META-META Club

WORKBOOK · MODULE 2 OF 5

A real African place

Browser Worlds. Metameta Night week 5: a walkable browser scene.

Pro studios | 4 lessons | ~2 h | 4-question practice quiz | Notes pages

IN THIS MODULE

A real African place

Metameta Night week 5: a walkable browser scene.

#	LESSON	TYPE	TIME	DONE
2.1	Demo: from street graph to drivable world	LIVE	25 min	☐
2.2	Build-along: a walkable scene of a real African place	LAB	55 min	☐
2.3	Critique: does it feel like the place?	LIVE	25 min	☐
2.4	Ship it: post your street	PROJECT	15 min	☐

How to use this workbook

- Work through each lesson on metametaclub.com/learn, or listen to its narration, then use the page here to take notes.
- Tick the steps as you go, and write your answers under **Check yourself** before you look anything up.
- Do the practice quiz at the end, then mark it with the answer key on the last pages.
- Keep every **Ship it** piece. Together they become what you show.

Before you start

What do you already know about this, and what do you want to be able to make by the end?

LESSON 2.1 · LIVE · 25 MIN

Demo: from street graph to drivable world

Watch how a real street map becomes a world you can drive in a browser tab. The example is Matatu Ride, a drive through Nairobi CBD built on a real street graph. You won't see client secrets or a line-by-line code tour. You'll see the idea, the order of work and the choices that matter. If you're watching the replay, pause at each step and sketch it on paper. The build-along uses the same steps at a smaller scale.

Key points

The idea: a map is already a world

A street map is a graph. Junctions are **nodes**.

Everything else is dressing: building blocks extruded from footprints, a sky, light, sound and a camera that feels good.

What to watch for

1. **The data.** A small area, pulled from OpenStreetMap, with roads and building footprints. Small on purpose: a few blocks run well on a phone.
2. **The projection.** Latitude and longitude turn into local metres around one centre point. Get this wrong and the streets come out stretched.
3. **The graph.** Junctions are found where ways share a node. That gives turns, not just lines.
4. **Driving.** The vehicle follows an edge, then picks the next edge at a junction. Speed is in metres per second, scaled by frame time, so it feels the same on a slow laptop and a fast one.
5. **The camera.** A chase camera that lags a little behind the vehicle. Small lag reads as weight.
6. **Taste.** Fewer, better details. Road markings and a few well-lit landmarks beat thousands of grey boxes.

Questions to ask in the thread

- Why start from real data instead of modelling by hand?
- What gets cut first when a phone drops frames?
- How do you credit the map data?

SHIP IT

Write three lines in the session thread: the place you want to build next, the one street that must be in it, and why it matters to you.

☐ Shipped. Link or file: _____

Check yourself

1. Can you explain nodes, ways and edges to someone in one breath?

2. Do you know why speed must be multiplied by frame time?

3. Can you name the credit line OpenStreetMap data needs?

LESSON 2.2 · LAB · 55 MIN

Build-along: a walkable scene of a real African place

Build a small walkable browser scene of a real African place: one street, square or market block you know. Live on the Discord, follow the shared checklist. On the replay, follow the steps below at your own pace.

Key points

Pick the place well

Choose somewhere you can describe from memory. Moi Avenue by the Hilton roundabout, a corner of Balogun Market in Lagos, a square in Kigali.

Steps checklist

- [ ] **Start from the starter page.** One HTML file with an import map for Three.js r185. Open it with a local server (`npx serve .`), not by double-clicking the file.
- [ ] **Lay the ground.** A plane for the street, a slightly raised plane for each pavement. Use real widths: a two-lane road is about 7 m, a pavement 2–3 m.
- [ ] **Block out buildings.** Boxes at real sizes. A storey is about 3 m. Get the skyline roughly right before any detail.
- [ ] **Add light.** One hemisphere light for the sky, one directional light for the sun, shadows on.
- [ ] **Add walking.** Pointer lock plus WASD, eye height 1.6 m.
- [ ] **Add one landmark.** The thing a local would recognise: a kiosk, a clock tower, a matatu stage sign. Make it the best-made object in the scene.

This assumes `scene` already exists in the starter. Vary heights and colours a little. Real streets are never uniform.

```
This lesson has code samples. They are printed in full in the lab handout (browser-worlds-lab-2-2.pdf)
and in the lesson on metametaclub.com/learn.
```

SHIP IT

A link or a 10-second screen recording of you walking down your street, ready for the critique.

