



Computer Graphics CS 375 Final Project Presentation

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Original Project Idea

My original project idea was to create a dice game, but I didn't have enough time to implement the features required to turn playing with dice into a complete game.

Instead, I decided to make a user-interactive 3D dice roller, where you press the button "Roll Dice" to get a random value from 1 to 6.

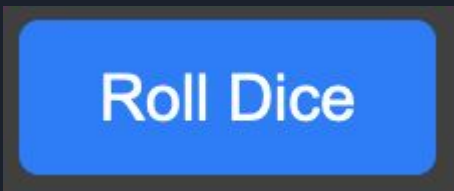




State of Project

The current state of my project is a functional Interactive 3D Dice Roller. However, it has some minor flaws, such as when clicking "Roll Dice," it doesn't always provide a clear result showing only one number on top of the die.

Occasionally, it displays two numbers instead of just one. This could be interpreted as adding a layer of realism, allowing the user to decide which number to pick either the one facing up or on the side.



Learning Perspective

This project enhanced my understanding of 3D graphics and Three.js, including setting up a 3D scene, applying textures, and creating realistic dice rolls.

The largest challenge in this project was ensuring the dice displayed a single, clear top face after rolling while maintaining realistic behavior and visual accuracy.

The coolest "wow" moment was seeing the 3D dice roll by pressing the button "Roll Dice" and displaying the numbers.

