# AR Poster Tutorial Using MindAR

by Pittawat Taveekitworachai, Research Associate, IC2, SIT, KMUTT

# What is AR?













# WebARVSAR on App



# UJEILU





### ARKit 5 RealityKit 2

### VS



# WebAR using 22 MindAR

- MindAR project can be run in plain static HTML file. It's super easy!
- In this quickstart guide, you will build a AR webpage, which will start the device camera, detect an image target, and show an augmented object on top.
- https://hiukim.github.io/mind-ar-js-doc/





# WebAR using 22 MindAR **Complete Source Code**

<html>

<head>

<meta name="viewport" content="width=device-width, initial-scale=1" />

<script src="https://cdn.jsdelivr.net/gh/hiukim/mind-ar-js@1.1.4/dist/mindar-image.prod.js"></script> <script src="https://aframe.io/releases/1.2.0/aframe.min.js"></script>

<script src="https://cdn.jsdelivr.net/gh/hiukim/mind-ar-js@1.1.4/dist/mindar-image-aframe.prod.js"></script> </head>

<body>

<a-scene mindar-image="imageTargetSrc: https://cdn.jsdelivr.net/gh/hiukim/mind-ar-js@1.1.4/examples/image-tracking/ assets/card-example/card.mind;" color-space="sRGB" renderer="colorManagement: true, physicallyCorrectLights" vr-modeui="enabled: false" device-orientation-permission-ui="enabled: false">

<a-assets>

<img id="card" src="https://cdn.jsdelivr.net/gh/hiukim/mind-ar-js@1.1.4/examples/image-tracking/assets/card-example/ card.png" />

<a-asset-item id="avatarModel" src="https://cdn.jsdelivr.net/gh/hiukim/mind-ar-js@1.1.4/examples/image-tracking/assets/ card-example/softmind/scene.gltf"></a-asset-item>

</a-assets>

<a-camera position="0 0 0" look-controls="enabled: false"></a-camera>

```
<a-entity mindar-image-target="targetIndex: 0">
```

<a-plane src="#card" position="0 0 0" height="0.552" width="1" rotation="0 0 0"></a-plane>

<a-gltf-model rotation="0 0 0 " position="0 0 0.1" scale="0.005 0.005 0.005" src="#avatarModel" animation="property:

position; to: 0 0.1 0.1; dur: 1000; easing: easeInOutQuad; loop: true; dir: alternate">

</a-entity>

</a-scene>

</body>

</nimi>

### "hiukim.github.io" Would Like to Access the Camera

Cancel

Allow



# WebAR using <u>MindAR</u> **Target Image**

- Image that you want to use as a base for floating item in AR!
- Must be compiled using "Image **Target Compiler**" (https://hiukim.github.io/mind-ar-jsdoc/tools/compile)
- The result is file with extension .mind



### Image Targets Compiler

Select target images and start

Drop files here to upload

Start



# WebAR using <u>MindAR</u> **Target Image**

- Step 1 Drop Image(s)
- Step 2 Download

### Note

How to choose a good target images: https://blog.pictarize.com/how-tochoose-a-good-target-image-fortracking-in-ar-part-1/

Order of image is important. (First image is index 0)

### Image Targets Compiler

Select target images and start

Drop files here to upload

Start



## WebAR using MindAR Build a Page - Include Library

<html>

<head>

<meta name="viewport" content="width=device-width, initial-scale=1" />
<script src="https://cdn.jsdelivr.net/gh/hiukim/mind-ar-js@1.1.4/dist/mindarimage.prod.js"></script>
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<script src="https://cdn.jsdelivr.net/gh/hiukim/mind-ar-js@1.1.4/dist/mindarimage.prod.js"></script>
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### WebAR using <u>MindAR</u> **Build a Page - Construct a Scene**

**Adding Targets File** 

<body> <a-scene mindar-image="imageTargetSrc: ./targets.mind;" vr-mode-ui="enabled: false" device-orientationpermission-ui="enabled: false"> </a-scene> </body>

Targels File

### WebAR using 22 MindAR **Build a Page - Construct a Scene**

**Adding Targets File** 

<body> <a-scene mindar-image="imageTargetSrc: ./targets.mind;" vr-mode-ui="enabled: false" device-orientationpermission-ui="enabled: false"> </a-scene> </body>

