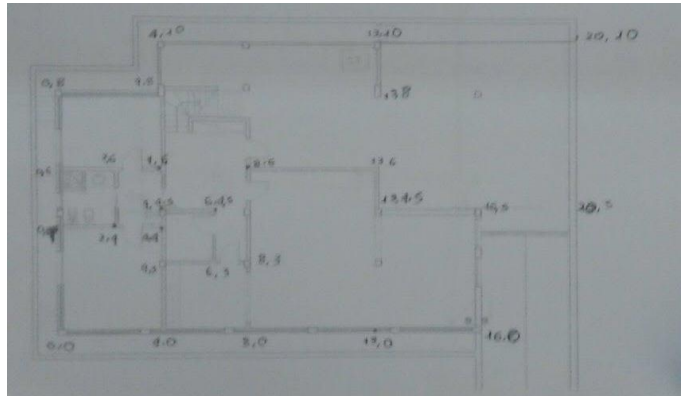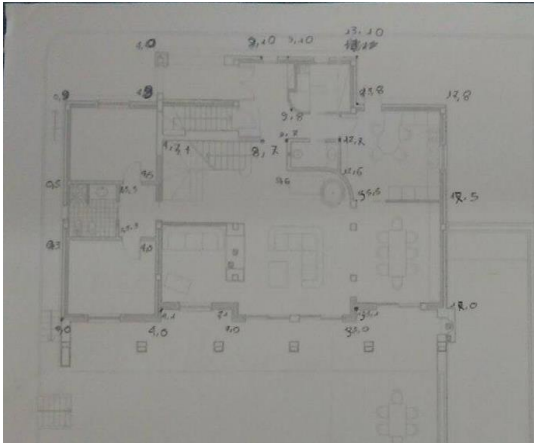# FINAL PROJECT COMPUTATIONAL GRAPHICS

1) Preliminary Study

The project started taking the floor plan of my house and defining the length scale of each section.

Each section of the house was made by the library *LAR* provided by the university and exported in *OBJ* format.

2) Implementation in Javascript

Each section in *OBJ format* was imported in *Javascript* and finished with Texture, doors , windows, light, sounds and furniture.

Finally various animations have been added through the library *Three.js* . Some relate to the weather conditions and others concern individual furnishings present. Each animations contains specific audio.

TrackBall Controls for the 360 degree view

Rain Animation with clouds and switching lights on the house

Night Animation with stars

Snow Animation

It is also possible to navigate to the home by the first person control and interact with the objects

Livin room

Kitchen

Bedroom

TV animations

Fireplace Animation

Door Animation

Shower Animation

The project is available at the github's link:
https://github.com/PCoronas90/ComputationalGraphics/tree/master/final_project