

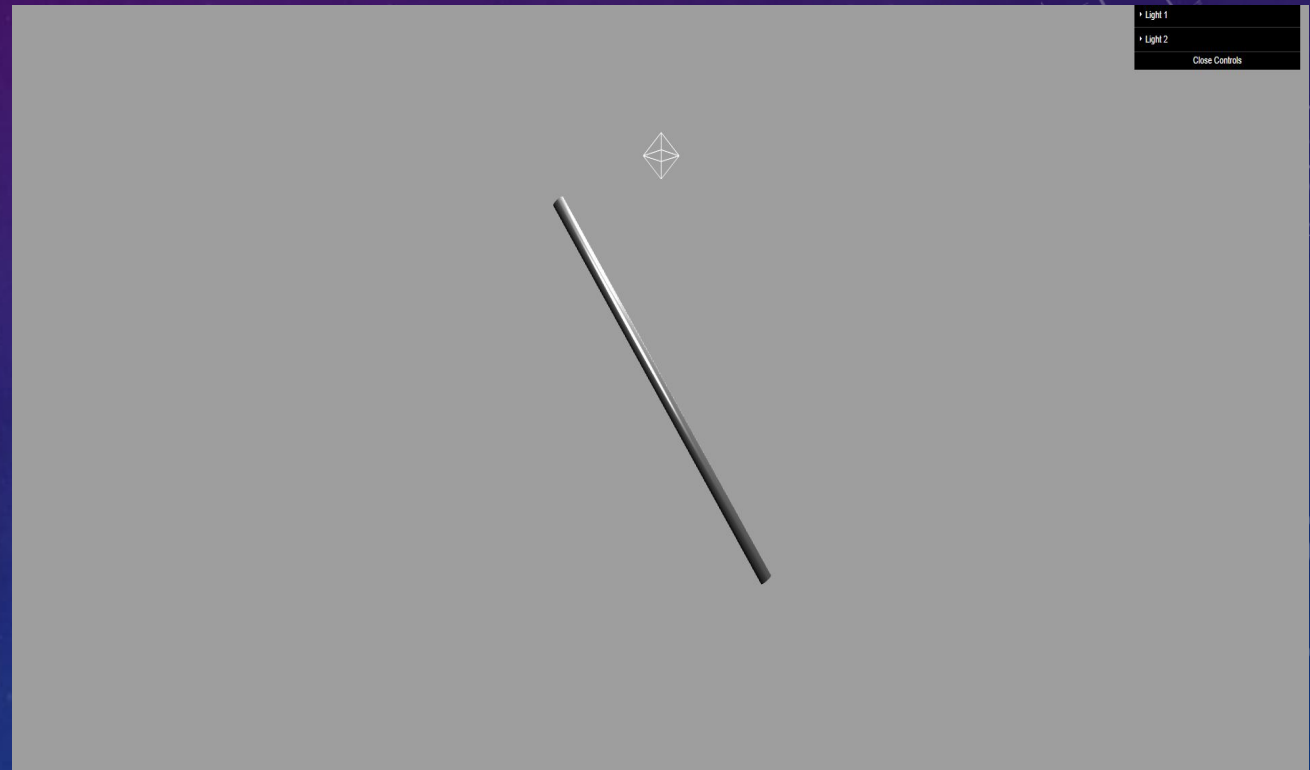
The background is a dark blue gradient with a subtle pattern of white dots. Overlaid on the left side are several concentric circular patterns. One large circle has degree markings from 140 to 260 in increments of 10. Other smaller circles and arcs are scattered around, some with arrows indicating direction. The title text is positioned on the right side of the image.