### Targels File More Info: AFrame

### WebAR using 22 MindAR **Build a Page - Construct a Scene**

**Adding Targets File** 

<body> <a-scene ...> <a-camera position="0 0 0" look-controls="enabled: false"> </a-camera> <a-entity mindar-image-target="targetIndex: 0"> <a-plane color="blue" opacity="0.5" position="0 0 0" height="0.552" width="1" rotation="0 0 0"></a-plane> </a-entity> </a-scene> </body>

### For first larget (Index: 0)



# WebAR using MindAR Build a Page - Change to Show Image/Model

**Adding Targets File** 

<body>
<a-scene mindar-image="imageTargetSrc: ./targets.mind; showStats: true;" color-space="sRGB"
renderer="colorManagement: true, 
physicallyCorrectLights" vr-mode-ui="enabled: false"
device-orientation-permission-ui="enabled: false">
</a-scene>
</body>

### WebAR using 22 MindAR **Build a Page - Change to Show Image/Model** Image that going to be floating on top of the target Adding Targets File

<body> <a-scene ...> <a-assets> assets/card-example/card.png" /> examples/ image-tracking/assets/card-example/softmind/scene.gltf"></a-asset-item> </a-assets> </a-scene> </body>

- <img id="card" src="https://cdn.jsdelivr.net/gh/hiukim/mind-ar-js@1.1.4/examples/image-tracking/
- <a-asset-item id="avatarModel" src="https://cdn.jsdelivr.net/gh/hiukim/mind-ar-js@1.1.4/



## WebAR using 22 MindAR **Build a Page - Change to Show Image/Model**

Adding Targets File

<body> <a-scene ...> <a-assets> assets/card-example/card.png" /> examples/ image-tracking/assets/card-example/softmind/scene.gltf"></a-asset-item> </a-assets> </a-scene> </body>

- Image that going to be floating on top of the target
- ID is used for reference and > associate with specific target(s) later
- <img id="card" src="https://cdn.jsdelivr.net/gh/hiukim/mind-ar-js@1.1.4/examples/image-tracking/
- <a-asset-item id="avatarModel" src="https://cdn.jsdelivr.net/gh/hiukim/mind-ar-js@1.1.4/



### WebAR using <u>he</u> MindAR Build a Page - Change to Show Image/Model Image that going to be floating on top of the target **Adding Targets File**

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### 37 model that going to be floating on top of the target



## WebAR using <u>MindAR</u> **Build a Page - Change to Show Image/Model**

**Adding Targets File** 

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- Image that going to be floating on lop of the larget
  - standard 3D model file supported by AFrame
- <img id="card" src="https://cdn.jsdelivr.net/gh/hiukim/mind-ar-js@1.1.4/examples/image-tracking/
- <a-asset-item id="avatarModel" src="https://cdn.jsdelivr.net/gh/hiukim/mind-ar-js@1.1.4/

### 37 model that going to be floating on top of the target



# WebAR using 22 MindAR **Build a Page - Change to Show Image/Model**

**Adding Targets File** 

<body> <a-scene ...> <a-assets>...</a-assets> <a-camera position="0 0 0" look-controls="enabled: false"></a-camera> <a-entity mindar-image-target="targetIndex: 0"> <a-plane src="#card" position="0 0 0" height="0.552" width="1" rotation="0 0 0"> </a-plane> <a-gltf-model rotation="0 0 0" position="0 0 0.1" scale="0.005 0.005 0.005" src="#avatarModel" animation="property: position; to: 0 0.1 0.1; dur: 1000; easing: easeInOutQuad; loop: true; dir: alternate"> </a-entity> </a-scene> </body>

Associate both image and model to the target

# WebAR using 22 MindAR **Complete Source Code**

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# WebAR using <u>2</u> MindAR **Example for multi-target**

- Instead of showing one picture/model per poster, you can show different image/model for each part of a poster by
  - Adding more images during target compilation
  - Changing targetIndex in the source code

Source code example: https://github.com/Pittawat2542/web-ar-poc

# WebAR using MindAR Note for multi-tracks

- Add maxTrack: <number> when adding targets source.
- Example: <a-scene mindar-image="imageTargetSrc: <imagePath>; maxTrack: 2" ...>

adding targets source. ="imageTargetSrc: <imagePath>;

Cancel









