

Project 3

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COMPUTER GRAPHICS - CMSC 405

9/24/17

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Test Cases

Aspect Tested	Input	Expected Output	Actual Output	Test Outcome
Toggle All Animation	All Animation Checkbox	All Shapes Animation Toggled	All Shapes Animation Toggled	Passed
Torus Node Animation	Torus Node Animation Checkbox	Torus Node Animation Toggled	Torus Node Animation Toggled	Passed
Ico Node Animation	Ico Node Animation Checkbox	Ico Node Animation Toggled	Ico Node Animation Toggled	Passed
Sphere Node Animation	Sphere Node Animation Checkbox	Sphere Node Animation Toggled	Sphere Node Animation Toggled	Passed

Final Product

When opening the “Three.js-Animation” file in a web browser, you will see a html page like the image on the next page. I have included 6 unique objects, as well as four different lights. By default, the animation is turned off. You can then toggle the “All Animation” checkbox to start the animation. You can also toggle the animation of individual nodes in the project by toggling the corresponding “Node Animation” checkbox!

Three.js Animation Project

Use Arrow, PageUp, PageDown, and Home keys to rotate the model.

☐ All Animation

☒ Torus Node Animation ☒ Ico Node Animation ☒ Sphere Node Animation

