Brief Final Project

UNIVERSIDAD DISTRITAL
FRANCISCO JOSÉ DE CALDAS

Jonnathan Sotelo Rodríguez

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Documentation of the web page that uses Three.js with Perlin Noise effect

Introduction

This documentation describes a web page that uses the Three.js library to implement a Perlin noise effect on a 3D canvas. The Perlin noise technique is a technique widely used in computer graphics and procedural terrain generation to create natural, organic patterns.

The web page is designed to display a visually appealing and dynamic representation of the Perlin noise effect in a 3D environment. Users can interact with the 3D canvas by moving the mouse to generate various effects, allowing them to explore the Perlin noise effect from different perspectives.

Purpose

The purpose of this project is to learn to use the necessary tools to make animations using javascript libraries and understand 3D animation concepts, uniting the knowledge developed during the course together with the particular interest in studying these topics.

System Requirements

1. Modern web browser with WebGL support.
2. Internet connection to load the JavaScript files and Three.js libraries.

Environment settings

To use the website, no special configuration is required. Only the main HTML file should be opened in a supported web browser.

Site deployment with GitHub Pages:

Using the GitHub Pages service, the final practice is uploaded

https://jonnas311.github.io/Ejercicio_final/index.html

Tools used for development

- Javascript
- Css
- Html
- Tree.js
- Sky.js
- Hammer.js
- TweenMax.js