# GYROSCOPE IN THREE.JS

BY: ANDREW AVOLA

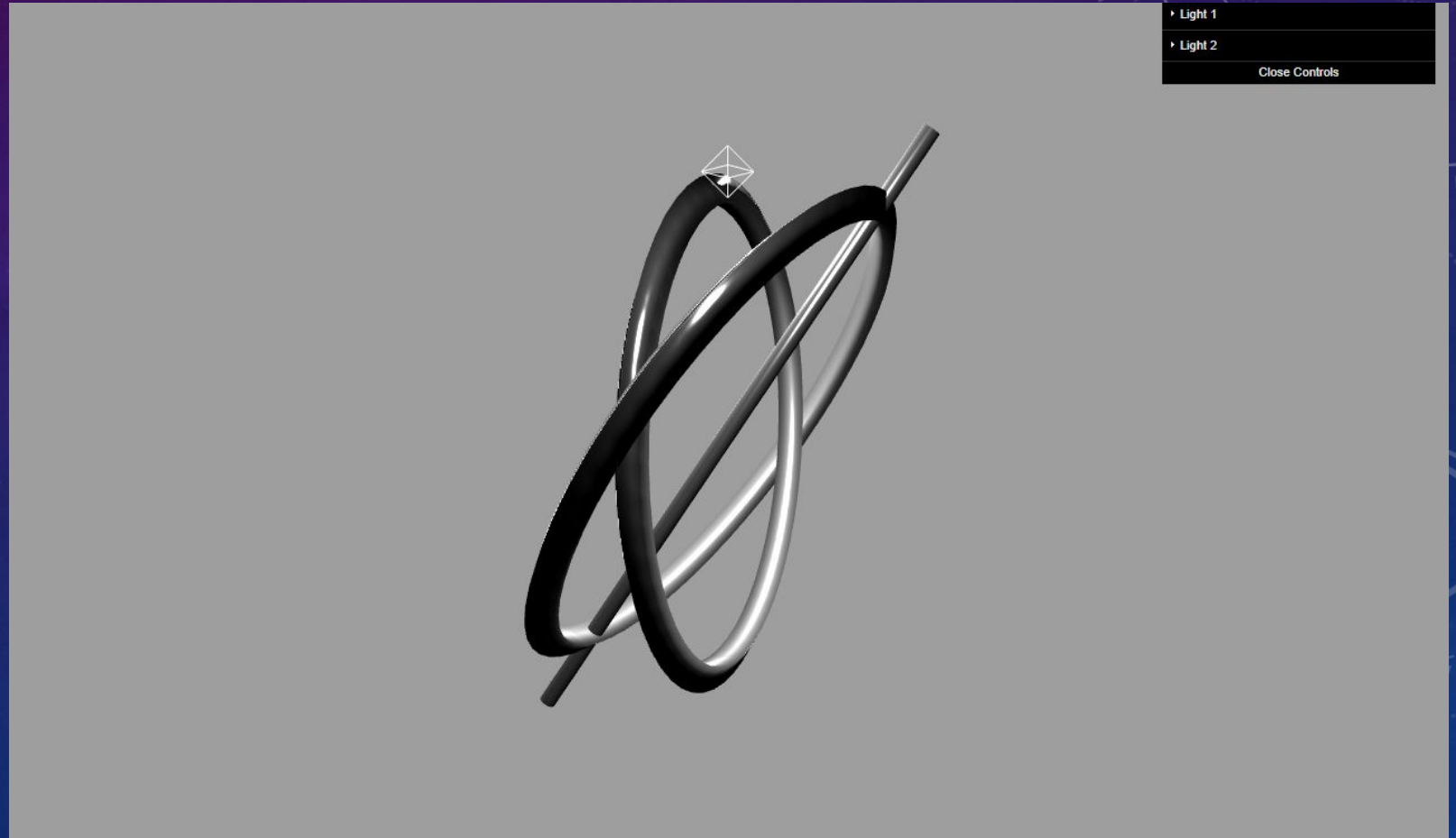
# BEGINNING

- ✓ Made the base of the gyroscope
- ✓ Cylinder Object
- ✓ Looks like a straw
- ✓ Create Rotation about world Y- axis



