INTERACTIVE 3D GRAPHICS – PROJECT 1

STUDENTS

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GOALS

1. Use lights and shaders to present the graphs in a more appealing way
2. Use animations to “grow” the graph, i.e. start with an empty graph and “grow” elements as the graph is created (the animation should last just a few seconds).
3. Visualise labels (of rows and/or columns, and numeric values on the axes, where applicable): **SATISFIED**

REQUIREMENTS

1. Choose a suitable number and type of lights so that the graph is properly illuminated (minimum 3 lights)
2. Try to use materials in a consistent way; for example, if you choose metal-like materials, use different kind of metals for the different elements in the graph
3. You need to provide two choices of materials for each graph in the menu, where one does not uses three.js materials (except the ShaderMaterial) and works with shaders written by you (your shader should take into account specular and Fresnel effects); the other one uses three.js materials with shadow mapping.