

Welcome to A-Frame NYC



Agenda

- Presentation (30 minutes)
 - AR.js what's new in 2.0 (Events, Smoothing, GeoAR)
 - Interesting WebAR Projects & Experiments
 - What are we building
- Formation of workshop groups (15 minutes)
- Workshop (60 minutes)

New AR.js Logo



AR.js Version 2.0.5

- Now maintained by Nicolò Carpignoli [@nicolocarp](#)
- Removing tango support
- A-Frame 1.0 release December 10th with WebXR integration
- Removing polyfill
- Integrating NFT (artoolkit) and other markerless features

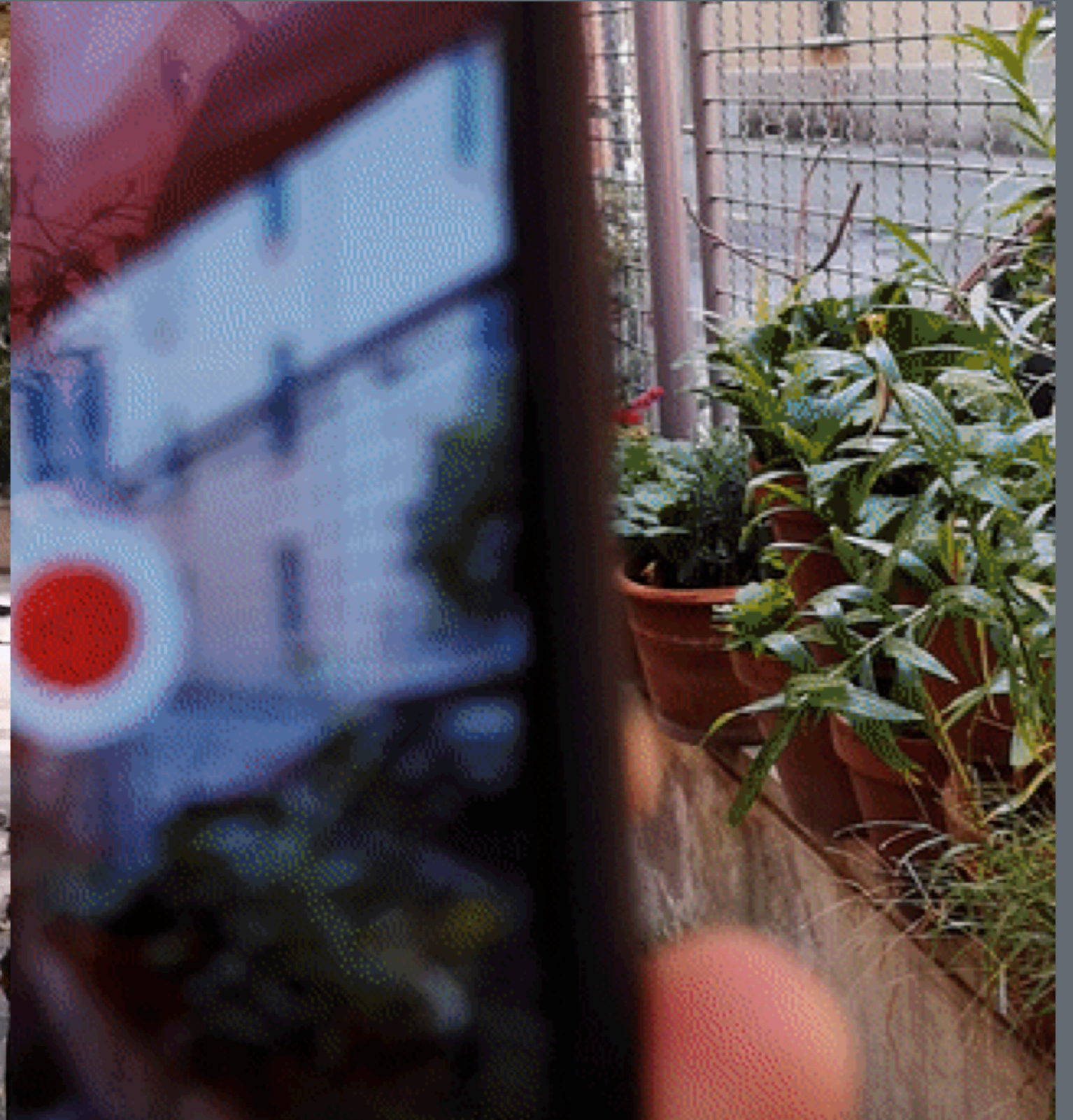
Marker Events

```
AFRAME.registerComponent('markerhandler', {  
  init: function() {  
    const myMarker = document.querySelector("#my-marker");  
    const aEntity = document.querySelector("#my-model");  
  
    myMarker.addEventListener('click', function(ev, target){  
      const intersectedElement = ev && ev.detail && ev.detail.intersectedEl;  
      if (aEntity && intersectedElement === aEntity) {  
        const scale = aEntity.getAttribute('scale');  
        Object.keys(scale).forEach((key) => scale[key] = scale[key] + 1);  
        aEntity.setAttribute('scale', scale);  
      }  
    });  
  }  
});
```

```
<a-marker id="my-marker" markerhandler emitEvents="true" cursor="rayOrigin: mouse">  
  <a-box id="my-model" scale="1 1 1"></a-box>  
</a-marker>
```

