

# MODEL GENERATOR

USING MESHY AI API

# WHAT IS IT?

This program is a text-to-3D model generator and previewer, using Three.js for rendering and Meshy AI API for text-to-3d model generation.

After a prompt is provided, and the user clicks **Generate**, a preview task (model generation with less geometry and no textures) is created using the Meshy API. It then queries the Meshy API every second to provide status updates to the user.

Once generation is complete, the user is prompted to **Refine** the model if they are happy with the preview. A refine task is created, which upscales model geometry and generates textures. Again, the Meshy API is queried every second to provide status updates to the user.

Upon completion, the final model can be viewed and downloaded as a .glb, which combines the model and it's associated textures into a single file.

# Project Schedule

- Week 1 - Finish creating UI elements for model generation and model download.
- Week 2-3 - Integrate model generation with model previewer.
- Week 4 - Finishing touches. Polish UI, include animations where it fits.

