

Modifying your Website for Assignment 1

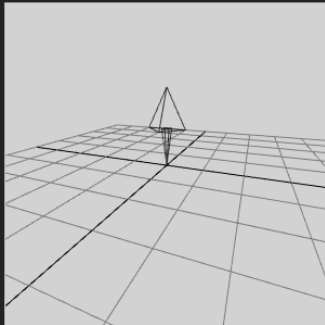
Please make sure you have gone through the how to change images on your website tutorial FIRST before continuing onto this. From here we will focus on how to modify your website to meet your requirements for assignment 1.



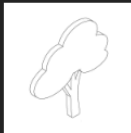

1. For your first assignment, you will only need to display 1 “row” of information (instead of Model 1, 2, 3, etc.).
2. To do this, we will be “commenting out” code in our files so that it no longer runs/renders.
 - a. “Commenting out” is done by highlighting the code you don’t want to use and pressing “ctrl + /” on your keyboard. PLEASE don’t delete the code, as it might be used later for other assignments.
3. First find and go to your main.js file (if you did the previous tutorial you should already know where it is). From here we will scroll down to around line 50 where we will find this block of code:

```
51 <div id="project-row">
52   Model 2
53   <div class="three-model">
54     <div id="model2"></div>
55   </div>
56   <div id="images-description">
57     <div id="images">
58       ${trees}
59       .map(
60         (trees, index) =>
61           
62         )
63       .join("")
64     </div>
65     <h4 id="description">A 3D tree model is a geometric representation of a tree, featuring a trunk, branches, and foliage. The trunk is typically cylindrical, with textured bark, while the branches
66     </div>
67   </div>
```

4. This code corresponds to this row:

Model 2





A 3D tree model is a geometric representation of a tree, featuring a trunk, branches, and foliage. The trunk is typically cylindrical, with textured bark, while the branches extend outward to support leaves or a canopy. It may include roots or flowers for added detail.

- To comment out this code we will have to type this above the block of code:
``${/* Model 2 commented out`

And type this under the block of code:

```
*/`}
```

Your end product should look like this:

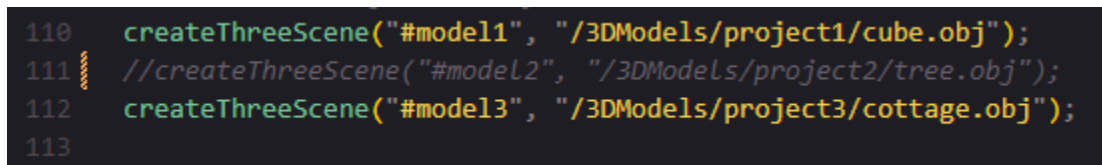


```
11  `${/* Model 2 commented out  
12  <div id="project-row">  
13  Model 2  
14  <div class="three-model">  
15  <div id="model1"></div>  
16  </div>  
17  <div id="images-description">  
18  <div id="images">  
19    ${trees  
20      .map(  
21        (tree, index) =>  
22          ``  
23      )  
24    ).join("")  
25  </div>  
26  <div id="description">A 3D tree model is a geometric representation of a tree, featuring a trunk, branches, and foliage. The trunk is typically cylindrical, with textured  
27  </div>  
28  </div>  
29  */`}
```

These are the changed parts

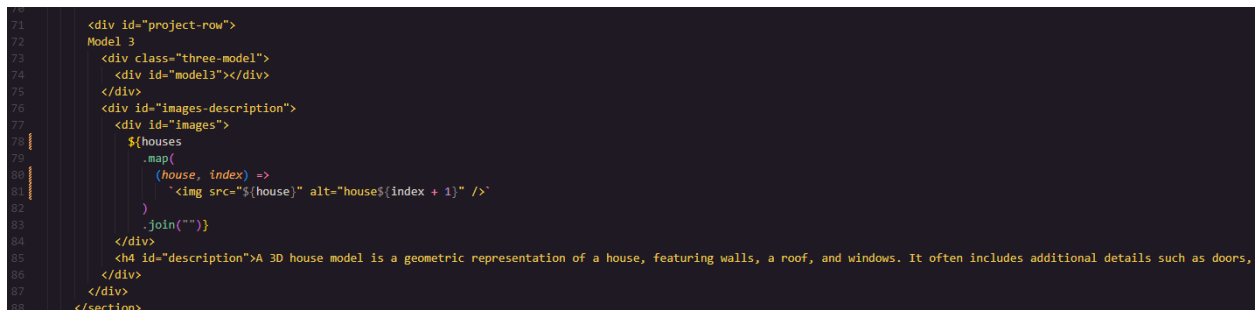
If the code is not greyed out, that is an issue. Make sure your code looks the same (the formatting of lines might be different, this is just how I write my code personally, so if you have lines that combine some of mine, it's fine)

