

# Interactive Graphics

Chichi Francesco, Jary Pomponi

June 24, 2017

## 1 List of all the libraries, tools and models used in the project but not developed by the team

- **Three.js:** Three.js is a cross-browser JavaScript library/API used to create and display animated 3D computer graphics in a web browser exploiting the power of WebGL in an high level mode.
- **OrbitControls.js:**
- **Detector.js:**
- **stats.min.js:**

## 2 Description of all the technical aspects of the project

### 2.1 Ship

- **Glass:**
- **Cabin:**
- **Ring.js:**
- **Motors.js:**

**2.2 Halo**

**2.3 Animated Light**

**2.4 Collision**

**2.5 Menu**

**2.5.1 Keyboard settings**

**2.5.2 Color settings**

**3 Description of the implemented interactions**