- [ ] Shipped. Link or file: _____

Check yourself

1. Are your sizes in metres, and do doors look human-sized?

2. Does one landmark read clearly from the street?

3. Have you written down what you based the scene on?

LESSON 2.3 · LIVE · 25 MIN

Critique: does it feel like the place?

Show your scene and get feedback on craft and taste, not only "does it run". Live, share your screen on the Discord Stage or post a link in the session thread. On the replay, post a link and ask two people for feedback using the rubric below.

Key points

How critique works here

Volunteers go first. Each person gets a few minutes.

This week's rubric

1. **Recognisable.** Would someone from there know it? A local landmark, the right street width, the right building heights.
2. **Scale.** Doors, kerbs and eye height in metres. Wrong scale is the fastest way to break presence.
3. **Light.** A clear sun direction, shadows on, no pitch-black corners.
4. **Movement.** Walking speed near 1.4 m/s. No sliding through walls in the main path.
5. **Respect.** Place and culture named accurately. No clichés. People's faces and private homes left out unless they agreed.
6. **Performance.** Smooth on a mid-range phone or laptop.

Giving feedback

- Start with what works. Name it precisely.
- Point at one thing, not ten.
- Suggest, don't rebuild their scene for them.

Taking feedback

- Write it down. Don't argue in the moment.
- Ask one clarifying question if you need to.
- Pick one note to act on before you ship.

SHIP IT

One change made from the critique, with a before and after screenshot.

☐ Shipped. Link or file: _____

Check yourself

1. Can you say the one change your reviewers agreed on?

2. Did you give someone else feedback using the rubric?

3. Is your scene named accurately, with sources noted?

LESSON 2.4 · PROJECT · 15 MIN

Ship it: post your street

Post your finished scene to the Metameta Nights gallery channel on the Metameta Club Discord so you have something to show. A shipped small piece beats an unshipped big one.

Key points

Why ship every week

Shipping is a skill. It means deciding what's done, cutting what isn't and writing it up so others can understand it.

Post checklist

- The place, named accurately (street, neighbourhood, city).
- A link, or a 10–20 second clip.
- How to move: "click to look, WASD to walk".
- One line on what you'd build next.
- Credits: data, models, textures, music.

Example post

> Moi Avenue, Nairobi CBD, one block. Click to look, WASD to walk. Next: matatus on the road. Credits: street layout © OpenStreetMap contributors; all models mine.

Steps checklist

- [ ] **Host it.** Push your folder to any static host you already use, or record a clip if you can't host yet.
- [ ] **Test the link** in a private window, on a phone, before you post.
- [ ] **Write the post** using the checklist below.
- [ ] **Credit your sources.** If you used OpenStreetMap data, write "© OpenStreetMap contributors". Name any model or texture you didn't make and where it came from.
- [ ] **Reply to one other post** with a specific note.

SHIP IT

Your post, live in the gallery channel, with a working link or clip and full credits.

- [ ] Shipped. Link or file: _____

Check yourself

1. Does the link open on a phone?

2. Are all sources credited?

3. Did you leave a useful note on someone else's piece?

PRACTICE QUIZ

Check your module

Circle one answer for each question. The answer key is on the next page.

1. In OpenStreetMap, what is a way?

(A) A single point with a latitude and longitude

(B) An ordered list of nodes, such as a road or a building outline

(C) A licence for the map data

2. Why multiply movement speed by frame time (delta)?

(A) It makes the scene load faster

(B) It keeps speed the same whatever the frame rate

(C) It is needed for shadows to work

3. Which credit line does OpenStreetMap data need?

(A) Map data: Google

(B) No credit is needed

(C) © OpenStreetMap contributors

4. What usually breaks presence fastest in a walkable scene?

(A) Wrong scale, like huge doors or a low eye height

(B) Using a hemisphere light

(C) Using an import map

ANSWER KEY

Answers and why

1 · B An ordered list of nodes, such as a road or a building outline

Nodes are points. A way lists nodes in order, which gives you a road line or a closed building footprint.

2 · B It keeps speed the same whatever the frame rate

Without delta, a fast machine moves you further each second than a slow one.

3 · C © OpenStreetMap contributors

OSM data is under the ODbL, which asks you to credit "© OpenStreetMap contributors".

4 · A Wrong scale, like huge doors or a low eye height

People read scale instantly. Real metres, door heights and a 1.6 m eye height make a scene feel right.

NOTES

Build log and notes

SESSION	WHAT I MADE OR LEARNED	NEXT STEP