Marker smoothing

```
<a-marker  
  smooth="true"  
  smooth-count="5"  
  smooth-tolerance="0.01"  
  smooth-threshold="2"  
>  
</a-marker>
```

GeoAR

```
<a-scene
  embedded
  gps-camera-debug
  arjs="sourceType: webcam; debugUIEnabled: false;"
  vr-mode-ui="enabled: false"
>

  <a-entity gps-entity-place="latitude: 42.330600; longitude: -71.374430">
    <a-box position="0 1 0" color="blue"></a-box>
  </a-entity>

  <a-camera gps-camera rotation-reader></a-camera>

</a-scene>
```

Interesting WebAR Projects & Experiments

ARCube by @rvdleun

ARCUBE | A concept by RvdLeun and VRmaster | hello@vrmaster.co | 0031624385379

ARCUBE

You got the whole world in your hand



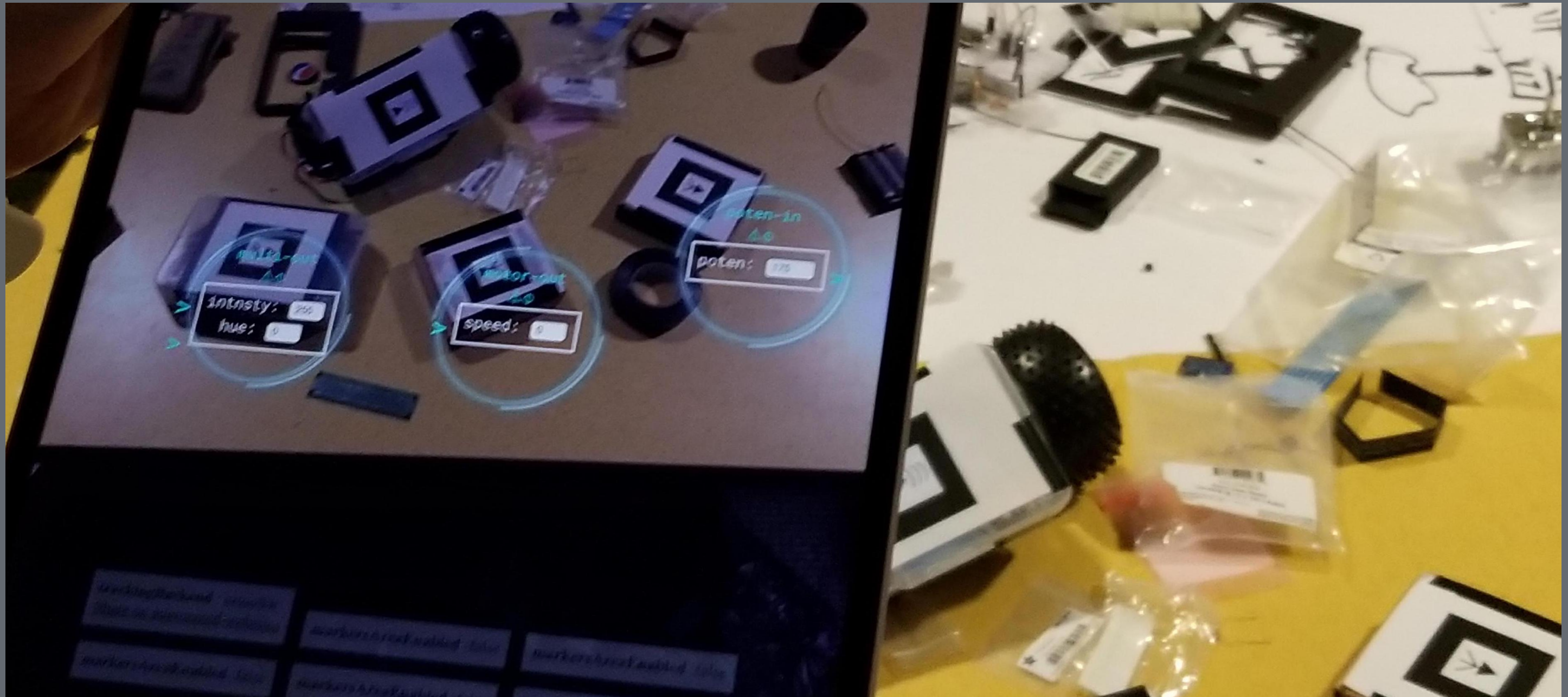
Experience AR in the palm of your hand

Create and share AR on the web



[Translate »](#)

