

MANIPULATION WITH OBJECTS ON A-FRAME

INTRODUCTION

- For the manipulation with objects on A-Frame with the headset is necessary to add the following codelines:

1. Inside the `<a-scene>` tag is necessary to add:

```
<a-scene xr-mode-ui="XRMode: xr">...</a-scene>
```

2. We need to add the following codelines to use our hands in the virtual environment (inside the `<a-scene>` tag:

```
<a-entity id="leftHand" hand-tracking-grab-controls="hand: left;"></a-entity>
```

```
<a-entity id="rightHand" hand-tracking-grab-controls="hand: right;"></a-entity>
```

- To create an object manipulable we need to add the **grabbable** attribute:
- For example:

1. *<!--Sphere manipulable-->*

```
<a-sphere grabbable position="0 1.75 -1" radius="0.5" rotation="0 -45 0" color="red"
scale="0.3 0.3 0.3"></a-sphere>
```

2. *<!--GLTF manipulable-->*

```
<a-entity gltf-model="https://cdn.glitch.global/0a26a0f1-3d72-4af4-ab69-
9bc54fa7dead/camara.glb?v=1708347084072" grabbable position="0 1.75 -0.5" radius="0.5"
rotation="0 -45 0" color="red" scale="0.01 0.01 0.01"></a-entity>
```

EXAMPLE

- <https://glitch.com/edit/#!/spiffy-principled-cornflower?path=index.html%3A39%3A14>