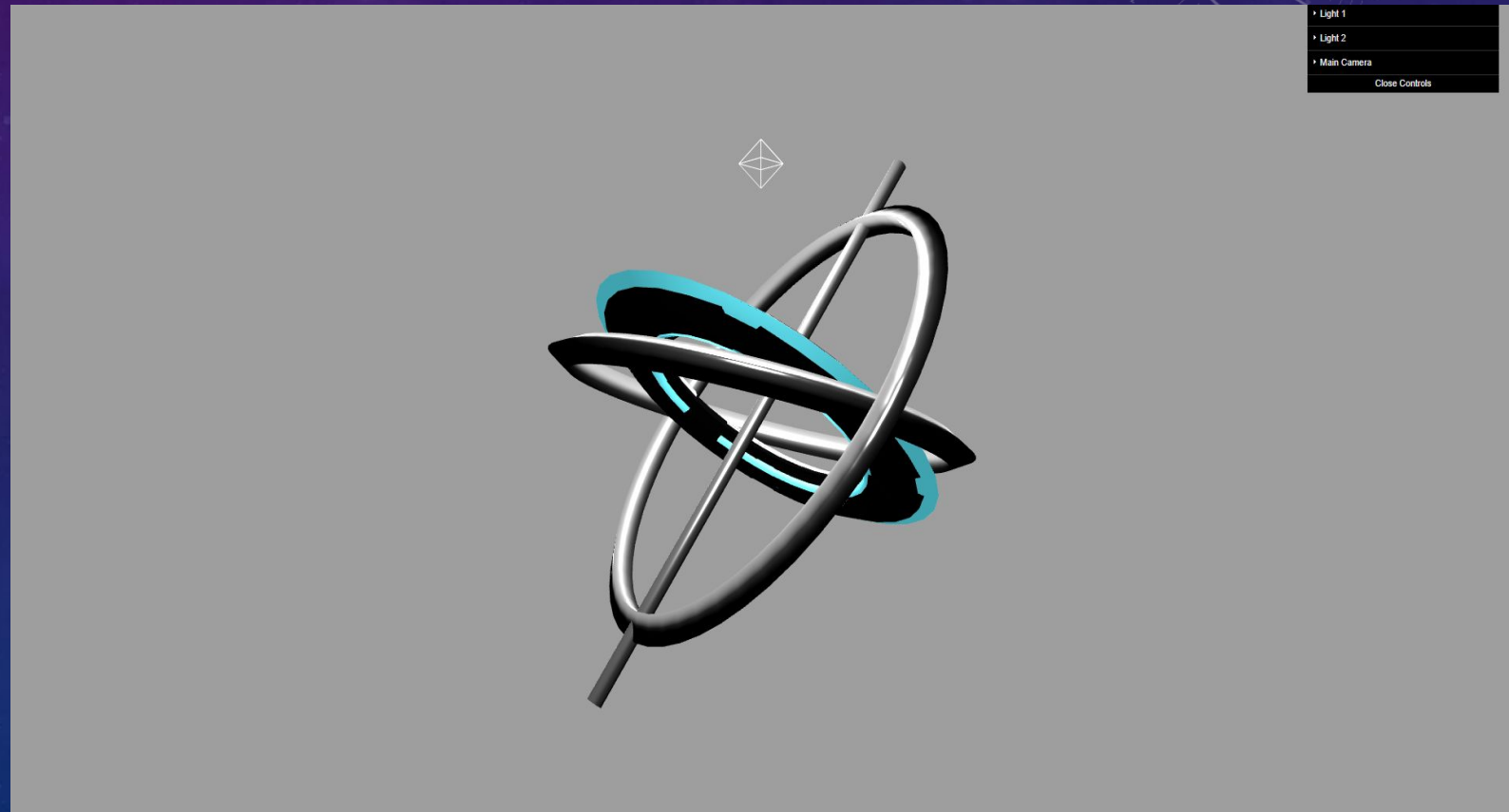
# BASIC GYROSCOPE STRUCTURE

- ✓ Outer Ring
- ✓ Inner Ring
- ✓ Disk inside both rings
- ✓ Progress so far...



