3D Fashion Model Designer

Contributions:

Members	Contribution
Gordon huang **14504981**	- The backend of the selection and removal of clothing - Beach Scene creation(including shaders,models,three.js(Sky and Water2) - customised Orbit control feature implementation - Lighting implementation for the beach scene - Save,load and clear outfit feature implementation - other basic customisation feature(changing the mannequin color) - Finalised Background and model positionings for the overall project - The backend logic behind switching backgrounds
Tong Ian Hoi Tsun **14474629**	- User Interface of the designer - Html Page Design, css styling for all UI elements - Responsive buttons and widgets - GUI animations - Stylised control panel for mannequin color picker widget using lil-gui - Zoom in animations and camera positioning for clothing options - Preview Pictures for each clothing item - Pop-up notifications for save/load/clear/random outfit - Porting and code compatibility changes for bringing certain features to main branch (spotlight/random outfit)
Kynan Abdul **24561488**	- Writing the code for shoe/hat functions as well as loading - Multiple shoe and hat file movement and repeated adjustments alongside model changes - Bedroom scene creation - Lighting implementation - Implementing the spotlight function - Random outfit feature with self clear implementation - Auto rotate function - Constructed the video demonstrations

	and editing for presentation 1 and 2 as well as the final demo.

Changes from original version

- Added preview pictures for all clothing items
- Added a camera zoom-in animation that focuses on the mannequin whenever the user selects a clothing option.
- Allow the user to select from only one clothing option at a time
- Added a save and load outfit feature that will save the current outfit and load it afterwards.(added buttons for them)(With a notification message notifying the user)
- Added a clear outfit button
- Added a background option where the user can change backgrounds(default, Beach, bedroom)
- Added a Beach background with Cloud Shaders and Three.js water and sky JavaScript implementations.
- Added a mannequin colour option to change the colour of the mannequin
- Altered the orbit control feature to view the mannequin in a 360 manner(Disabled Zoom in, move up and down)
- Added various Lightings(Ambient,Hemisphere,Directional)
- Added shadows for all models and objects
- Made the clothing of better quality
- Added a random outfit feature where the user is given a random outfit
- Added auto-rotation feature for the mannequin
- Added that only one piece of clothing can be put on and not overlapped
- Added a bedroom background with Lighting
- Added a Spotlight feature for the mannequin model