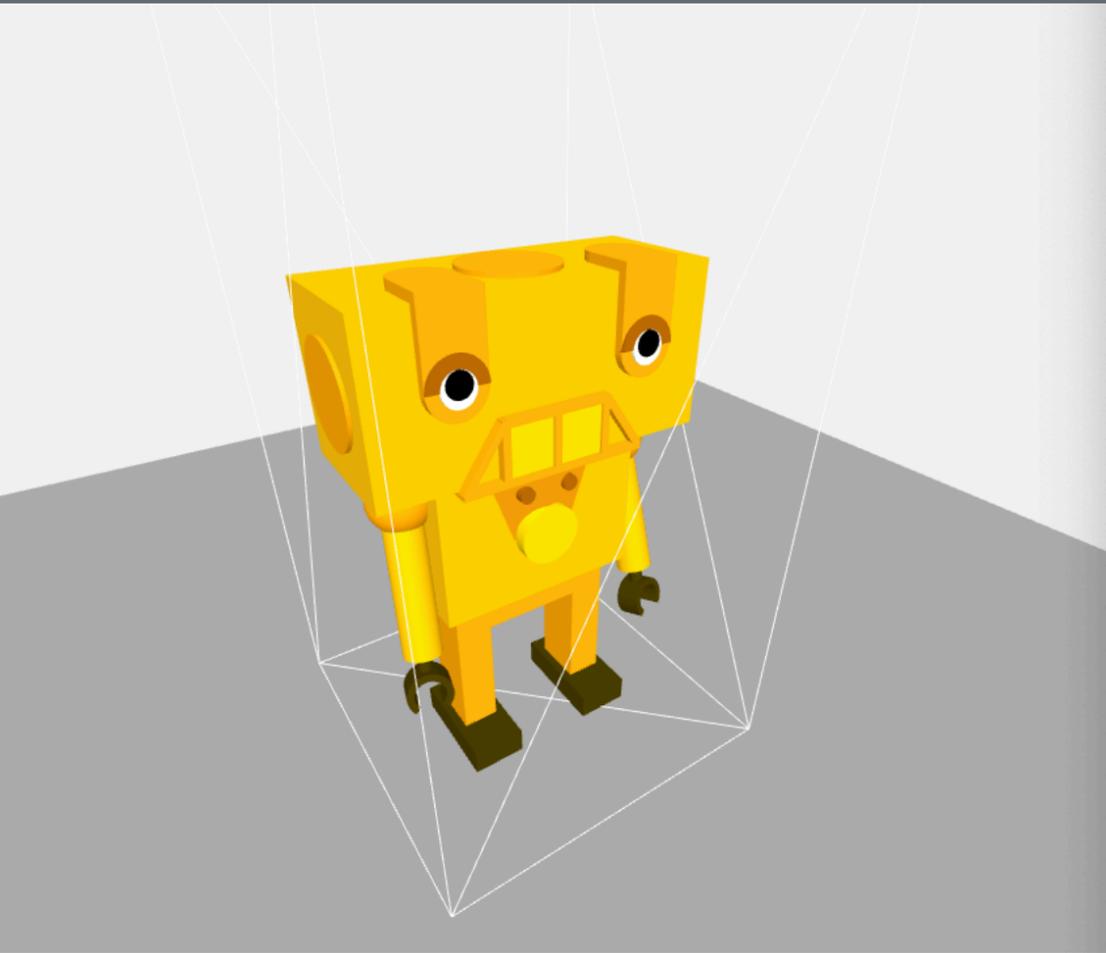
Important considerations when you build your own VR space - How to make your space safe & inclusive 2/2

- Give the user control over self representation and identity, do not assume! (non-human Avatars / robots)
- Access to the platform (at low cost, low-end hardware)
- Respect social norms, provide tools for boundaries (safe spaces)
- To avoid cyberbullying make sure you give users control over knowing who is in the space, how people interact with each other (cultural norms)

