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The results are as follows:

Page structure

Insert the 3D Object

Let's now add the 3D model to the webpage. First, if the 3D model files are in a zip format, extract the downloaded model zip into files such as the ".bin" and ".gltf".

Data from the ".bin" file is used for buffering in buffers, which is then used by BufferViews, accessors, and mesh primitives

Copy the files into the assets folder in the main directory. Make sure to check and see if the zip had additional files or images so that when copying the files, the file names may not conflict with those of the images in the assets folder. If they do conflict, rename the images in the assets folder first before pasting.

In the div element with the "aside" id, let's import the 3D object and some of its attributes. For this case, we are going to use the type, source(src), alternative text (in case of any loading errors), auto-rotate(for a continuous rotation of the object), camera-controls(to allow one to view the object at their preferred angle of view), ar(to support Augmented Reality, AR, devices), and ios-src(to be used on supported iOS 12+ devices). Write the code below to import the 3D model in the webpage:

```
!-- 3D object --
!-- This inserts the 3D object inside the aside container --
model-viewer src="assets/HTC_Vive_Headset.glTF" alt="VR Headset" auto-rotate
camera-controls ar ios-src="assets/HTC_Vive_Headset.glTF"
/model-viewer
```

You can obtain the code above and even more attributes on the Model-viewer site. Here you can also see some model attributes available for the object and their usages in the docs section.

In the live preview, it will output the following:

Inserting a 3D Model

The next step is to modify its appearance using CSS. Let's do this by adding the code below to our CSS file:

```
/* This styles the aside container */
#aside {
  height: 600px;
  width: 600px;
  position: absolute;
  top: calc(50% - 250px);
  right: 7%;
}

/* This styles the 3D object inserted in the aside container */
#aside model-viewer {
  height: 600px;
  width: 600px;
  position: absolute;
  top: 0;
  left: 0;
  border: none;
}
```

Final results:

Final results

You can find the code above in this repository.

If you have reached here, this means that your 3D model is well inserted in the webpage, rotates at a uniform rate and the camera angle can be modified.

A summary of what you have learned

What 3D objects are

Formats and attributes of 3D objects

How to get 3D objects

How to insert 3D objects into a webpage using HTML and CSS

Conclusion

3D objects are very useful in that they help the client see the products in their full dimension and relative size. They are more interesting to look at and interact with compared to 2D images.

References

You can even learn more about 3D objects and how to create one using JavaScript at Diego González blog.

Well done! You have successfully inserted a 3D object into your webpage.