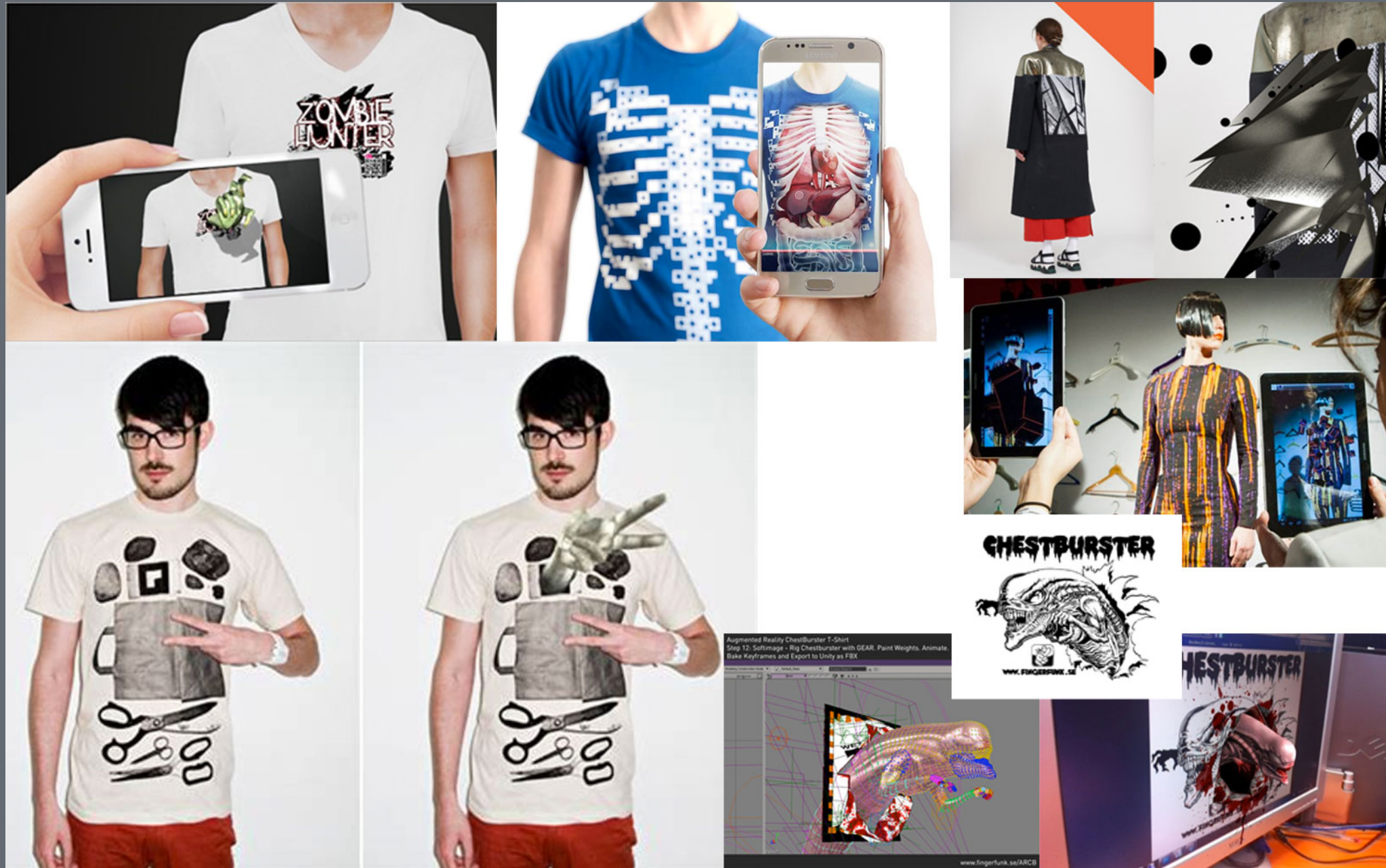
IOT hackathon project



