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| **Ed Course Number** (ex. PASEHS-501001) | PACSSR-301008 |
| **Group Number** (ex. Group 3) | Group-4 |
| **Group Project Title** | Chinese paper lanterns-Final Project |
| **Group Leader Full Name** (ex. Ming Li) |  |

INDIVIDUAL CONTRIBUTION (1)

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| **FULL NAME** | Wanqi Zhang | |
| **INDIVIDUAL CONTRIBUTION** | Oral Presentation | The part about modeling |
| Written Report | The part about modeling |
| Overall | I in charge of the modeling part.  I made the modeling, and export different parts of the model as STL files.  I cover the modeling part in the PPT.  I'll cover the modeling part in the presentation.  I did my part fast. I seldom keep people waiting, which increase our efficiency. |

INDIVIDUAL CONTRIBUTION (2)

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| **FULL NAME** | Lily-Yiwen Hu | |
| **INDIVIDUAL CONTRIBUTION** | Oral Presentation | The part of rotating the model |
| Written Report | The part of rotating the model |
| Overall | I enabled the lantern model to display rotation on the web page by writing index.html. In index.html, I built the position of the camera, the width and length of the picture, as well as the light. In the documents and speeches, I elaborated in detail on how the code I wrote works and how each step of the code controls the entire screen. |

INDIVIDUAL CONTRIBUTION (3)

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| **FULL NAME** | Cloney-Jing Nie | |
| **INDIVIDUAL CONTRIBUTION** | Oral Presentation | Shader writing, material design, Documentation, demo video |
| Written Report | Shader writing, material design |
| Overall | 1. Create a GitHub Pages display page, summarize and organize the work of team members, and integrate it into the index file to make the entire project runnable.   2. Lighting Setup  (1) Ambient Light  In the index.html file, the ambient light is set up using the AmbientLight object from Three.js. Ambient light can uniformly illuminate the entire scene, providing a basic level of brightness.  (2) Point Light Source  The point light source uses the PointLight object from Three.js. It can emit light in all directions from a single point, simulating the effect of a light bulb or other point light sources.  3. Three - Dimensional Halo Effect  The three - dimensional halo effect is achieved by creating a spherical mesh object and using a semi - transparent material.   1. The three - dimensional halo effect is achieved by creating a spherical mesh object and using a semi - transparent material. |

INDIVIDUAL CONTRIBUTION (4)

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| **FULL NAME** |  | |
| **INDIVIDUAL CONTRIBUTION** | Oral Presentation |  |
| Written Report |  |
| Overall |  |