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AIRSTOP
(WEBPAGE WITH INTERACTIVE 3D SCENE/OBJECT)

INTRODUCTION

THIS PROJECTS CONSISTS OF AN ANIMATED 3D SCENE WITH AN INTERACTIVE 3D MODEL WHICH WHEN MOVED WITH WASD TO THE 'AIRSTOP' PLATFORM THEN LEADS TO MY DEVIANTART PAGE.

I STARTED TO LEARN MAYA AND 3D MODELING THIS YEAR AND WITH NO PRIOR EXPERIENCE IN THREE.JS OR WEBGL, I HAD TO FIGURE OUT FROM SCRATCH, HOW AND WHY IT WORKS, I CHOSE TO DO THIS PROJECT AS I WANTED TO FIND A CREATIVE WAY TO LEAD INTO MY ART SHOWCASE.

THIS PROJECT WAS A WAY I COULD SHOW THAT I AM NOT ONLY EXCEEDING AT ART BUT ALSO HAVE POTENTIAL TO WORK WITH AND LEARN MORE TECHNICAL AREAS, GIVEN THE TIME AND PATIENCE.
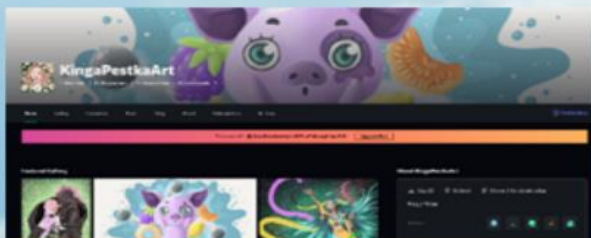
RESULTS

FINAL RESULT-
AN INTERACTIVE ANIMATED 3D SCENE WITH AN 'AIRSTOP' PLATFORM, WHICH WHEN YOU MOVE THE AIR BALLOON TOWARDS THE PLATFORM, IT BRINGS YOU TO MY ART SHOWCASE.

MY 3D SCENE

MY ART SHOWCASE

METHODS

- PROGRAMMING: FOR PROGRAMMING I WATCHED MANY TUTORIALS, AND THEN STARTED TO IMPLEMENT PIECES OF CODE. I FIGURED OUT HOW TO LOAD UP MODELS, SET SCENE LIGHT AND GIVE THEM WASD CONTROLS, AS WELL AS ORBIT CONTROLS FOR THE 3D SCENE ITSELF, AND A POINT OF TELEPORTATION TO MY ART PAGE. I ALSO MADE THE WEBPAGE A PWA SO IT CAN BE DOWNLOADABLE.

- 3DMODELING: AFTER I HAD MY BASIC CODE I IMPLEMENTED A SIMPLE 3D MODEL WHICH CONSISTED OF A CUBE AND A MINECRAFT TEXTURE. I USED THIS TO TEST EXPORT WAYS AND HOW THE TEXTURES WERE AFFECTED. I ENCOUNTERED MANY BROKE BUILDS AND TEXTURES, UNTIL FINALLY I MADE IT WORK.

- 3DMODELING CONTINUED: AFTER I FIGURED OUT THE EXPORT TYPE I USED MAYA TO CREATE MY MODELS AS THIS WAS THE TOOL WE WERE LEARNING AT THE TIME , AND ADOBE SUBSTANCE PAINTER TO CREATE TEXTURES AND APPLIED THEM TO MY MODELS VIA BLENDER.

- FINAL TOUCHES: LASTLY I PUT EVERYTHING TOGETHER, I SET UP MY DEVIANTART PAGE TO SHOWCASE MY ART LOADED ALL TEXTURES AND MODELS AND ENDED UP WITH FOLLOWING RESULTS.

CONCLUSION

IN CONCLUSION, I FOUND THIS PROJECT TO BE VERY REWARDING, I LEARNED SKILLS I DIDN'T EVEN THINK I COULD HAVE, AND MOST IMPORTANTLY THIS PROJECT REQUIRED ME TO BECOME A PROBLEM SOLVER.

DOING THINGS I HAVEN'T DONE BEFORE WAS TRICKY, BUT NOW I THINK I HAVE A SOLID INTRODUCTION INTO THE WORLD OF THREE.JS ,WEBGL AND PWA. THIS PROJECT ALSO HELPED ME IMPROVE MY UNDERSTANDING OF JAVASCRIPT AND 3D MODELING AND ALL THE TECHNICALITIES THAT ARE ASSOCIATED WITH CREATING A SUCCESSFUL 3D MODEL.

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