- Along with this scroll to the very bottom and comment out the line relating to model 2 as normal:



```
110 createThreeScene("#model1", "/3DModels/project1/cube.obj");  
111 //createThreeScene("#model2", "/3DModels/project2/tree.obj");  
112 createThreeScene("#model3", "/3DModels/project3/cottage.obj");  
113
```

- We will repeat this for Model 3, which will be found around line 70 and look like this:



```
71  <div id="project-row">  
72  Model 3  
73  <div class="three-model">  
74  <div id="model3"></div>  
75  </div>  
76  <div id="images-description">  
77  <div id="images">  
78    ${houses  
79      .map(  
80        (house, index) =>  
81          ``  
82      )  
83    ).join("")  
84  </div>  
85  <div id="description">A 3D house model is a geometric representation of a house, featuring walls, a roof, and windows. It often includes additional details such as doors,  
86  </div>  
87  </div>  
88  </section>
```

- We will do the same thing that we did for Model 2, BUT make sure you do not comment out `</section>`, this will cause your webpage to not load. Your code

should look as follows:

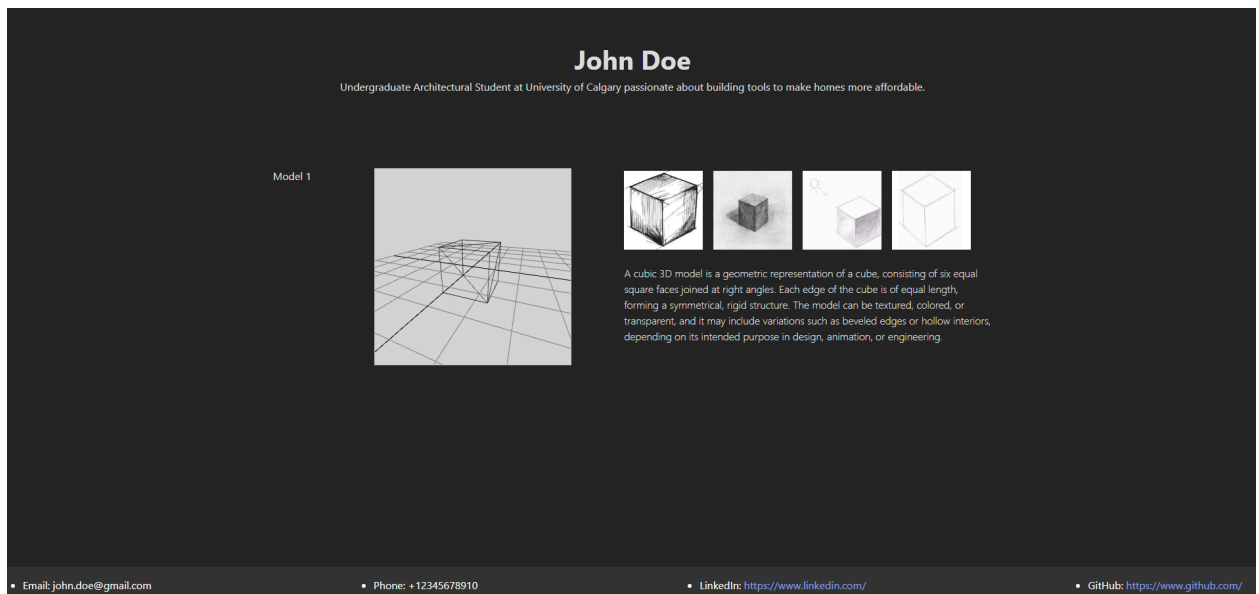
```
21 |     /* Model 3 commented out  
22 |     <div id="project-row">  
23 |       Model 3  
24 |       <div class="three-model">  
25 |         <div id="model3"></div>  
26 |       </div>  
27 |       <div id="images-description">  
28 |         <div id="images">  
29 |           ${houses  
30 |             .map(  
31 |               (house, index) =>  
32 |                 ``  
33 |               )  
34 |             .join(" ")  
35 |           </div>  
36 |           <div id="description">A 3D house model is a geometric representation of a house, featuring walls, a roof, and windows. It often includes additional details such as doors,  
37 |         </div>  
38 |       </div>  
39 |     </section>
```

NOTE: `</section>` SHOULD NOT BE GREYED OUT!!!