NAF - Social VR on the web

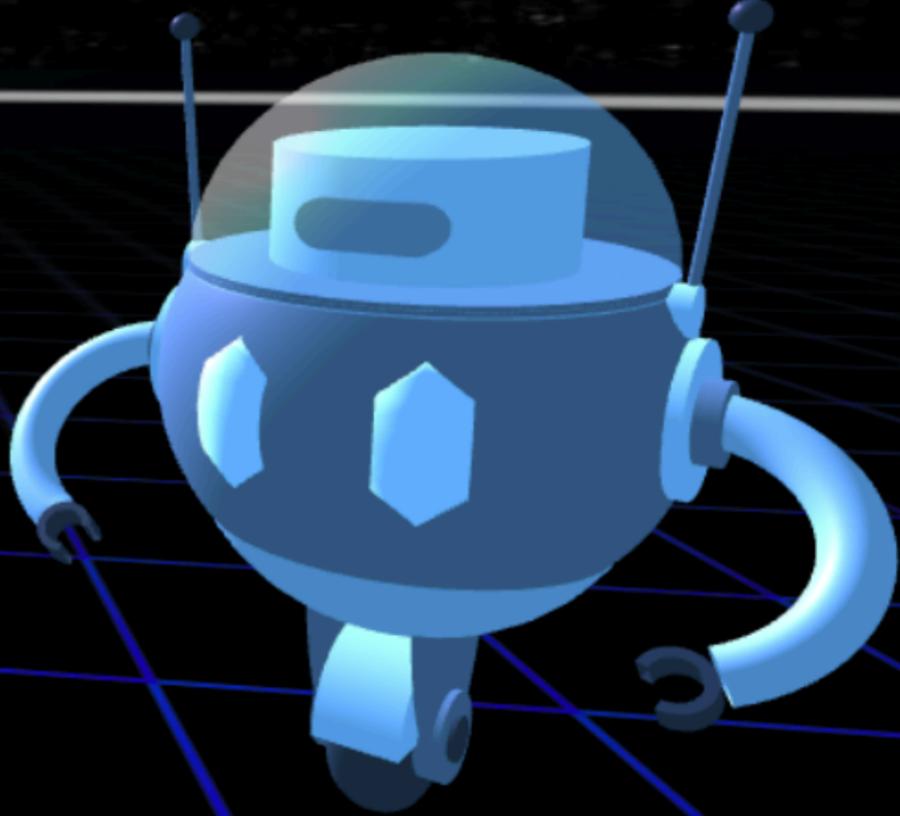
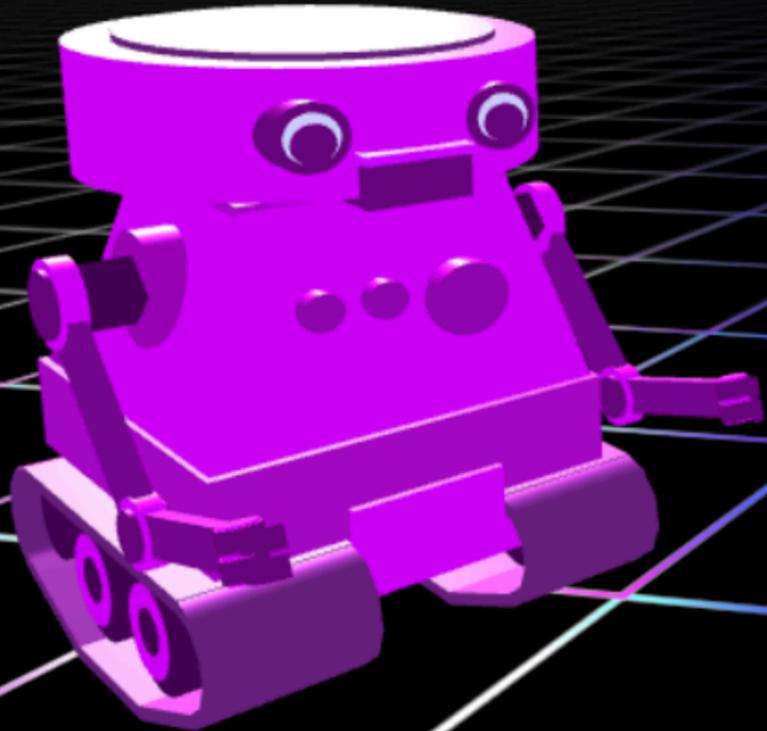
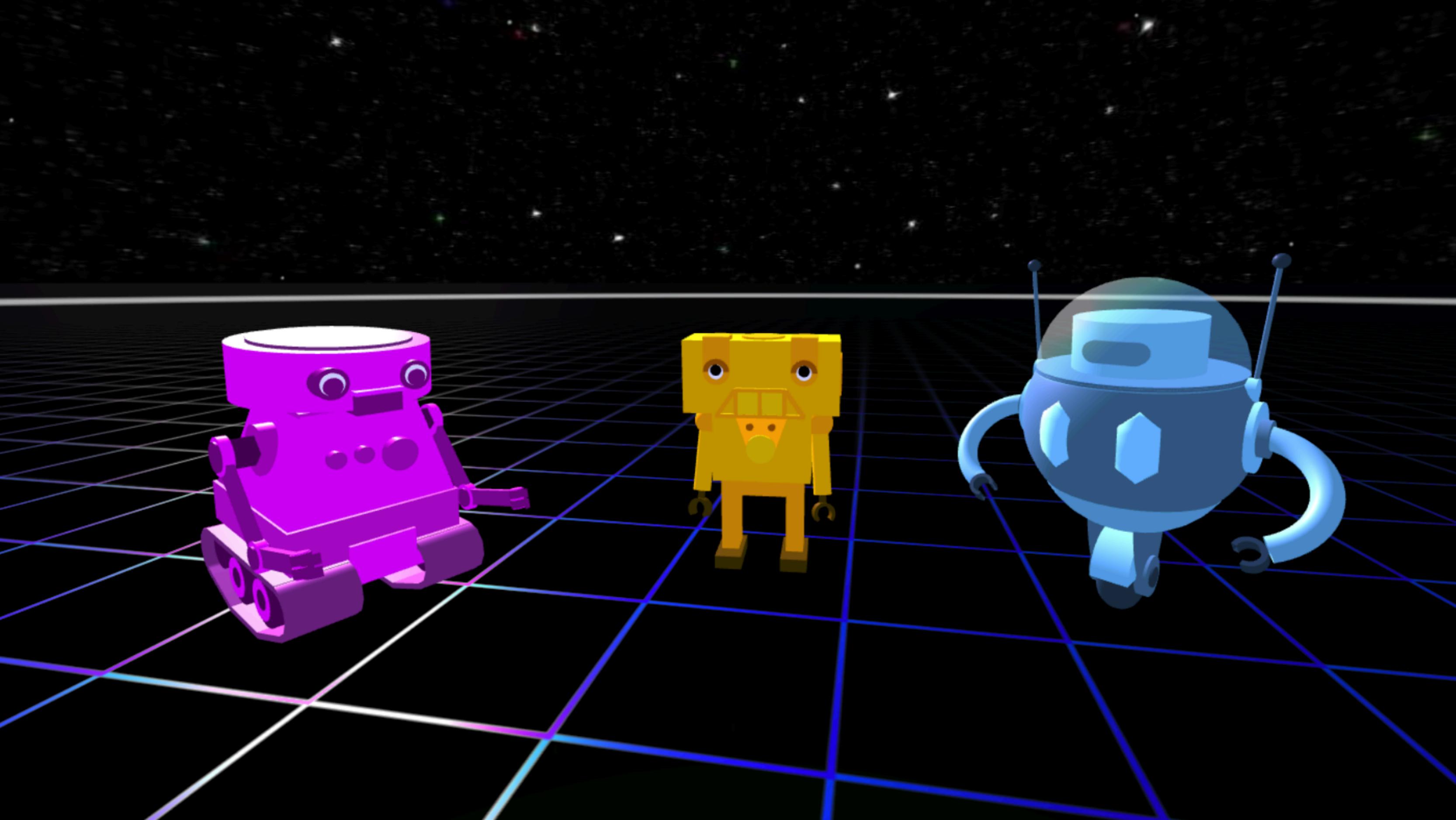
by Hayden Lee





Take Home Project - Step 5

- Add your A-Robot Creation into your own networked VR experience
- Submit a version of your robot for the A-Robots.club website
- DM me for more info @rolandddubois



Remix these Avatar builds and place them in your own Social VR environment!

[Avatar 1](#) - [Avatar 2](#) - [Avatar 3](#)

Remix the Social VR Demo

Try:

- <https://demo-networked-aframe.glitch.me/?avatar=avatar1>
- <https://demo-networked-aframe.glitch.me/?avatar=avatar2>
- <https://demo-networked-aframe.glitch.me/?avatar=avatar3>

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

@rolanddubois @HaydenLee37 @micposso