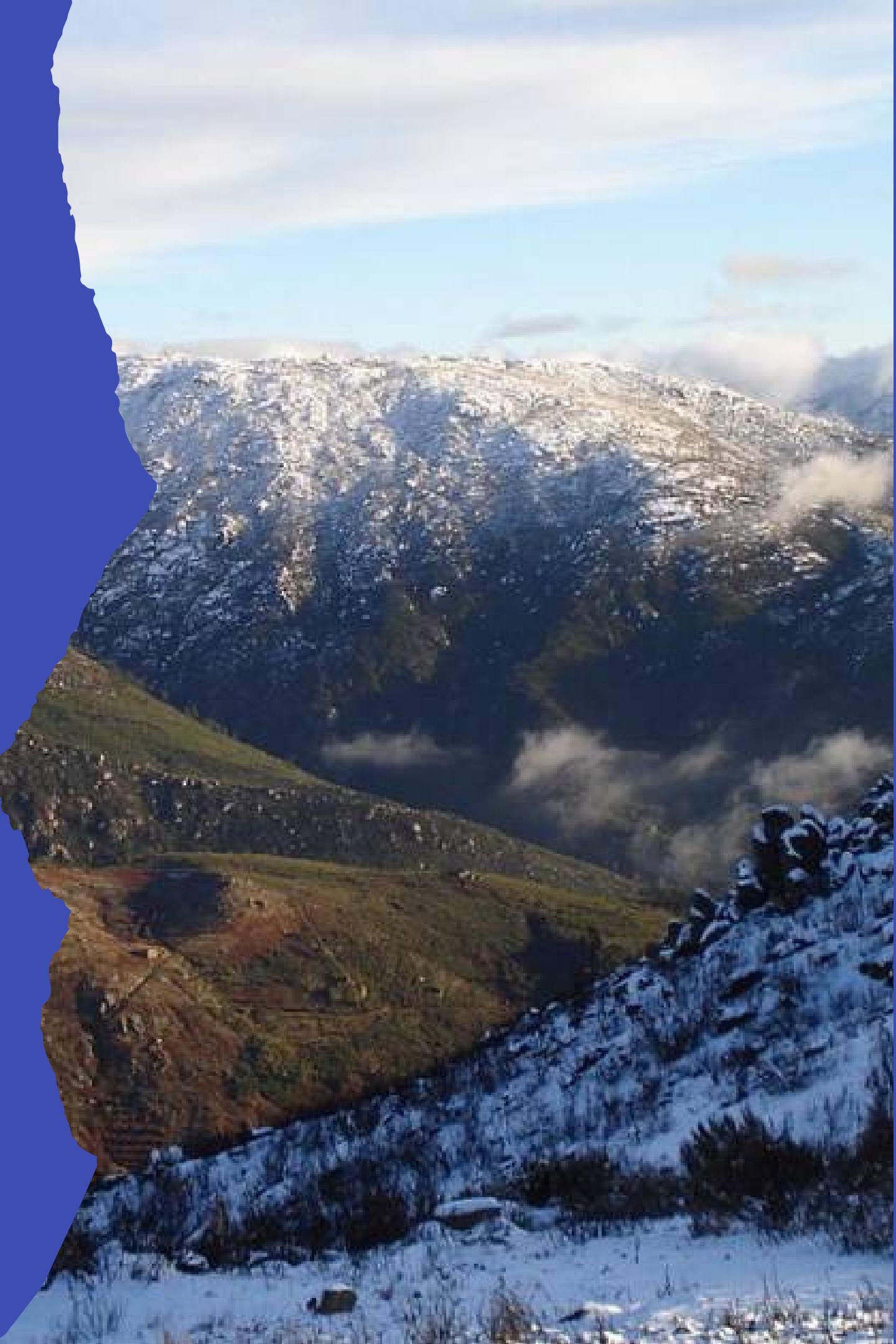


ICG USE 3D IN A REAL ENVIRONMENT

