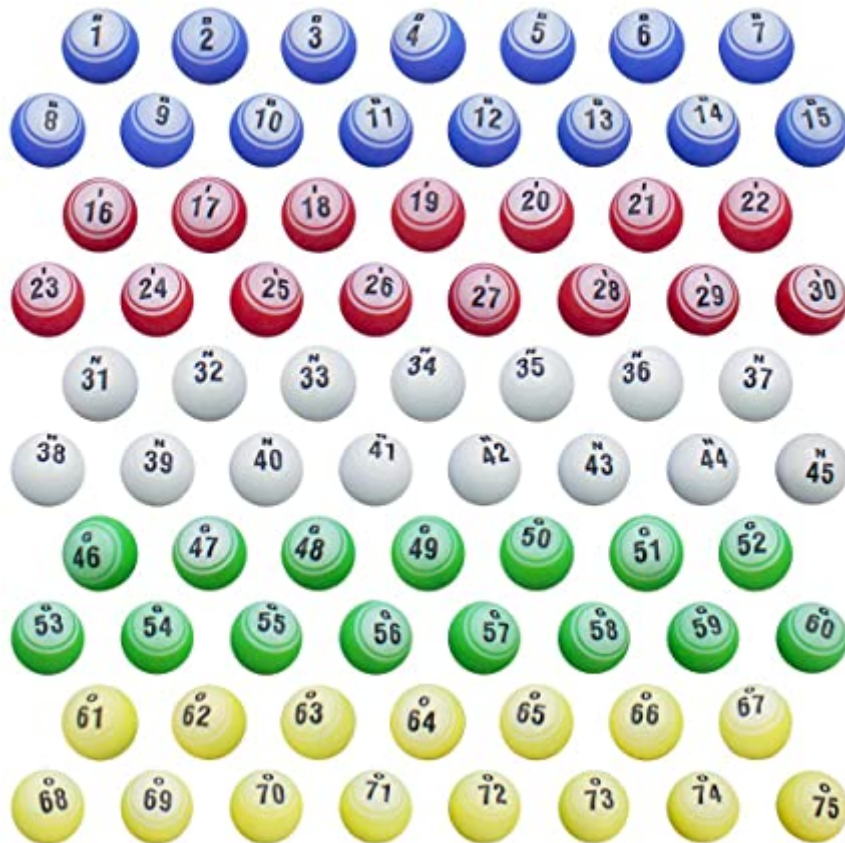


Animated bingo draw machine WebGL

We want to build a bingo draw machine that shows an animation of bingo balls. The animation should contain a bingo draw drum with bingo balls numbered from 1 – 75 or 1-90.

Bingo balls should look something like this:



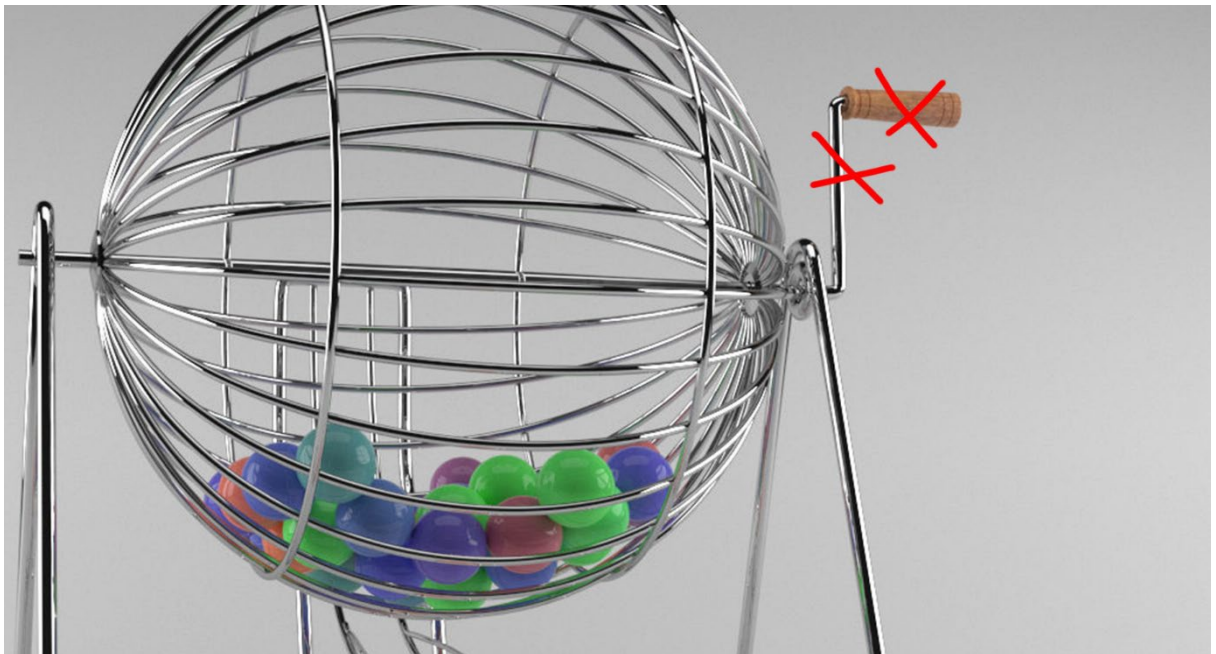
Each range of 15 numbers has its own color.

