Megaman - Pixel Art Collection

Endong Cao
Endong.cao001@umb.edu
University of Massachusetts Boston

Figure 1: Add a nice wide figure here and replace this caption.

ABSTRACT

This is a website what has some Pixel Art collections about Megaman.

KEYWORDS

WebGL, Visualization, CSS

ACM Reference Format:
Endong Cao. 2020. Megaman - Pixel Art Collection. In *CS460: Computer Graphics at UMass Boston, Fall 2020*. Boston, MA, USA, 2 pages. https://CS460.org

1 INTRODUCTION

This project shows a variety of ways to make pixel art and shows how to make web pages. I did all the projects by myself.

CS460, Fall 2020, Boston, MA

ACM ISBN 1337.
https://CS460.org

2 RELATED WORK

In the project, I used XTK [2] and Three.js [1] and CSS.

3 METHOD

In the whole project, I made an online art gallery. Including an introduction to the Mega Man game series, an introduction to the main characters in Mega Man, and various related pixel art. Users can learn about the Mega Man series through this website.

3.1 Implementation

```
console.log('r = new X.renderer3D();');
console.log('r.init();');
console.log('r.camera.position = [0, 0, 1000];');
console.log('r.render();');
```

3.2 Milestones

How did you structure the development?

3.2.1 Milestone 1. I used my previous experience in making web pages

3.3 Challenges

Describe the challenges you faced.

- Challenge 1: Make large and complex pixel art.

- Challenge 2: Material collecting.

4 RESULTS

From the result, I made a good pixel art gallery. It shows a variety of pixel art to users, and closely follows the theme of Mega Man. There is the2.

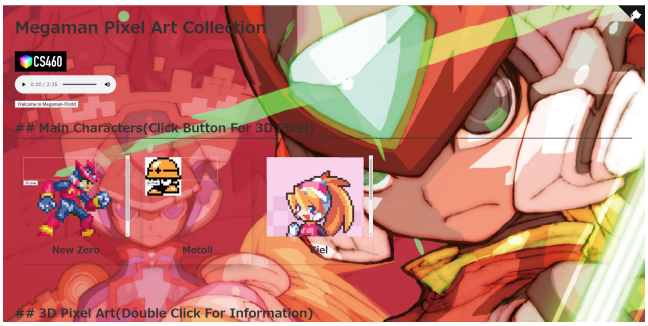

Figure 2: Main Website

5 CONCLUSIONS

From the conclusion, this project taught me a lot. In addition to letting me know what I know, it also let me know that I still have a lot of knowledge that I don't know. Although I have made a lot of efforts to make the program as practical as possible, my ability is still very limited. If I experience some growth, I can accomplish it even better. Thank the teacher and school for giving me this opportunity to exercise myself.

REFERENCES

[1] Ricardo Cabello et al. 2010. Three.js. *URL: https://github. com/mrdoob/three.js* (2010).

[2] Daniel Haehn, Nicolas Rannou, Banu Ahtam, P. Ellen Grant, and Rudolph Pienaar. 2012. Neuroimaging in the Browser using the X Toolkit. *Frontiers in Neuroinformatics* (2012).