Presented by Gabriel Duarte Couto 103270

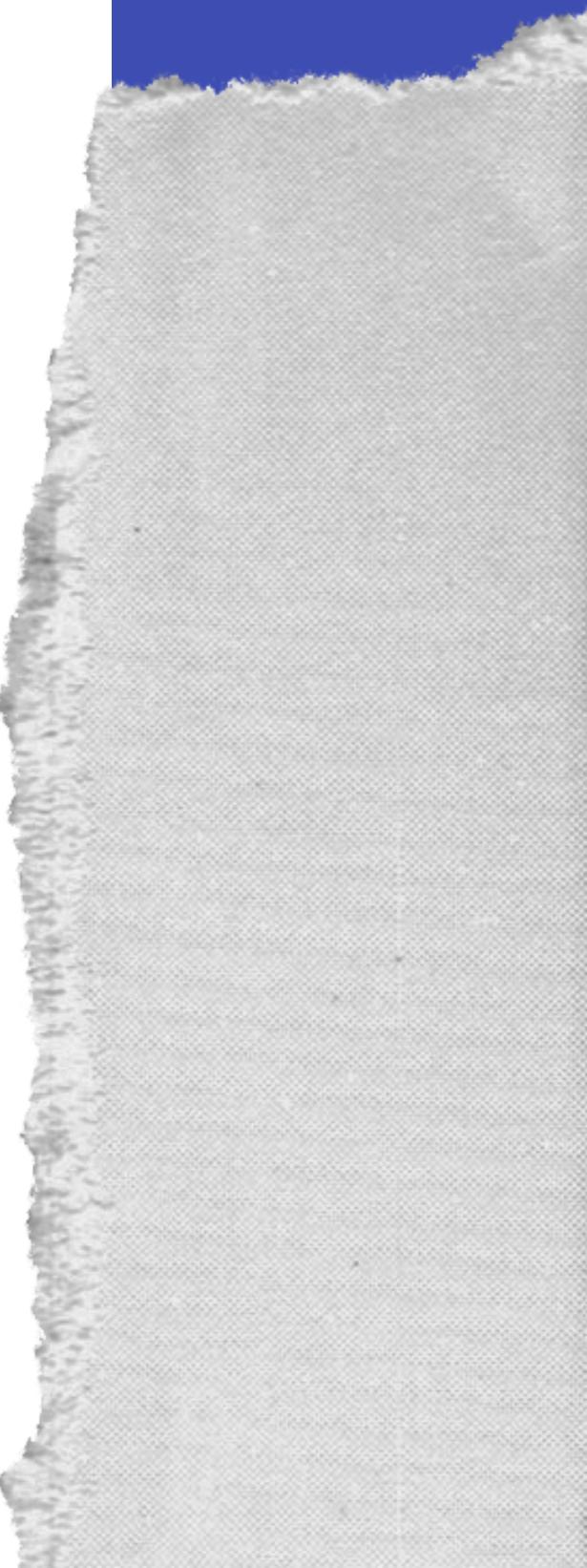
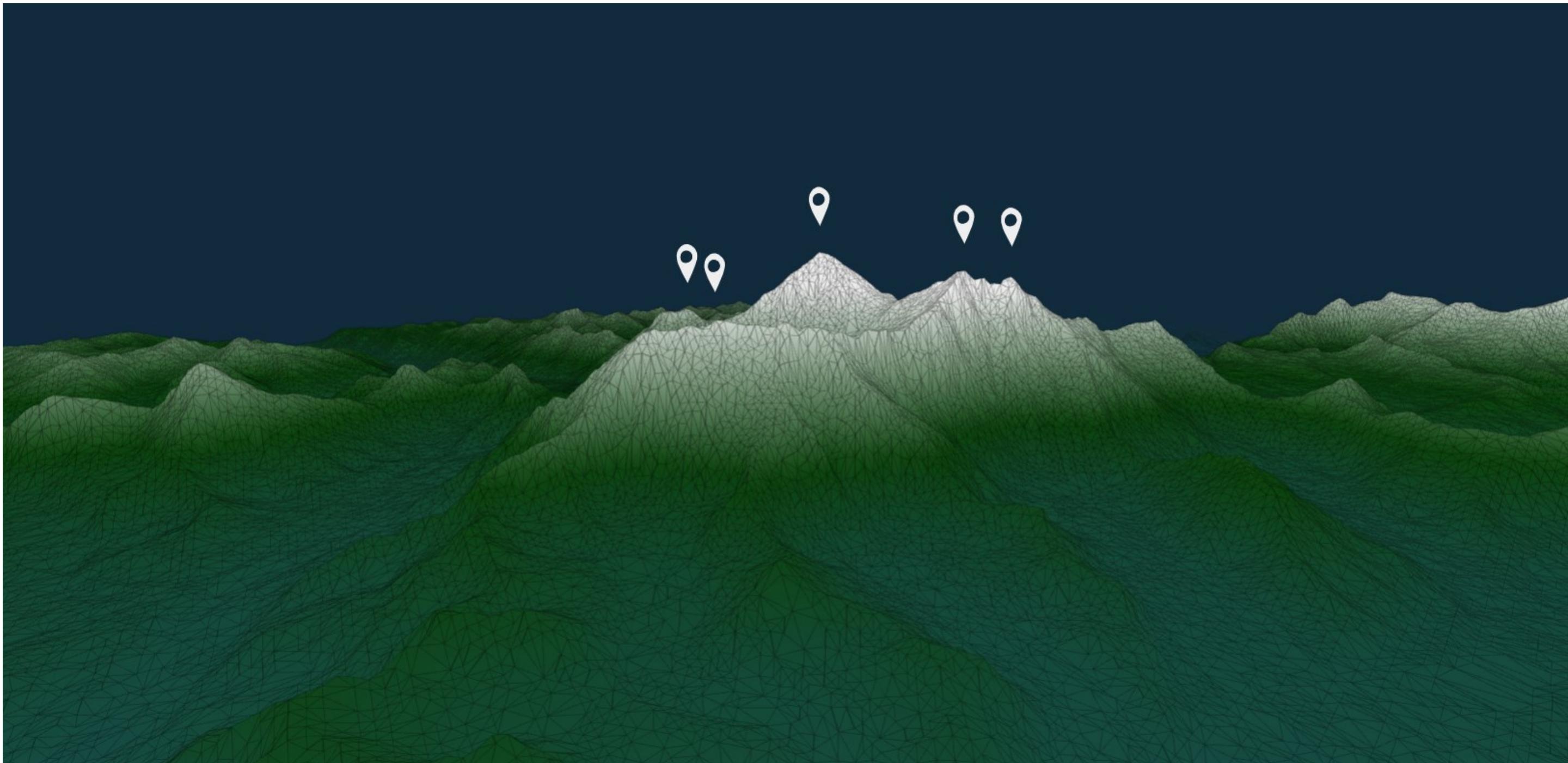