9. Along with this scroll to the very bottom and comment out the line relating to model1 as normal:

```
109 | // Create three.js scenes for each  
110 | createThreeScene("#model1", "/3DModels/project1/cube.obj");  
111 | //createThreeScene("#model2", "/3DModels/project2/tree.obj");  
112 | //createThreeScene("#model3", "/3DModels/project3/cottage.obj");
```

10. After completing this, if you run your webpage locally, it should look similar to this:



11. From here we will focus on making it so that we can input our own pictures, and change the model to be a picture as well.

12. First scroll to the very bottom of the main.js file and comment out the line relating to model 1 as normal:

```
109 // Create three.js scenes for each
110 // createThreeScene("#model1", "/3DModels/project1/cube.obj");
111 //createThreeScene("#model2", "/3DModels/project2/tree.obj");
112 //createThreeScene("#model3", "/3DModels/project3/cottage.obj");
113
```

13. After this scroll up to around line 35, where we want to change this line of code (or piece of code if your file is formatted differently)

```
26 document.querySelector("#app").innerHTML = `
27   <main id="container">
28     <section id="heading">
29       <h1>${data.name}</h1>
30       <p>${data.bio}</p>
31     </section>
32
33     <section id="projects">
34       <div id="project-row">
35         Model 1
36         <div class="three-model">
37           <div id="model1"></div>
38         </div>
39         <div id="images-description">
40           <div id="images">
41             ${cubes
42               .map(
43                 (cube, index) => ``
44               )
45               .join("")}
46           </div>
47           <h4 id="description">A cubic 3D model is a geometric representation of
48         </div>
49       </div>
```

Replace this line of code with this:

```

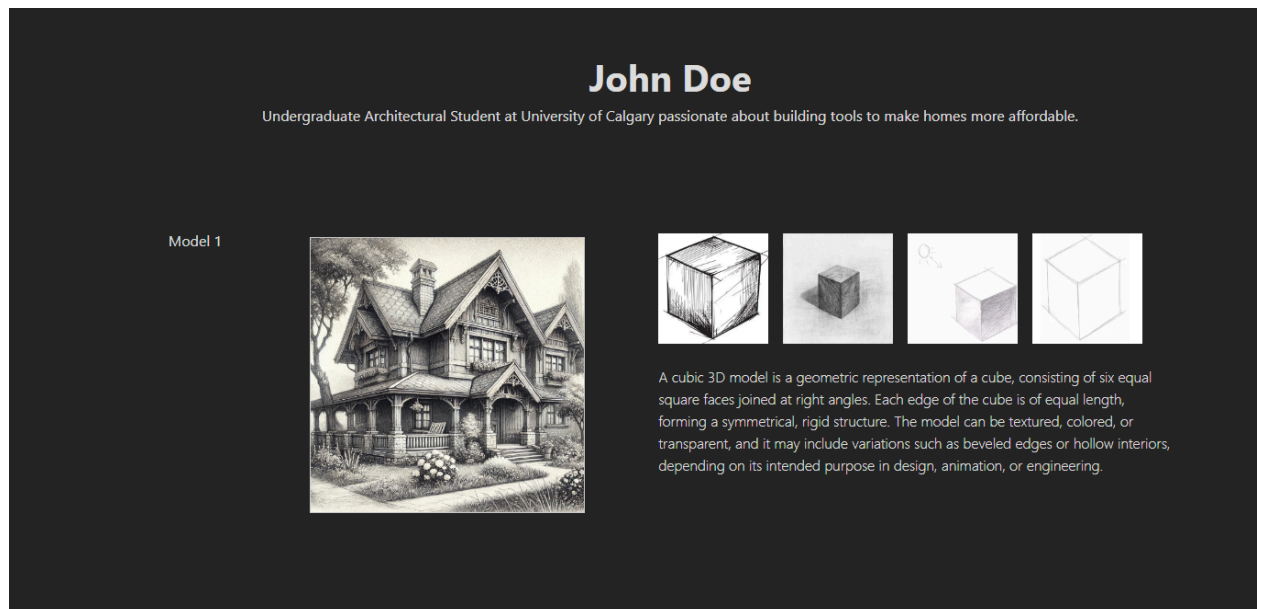
```

