ATerrain for AFrame

Using Cesium geometry in browser based apps
Siggraph 2018
@mozilla @cesiumjs

http://github.com/anselm/aterrain
AFrame itself democratizes access to building 3d worlds in HTML so that everybody can play.
AFrame also uses a component based design to let people build powerful experiences quickly.
ATerrain is a component in AFrame - it exposes map data so novices can make their own novel products.
Developers can render small portions of the planet.
It allows styling because it’s just 3d geometry.
Cesium provides buildings for San Francisco
It can be used as a space-to-face planet renderer.
It was tested in Hubs as a collaborative trip planner
Other features

Designed to allow collidables - does not use any shaders

Works with AFrame VR out of the box

Easily scriptable from Javascript
Thank you!

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@anselm @shehzanm @pjcozzi @mozilla @cesiumjs

Also see:

https://medium.com/@anselm/introducing-the-a-terrain-component-for-a-frame-f22a9c9d424d