

# AR PROJELERİ

## HTML

```
1 <!-- AR.js by @jerome_etienne - github: https://github.com/jeromeetienne/ar.js - info:
   https://medium.com/arjs/augmented-reality-in-10-lines-of-html-4e193ea9fdbf -->
2 <script src="https://aframe.io/releases/0.8.0/aframe.min.js"></script>
3 <script src="https://cdn.rawgit.com/jeromeetienne/AR.js/1.6.0/aframe/build/aframe-
   ar.js"></script>
4 <body style='margin : 0px; overflow: hidden;'>
5   <a-scene embedded arjs='sourceType: webcam;'>
6     <a-box position='0 0.5 0' material='opacity: 0.5;'></a-box>
7     <a-marker-camera preset='hiro'></a-marker-camera>
8   </a-scene>
9 </body>
```

**NOT:** Yukarıdaki kodun 6. satırında değişiklikler yaparak şekil ve özelliklerini değiştirebilirsiniz.

### Örnek 1

```
6 <a-box position='0 0.5 0' material='opacity: 1;'></a-box>
```

### Örnek 2

```
6 <a-sphere position='0 0.5 0' material='opacity: 0.5;'></a-sphere>
```

### Örnek 3

```
6 <a-cylinder position='0 0.5 0' color="blue"></a-cylinder>
```

**NOT:** circle, plane, torus, icosahedron gibi geometrik şekiller de vardır.