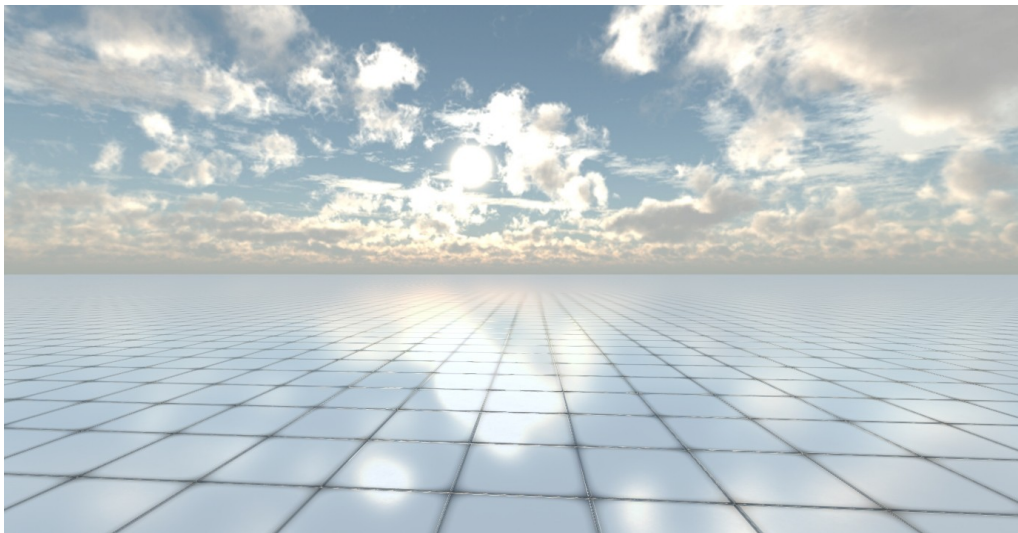




## Introduction to JanusVR Lesson 1

# HOW TO MAKE A ROOM



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This instructional guide is designed to teach some of the fundamental skills needed to create virtual reality spaces using JanusVR.

This lesson explains how to make a simple room.

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## 1. Creating a FireBoxRoom

A FireBoxRoom is created within an existing HTML page by placing the FireBoxRoom tag within the body tag.

```
<html>
<head>
<title>Hello World!</title>
</head>
<body>
<FireBoxRoom>
</FireBoxRoom>
</body>
</html>
```

You could now save out the file and load in JanusVR, but at this point the room is just an auto generated skybox. In the next we will learn about 'room templates' and add a ground plane to the space.



## 2. Defining the Assets and the Room

Inside of the FireBoxRoom tag you need to define two sections, the 'Assets' and the 'Room'.

- The 'Assets' section is where you define the type of content to be used, it's name, location etc
- The 'Room' section where you define the assets location, size, orientation etc in the virtual space.

In this first lesson we will only be using default JanusVR assets, so there will be no need to add anything to the 'Asset' section this time.

```
<html>
<head>
<title>Hello World!</title>
</head>
<body>
<FireBoxRoom>
  <Assets>
</Assets>
  <Room>
</Room>
</FireBoxRoom>
</body>
</html>
```

### 3. Room Templates

Room templates are a collection of models to help get you started making virtual spaces, one of the most useful being 'room\_plane'

Room templates are packaged with JanusVR and can be used in the 'Room' tag without needing to be defined in the 'Assets' section, and have collision enabled to prevent falling through floors or walking through walls.

For this entire lesson we will be using the 'room\_plane' template.

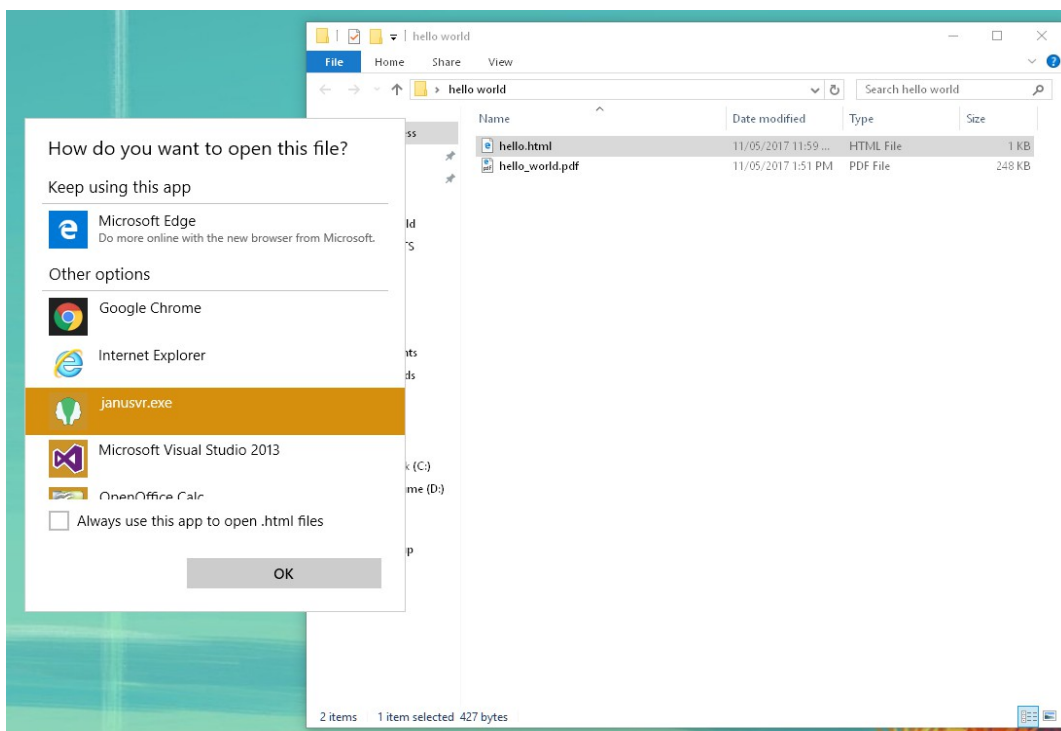
```
<html>
<head>
<title>Hello World!</title>
</head>
<body>
<FireBoxRoom>
<Assets>
</Assets>
<Room use_local_asset="room_plane" >
</Room>
</FireBoxRoom>
</body>
</html>
```