The draw machine should look something like this:

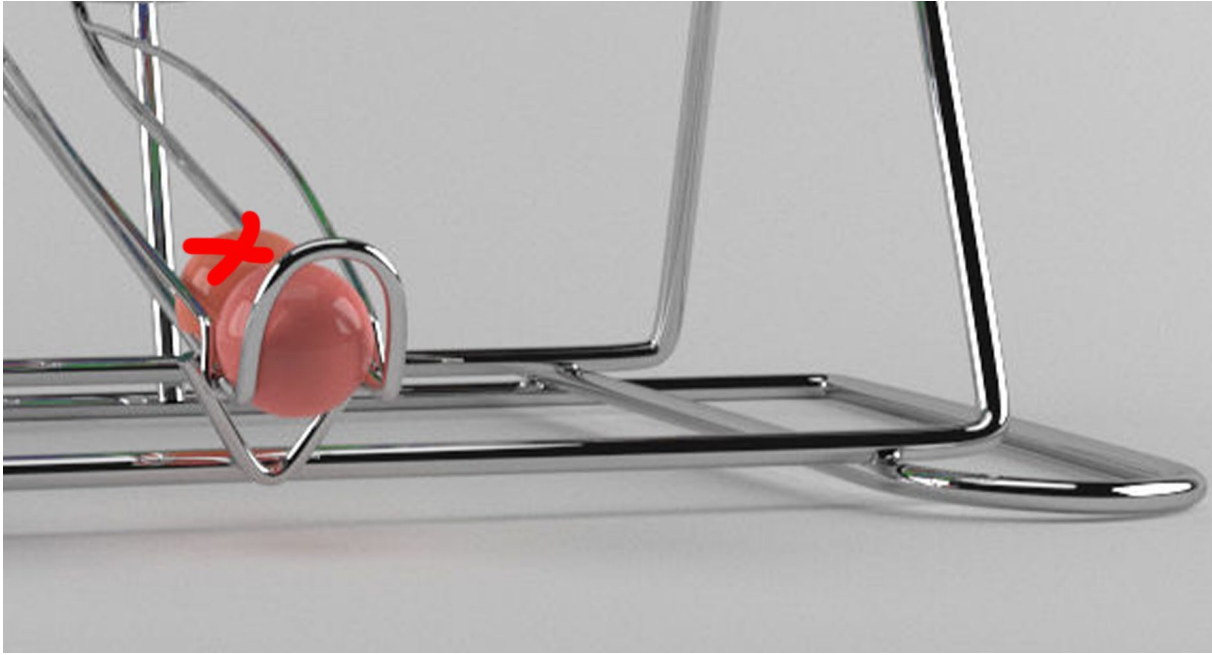
This is the idle position. It should show the last draw (1 ball) in the bottom chute.



When draw starts, the drum should start spinning and the camera will start moving towards the drum like this: (The handle should not be included)



When the drum has been spinning for a set amount of time, it should be reversing and a ball is being dropped from the drum. The camera will move to focus on the result.



Note that everything is placed on the left side. This is how we want it, because we want some overlaying graphics we will add later on the right side.

The model I have illustrated with is from <https://www.cgtrader.com/3d-models/various/various-models/bingo>

This model can be provided if you want, but I don't know if that is usable. If you have other suggestions on how the drum and drawing can look, we are happy for suggestions.

The drawing can be started with a javascript functioncall. Ex. `startDraw(numbertodraw, animationDurationInMS)`.

numbertodraw: The number the drum should draw. Ex. 20. Then the number 20 should be the number that comes out of the drum and rolls down the chute.

animationDurationInMS: The total duration from the function is executed, to the ball is drawn (animation complete)

NB: The ball specified to be drawn, cannot be visible in the drum when the ball leaves the drum for the chute.