

CS 641, Haik Sahakian

Mobile Web Development

Assignments
Week 7

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- ❖ Watch a slideshow explaining Three JS concepts and examples at:
<http://davidscottlyons.com/threejs/presentations/frontporch14/#slide-0>

Assignments

- ❖ Download Three JS, and use it to create a simple undersea scene.
- ❖ Your scene should feature at least two moving fish.
- ❖ Up to 100 points of extra credit will be given for inventive scenes.

Assignments

- ❖ To prepare for next week, please install the latest version of the following software on your computer:
 - Node
 - XCode (only for Mac users)
 - Android Studio
- ❖ If you already have an earlier version of the software installed, upgrade it to the latest version.
- ❖ Run each program at least once, and then restart your computer.

Notes

- ❖ The Three JS documentation is at <https://threejs.org/docs/index.html>.
- ❖ The examples from class are at <http://webpage.pace.edu/hsahakian/examples/threeJS/cubeTexture/>.
- ❖ If you're using textures, you can run your file on a web server to avoid cross-domain security errors.
- ❖ Two Mac users in class experienced Chrome refusing to run WebGL on their graphics hardware. This is a known issue; google it for more information or use Firefox.