Project description

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Our project is mainly focus on the particle effect. We have two models created by 3dmax. And they will transform from one to the another as the time goes by. To implement this, we use two libraries to help us: Three.js and Tween.js. We have several steps to implement the project.

1. initial scene, camera and so on.
2. import models and transform the model to vertexes arrays.
3. Compared the two models and create a geometry which size is equal to the larger model vertexes.
4. Set the geometry vertexes position as the first model.
5. Change the geometry vertexes position to the second model.
6. Use tween.js to implement the transfer animation.

We meet two problems in this process:

1. The vertexes number is different in the two models, but each point in the first model needs to move to another position or the transform may look weird. To solve this problem, we use one geometry which size is the larger model vertexes array. That means the redundant vertexes can be put to the overlapped vertexes position.
2. Another problem is the animation is weird at the beginning. After analyzing, we find all particles move at the same time. So we set delay to some particles and the animation looks good after that.