## 4. Viewing your Room

Save the file on your local drive as a .html.

There are 2 ways to see the room you have just made:

- i. Right click on the file and select 'open with' (Windows), select 'Choose another app' – scroll down and find JanusVR.
- ii. Start JanusVR and press 'Tab' – type or copy/paste the local file path for the .html file (c:\helloworld\hello.html for example). To paste a link in JanusVR desktop mode press 'Tab', click on input box and press Control-V



You now know how to make a basic space in JanusVR and add a template room.

The next section has some exercises to help you get more familiar with template rooms, and a table showing all the different types of default rooms. Have fun!

## Exercises:

**Change the default room to another type - 16 to choose from!**

**Swap:**

`<Room use_local_asset="room_plane">`

**To:**

`<Room use_local_asset="room_1">`

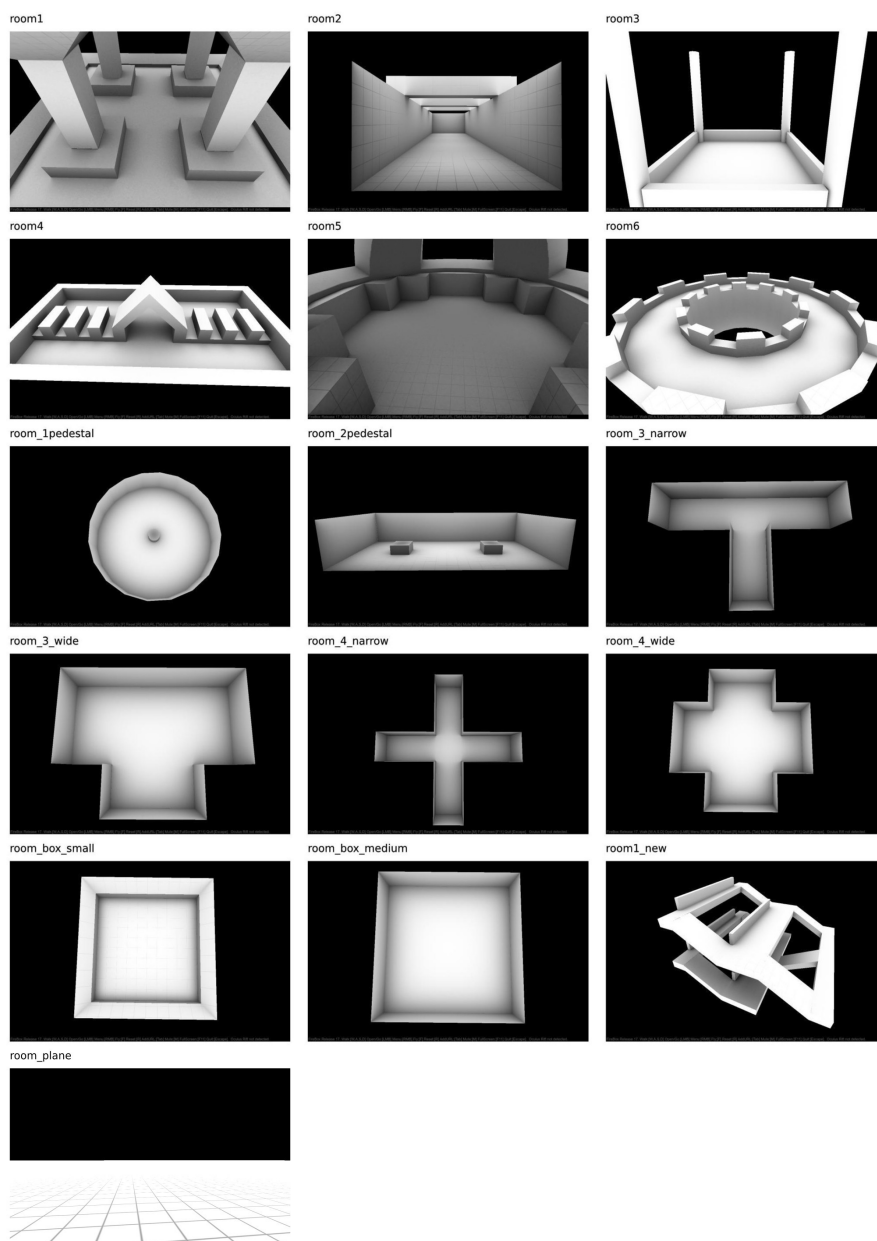
**Or:**

`<Room use_local_asset="room_3_narrow">`

## Room Templates:

To allow new users to get started with creating a room quickly, FireBox comes packaged with a collection of room 'templates', which are geometry that can be used to define the structure and boundary for a Room.

The following table shows the id's and a visualization of each of the templates available.



<http://www.janusvr.com/guide/markuplanguage/index.html#roomtemplate>