# Web Space

You need to have a web space in which to submit (i.e. upload) your assignment web pages on the Sussex ITS servers — some of you may already have such an ITS web space, in which case you can use this as the root for your assignment web pages. If you have a web space already, chances are you already have an index.html. You will need to replace this index.html with a new version that holds a link to your existing web pages (from another module) and a link to your Web3D App Assignment web pages.

# Acquiring your web space

The course convener will organize your personal web space (if you haven't already got one) on the University web server.  We normally submit all your usernames to ITS requesting a personal web space for this module before you need to upload your assignments.

The Web 3D Applications module uses the assessment mode 'Web Page', usually, but not always, organized as a small web site containing your 3D content (i.e. a Web3D App). You should create your web page(s) as you go along and improve it towards the end, rather than leave it all until the end.

**You will need to test that your 3D content works on the actual University web server before the deadline!**

**Note: that the personal web space you set up for your assignment is on the ITS server, and will appear in your N: drive as public\_html.**

In order for your web files to be available on the server, you will need to transfer your web page files (including the directory structure) in one of several ways:

1. If you are outside the University you need to use SFTP (Secure File Transfer Protocol) to transfer your files to your public\_html directory that has been created for you.
   * Use FileZilla (Google it and download, etc.) or similar (e.g. Cyberduck)
   * You will need to SFTP to unix.uscs.susx.ac.uk
   * Use your standard ITS/Informatics username and password
2. Read the last section, Part 5 Publishing your web site in Laboratory 1 tutorial. This tells you how to use Dreamweaver to publish your site to a remote web server
3. If you are inside the University, you can simply copy files to your public\_html directory from your working N: drive directory.

For Undergraduates you are required to hand in (i.e. upload) Part 1 of the Web 3D Applications Assignment. To do this you should create a Part 1 Assignment directory in public\_html, i.e. /public\_html/web3d\_app/part\_1. You then simply copy your web pages (Web3D App) from /public\_html/web3d\_app/lab\_5 (assuming that this is where you are now developing your Part 1 Assignment) to your /public\_html/web3d\_app/part\_1 directory. Your home page should be called index.html (**NOT** some\_funny\_random\_name.html). To access your work for marking, we will simply look at:

* www.sussex.ac.uk/Users/your\_user\_name/web3d\_app/part\_1

More precisely, we expect to see your UG Part 1 Assignment as follows:

* www.sussex.ac.uk/Users/your\_user\_name/web3d\_app/part\_1/index.html

Assuming your home page is index.html (or index.php if you have exploited PHP), your Web3D App will then appear. If you have named the home page something else, we simply won’t have a clue what it is, and you may score precisely **ZERO Marks** if we can’t find it to mark. Similarly, if you put the assignment in some other random directory, for example:

* public\_html/some\_random\_folder\_name/index.html

Then, you may again score **ZERO Marks**, because we will assume a **Non Submission.**  We will be looking for your work in www.sussex.ac.uk/Users/your\_user\_name/web3d\_app/part\_1 and not in:

* www.sussex.ac.uk/Users/your\_user\_name/some\_random\_folder\_name

**We repeat, we will not have a clue what your ‘some\_random\_folder\_name’ is called, so we won’t find it and you may score ZERO marks if we can’t find it.**

# Undergraduate Assignment Part 2 or Postgraduate Assignment

For these assignments, you will NOT use your public\_html/web3d\_apps/part\_1 directory, obviously. You should instead upload your assignment to your public\_html/web3d\_app/part\_2 directory for undergraduates and public\_html/web3d\_app/assignment for postgraduates.

This means I will expect to access your Part 2 (Undergraduates) or the actual (Postgraduates) Web 3D Application assignment at:

* [www.sussex.ac.uk/Users/your\_user\_name/web3d\_app/part\_2/index.html](http://www.sussex.ac.uk/Users/your_user_name/web3d_app/part_2/index.html) for undergraduates, and
* [www.sussex.ac.uk/Users/your\_user\_name/web3d\_app/assignment/index.php](http://www.sussex.ac.uk/Users/your_user_name/web3d_app/assignment/index.php) for postgraduates.

Note, same rules apply, if you have called your home page some funny random name known only to you or stuck it in a random directory, please don’t be surprised when you get back **ZERO Marks**. I will assume **NO SUBMISSION** if it doesn’t appear in the correct location.

# IMPORTANT TIPS!

**Ignore these tips at your peril**:

1. Unix is a case sensitive operating system, Your PC is not case sensitive. Try to ensure that you stick to lowercase filenames and extensions when you use them in your html source code or you may get broken links when you transfer your pages to the server.

* Regular testing on the Unix web server will reveal this problem

1. The Home Page for your 'site' should be called index.html (UGs), note that the extension is ".html", NOT .htm, or index.php (PGs)
2. When you reference textures, e.g. in your VRML files, ensure they are referenced through relative paths, not fixed paths. Otherwise, when you copy your work to your public\_html directory, the web server will not know where the texture files are located
3. IMPORTANT — if using SFTP, pages that are ASCII Text (the html files) MUST be transferred as TEXT. Images MUST be transferred as BINARY.

Please refer to the documentation for your FTP client or Dreamweaver.