Like so:

```
26 document.querySelector("#app").innerHTML = `
27   <main id="container">
28     <section id="heading">
29       <h1>${data.name}</h1>
30       <p>${data.bio}</p>
31     </section>
32
33     <section id="projects">
34       <div id="project-row">
35         Model 1
36         <div class="three-model">
37           
38         </div>
39         <div id="images-description">
40           <div id="images">
41             ${cubes
42               .map(
43                 (cube, index) => ``
44               )
45               .join("")}
46           </div>
47           <h4 id="description">A cubic 3D model is a geometric representation of a cu
48         </div>
```

NOTE: If you didn't do the previous tutorial, this will raise an error

14. From here if you save and boot up your local webpage, it will look similar to this:



Now I've only shown you how to change to the images that I have given you, but for your assignment you will have different images, and will need to input those instead.

How do we do that?

Well for the big image (the house) you would have to place a picture (drag and drop) into the public folder, don't place it in any folder under public (it shouldn't be under 3DModels, cube/house/tree drawings). This is similar to how you did it for the houseDrawings folder.

From here, you just change this line of code:

```

```

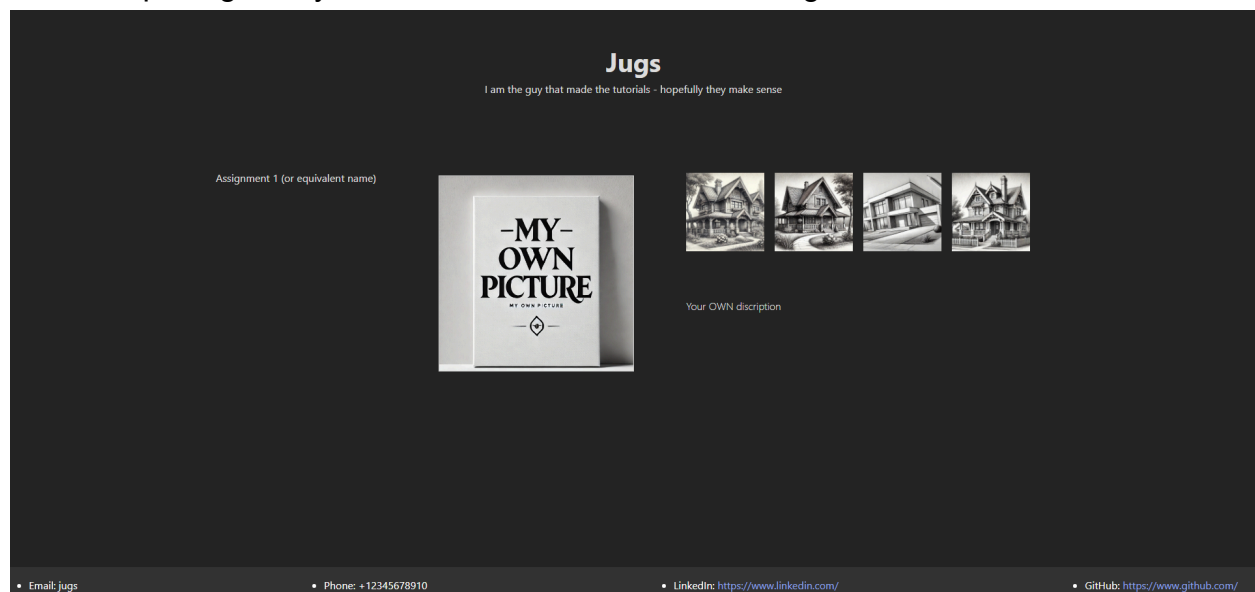
By changing “./houseDrawings/house1.jpg” to the name of your picture.

The name of the picture is what is shown when viewing it in VScode on the left (like favicon-32x32.png for example).

Don't forget to include “./” before the name of the picture (./My_Own_Picture.webp for example)

As for how to change the small pictures, follow along with the first tutorial but instead make your OWN folder with 4 pictures inside (you can have more pictures if you want, they might just appear small on the website). REMEMBER, naming is important!!!

After completing this, your website should look something like this:



For changing the text, please refer to the other documents provided.

You are encouraged to change anything else you want, like font, sizing, or structure, but I don't *think* it's mandatory for assignment 1 (don't quote me), you would just be cool. If there is something specific you are interested in doing, the internet is your best friend, but you can also ask us if you get confused/frustrated.