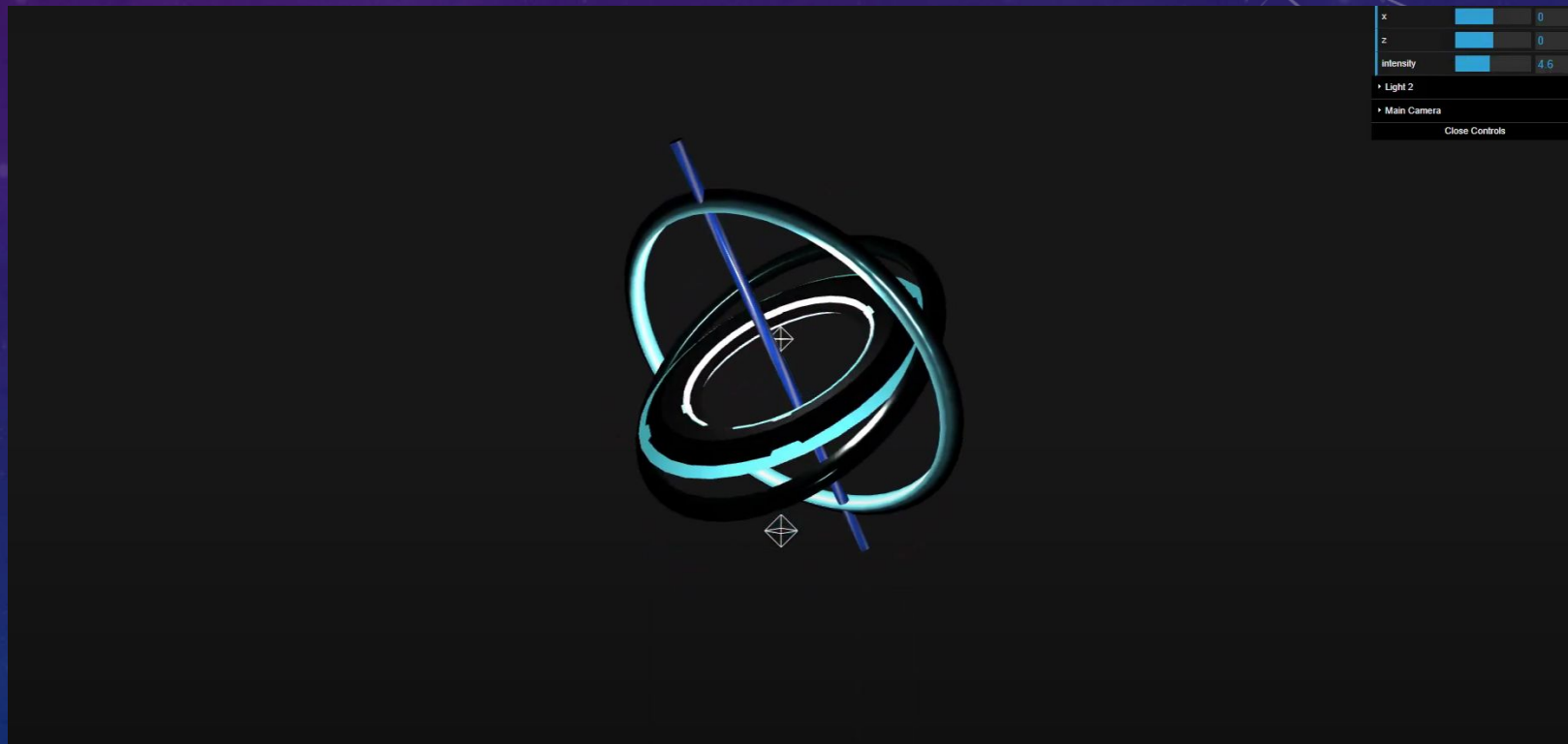
# IMPORTED 3D MODEL

- ✓ Thought “I need a disk”
- ✓ Suddenly found inspiration from Tron for some reason
- ✓ Found disk model and imported



# TEXTURES AND COLORING

- ✓ Added Colors to the rings
- ✓ Decided to learn how to import texture and apply to object (cylinder post)
- ✓ Changed background color and moved point lights for fun





# DIFFICULTIES

- ✓ Importing model
  - ✓ Trouble with file path
  - ✓ Syntactical troubles
- ✓ Textures
  - ✓ Tried to add more textures
  - ✓ Rings had texture flickers
- ✓ Wobbling Disk
  - ✓ Assumed problem with Z-Axis rotation



# FINAL PRODUCT

✓ Project