MY IDEA



My idea was based on my home. Because i live in a city named Gouveia located in Serra da Estrela so i wanted to honor that heritage and create something creative and outside the box.

Serra da Estrela implemented



Scene Graph

- **Textures**
- **Camera Movement**
- **Interactivity with the user**
- **Shades**
- **Ambient Lights**
- **Implemented Physics**



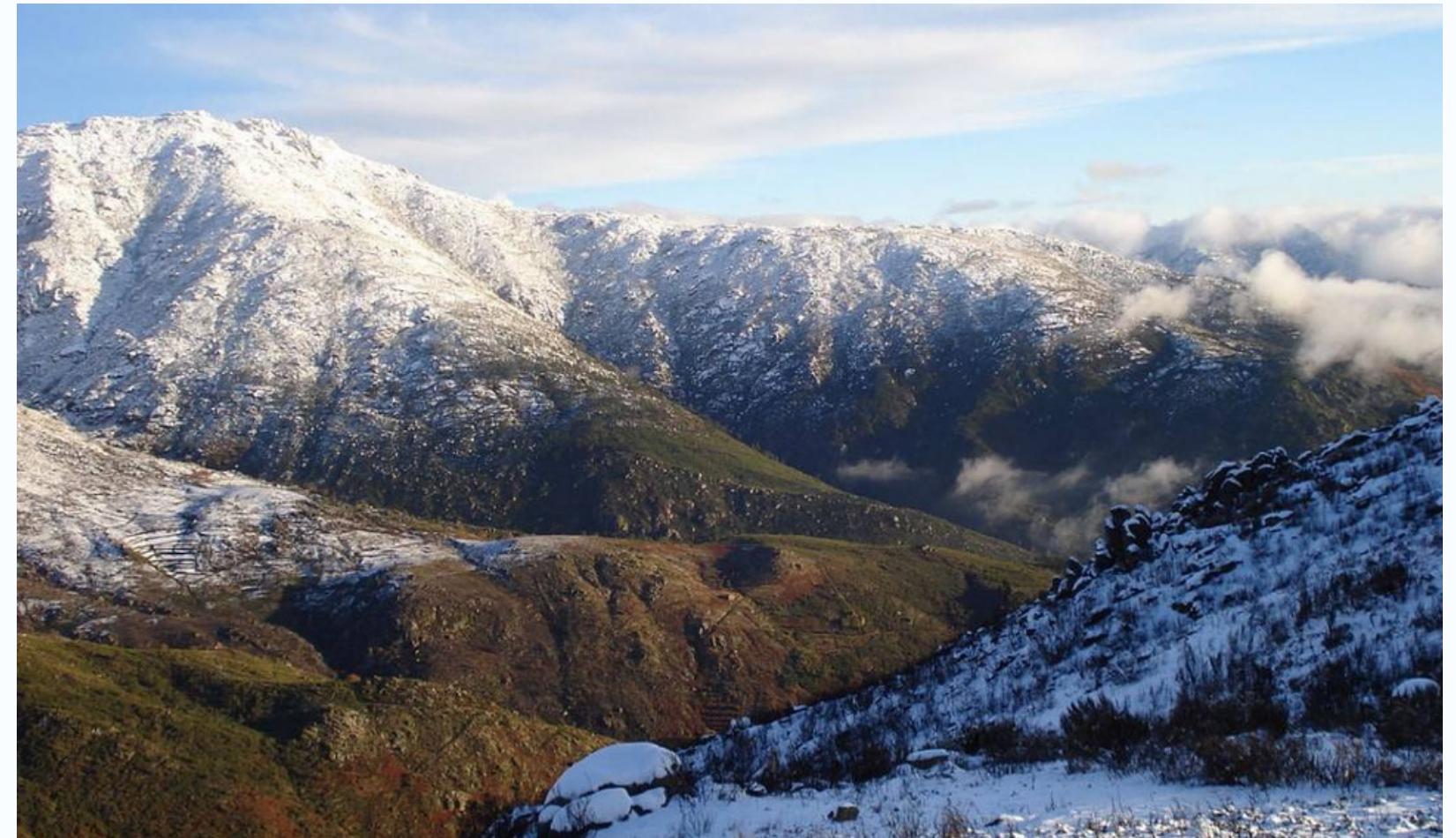
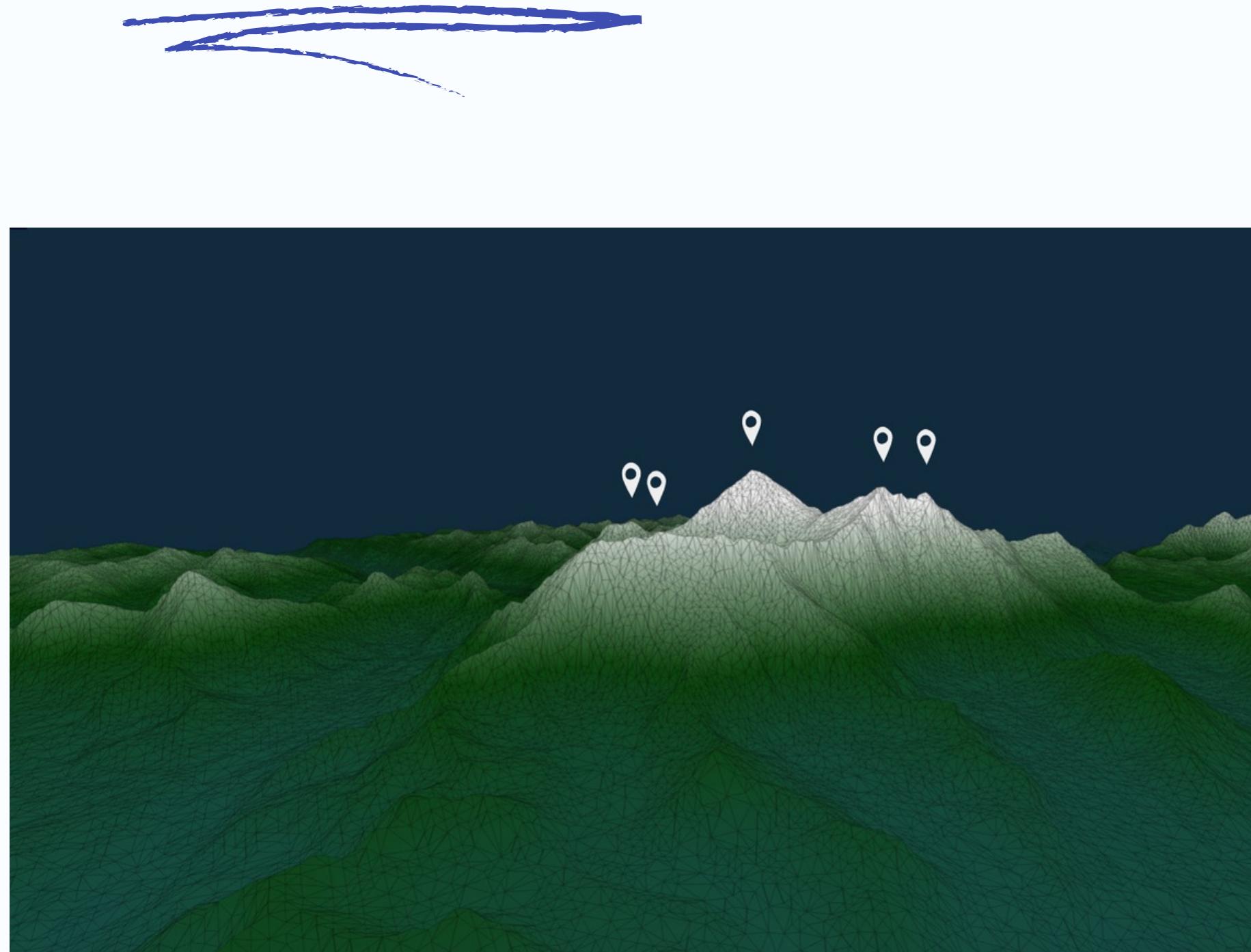
User interaction

1. Mouse Dragging: The user can drag the mouse to rotate the camera and change the view of the 3D terrain.
2. Mouse Scroll: The user can scroll the mouse wheel to zoom in or out of the 3D terrain.
3. Keyboard Arrow Keys: The user can use the arrow keys on the keyboard to move the camera left, right, up, or down.
4. GUI Controls: provide interactive controls for adjusting parameters like terrain height, color, or visibility of certain elements.

MAIN PROBLEMS

- Os principais problemas foram:
- Orbit Controls
- Efeito de Neve
- Falta de mobility throughout the map

Demonstration



Future Work

1. Finish the snow fall effect
2. Finish implementing roads in the mountains
3. Add first person view in the roads

Conclusões



To conclude this project im really disappointed with my work , i think i could had done more if i didnt have so much problems with the imports and errors with the html and javascript code.