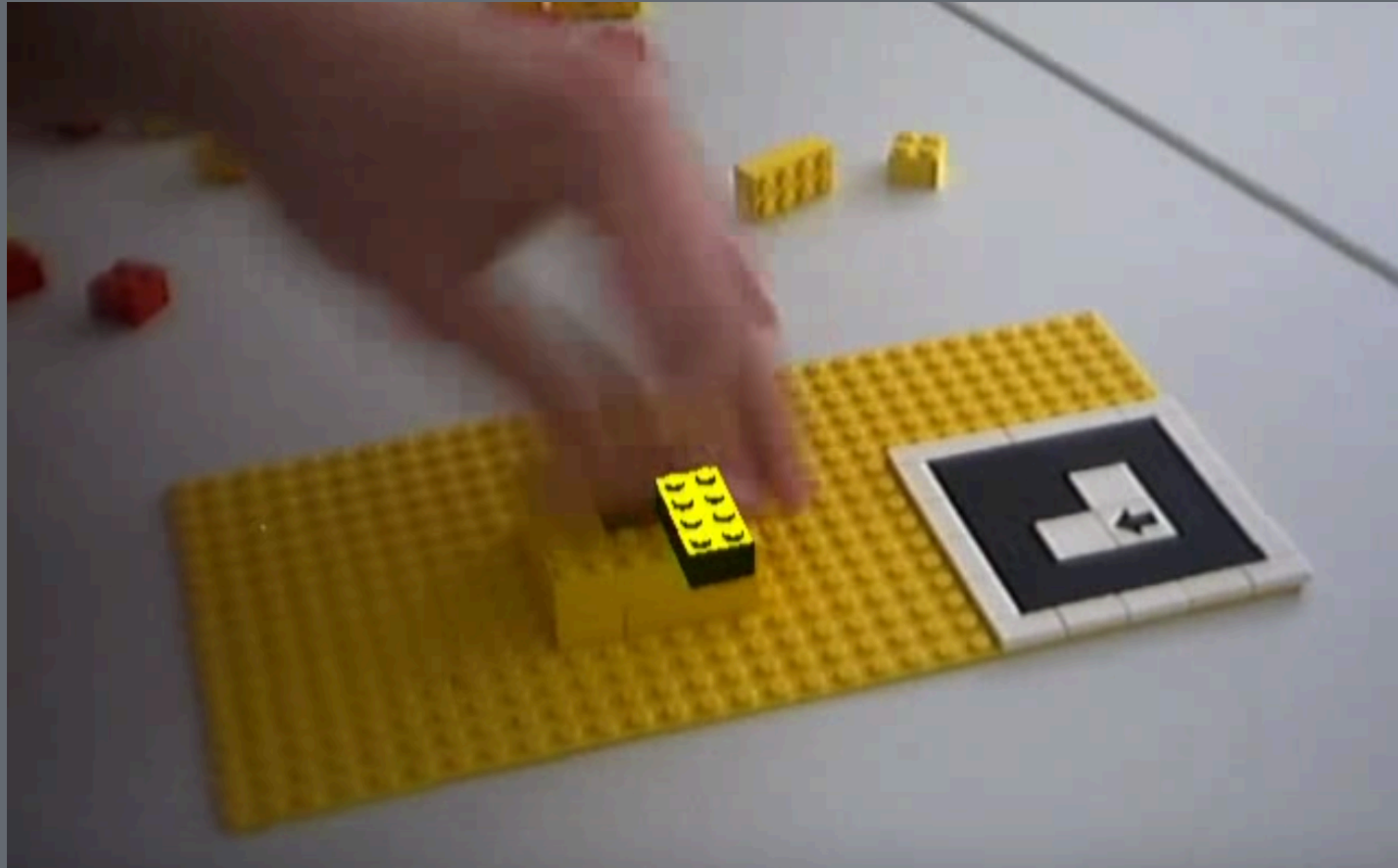
Art installations by Jandig.art & Mozilla Interview



