



The Sojourner Syntax

Team Delos Solo

Team Members

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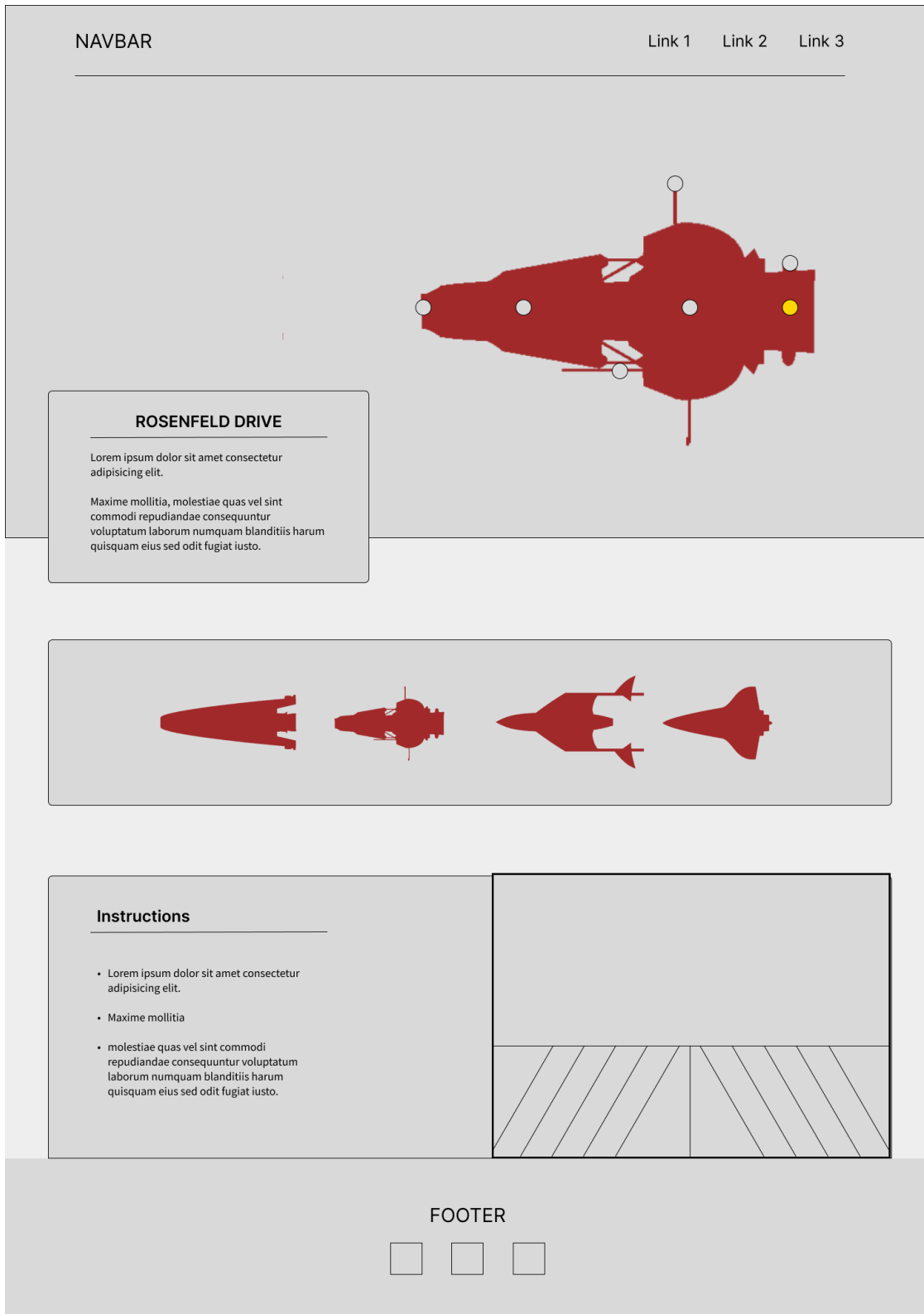
Overview

An interactive landing page made with modern Javascript and CSS frameworks, featuring a look and In-depth exploration of realistic, "hard sci-fi" [Newtonian] spaceship designs. 3D models and parallax scrolls are top-priorities in terms of assets, and will serve to display data or informative content regarding said models, with each being separate components in a highlighted carousel section.

The second section will feature 'items', 3D models accompanied by a general description to serve as a selector for the main carousel section, whilst the third serve as a "unit-testing" area, where models could be selected and played as a simple, dynamic mini-game with sprites.

A footer will serve as a link towards the developer's social media - **let's keep in touch !**

3D Environment Sketch



Interaction and Technology

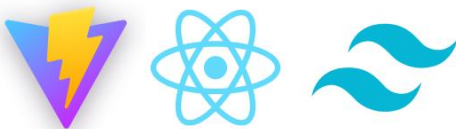
Hardware



Software



Tech Stack



Libraries | Extensions



HARDWARE :

- LENOVO IDEAPAD 130-14AST

SOFTWARE :

- Microsoft Visual Studio Code > Figma > Spline

TECH STACK :

- Vite + React > Tailwind CSS

LIBRARIES | EXTENSIONS :

- React-Three-Fiber > Framer-Motion > SCSS

Graphics Techniques

- Point light, hemisphere shading, texture mapping, orbit control, translucency, sprites

Object Dynamic

Local Variable

1. Framer-Motion
2. Material UI Kit (MUI)
3. Styled-Components

External Variable

1. React-Spline
2. React-Three-Fiber (R3F)
3. .ENV file (RESTful APIs)
4. Tailwind CSS | globals.scss
5. Hygraph (GraphQL CMS)