Augmented Reality Fashion



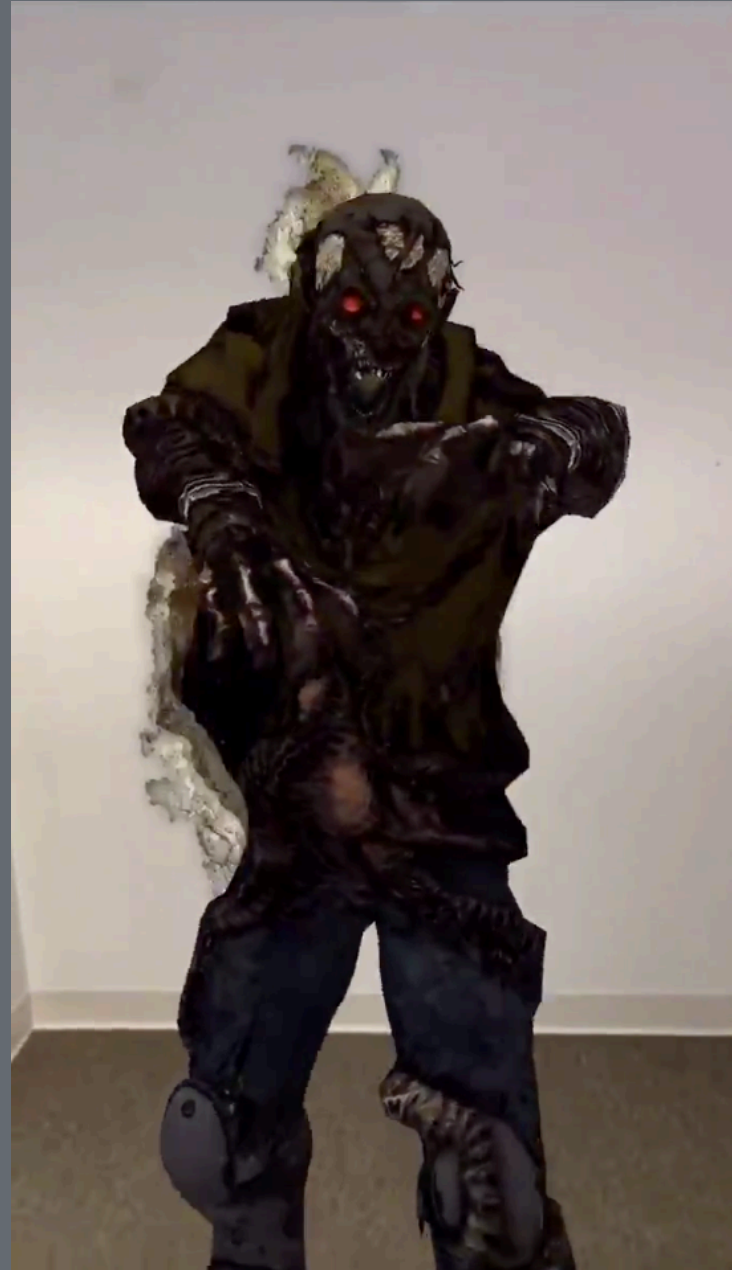
LEGO Manual With ARToolKit



Riley Paik BIG MARKER



What are we building



What are we building

- WebAR Ghosts Panel - Marker Test
- WebAR Spider ARCube
- WebAR Zombie AR Marker
- WebAR Ghosts GeoAR

ARCube by @rvdleun

```
<!doctype HTML>
<html>
  <head>
    <script src="https://aframe.io/releases/0.9.2/aframe.min.js"></script>
    <script src="https://raw.githack.com/jeromeetienne/AR.js/2.0.5/aframe/build/aframe-ar.js"></script>
    <script src="https://rvdleun.github.io/aframe-arcube/dist/aframe-arcube.min.js"></script>
    <script>
      THREE.ArToolkitContext.baseURL = 'https://rawgit.com/jeromeetienne/ar.js/master/three.js/'
    </script>
  </head>
  <body>
    <a-scene embedded arjs='debugUIEnabled: false; sourceType: webcam; detectionMode: mono;' vr-mode-ui="enabled: false">
      <a-arcube>
        <a-box color="red"></a-box>
      </a-arcube>
      <a-entity camera></a-entity>
    </a-scene>
  </body>
</html>
```

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