Project B: Multi-colored 3D Polygons in the ground
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User's Guide

Goal: Make multicolored 3D polygons with camera looking at them. Make a heart-shaped dish with a heart tree upon it. Users can smoothly control 3D camera positions and aiming direction. Users can drag the polygon smoothly.

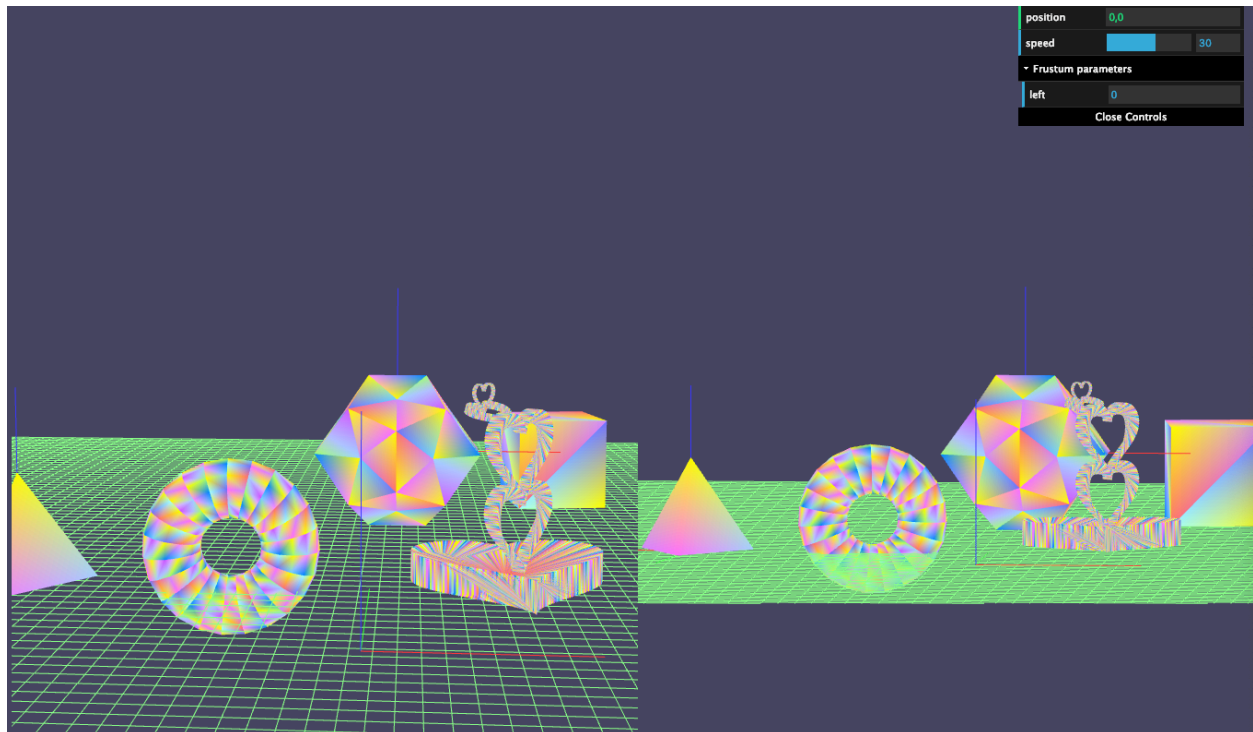Users can drag the dodecahedron inside of the canvas.
Users can hit left, right, up, down arrow to make the camera step around.
Users can hit A D W S keys to change the camera's aiming direction.
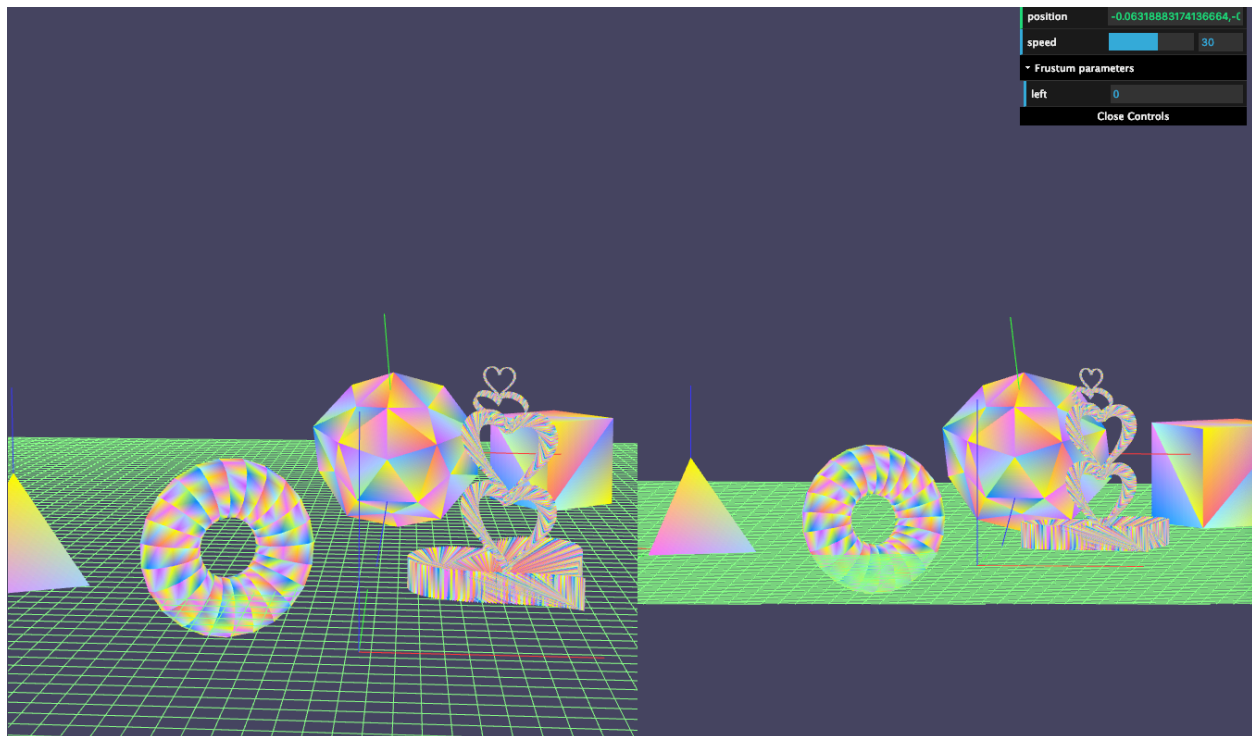
Results

Drag the dodecahedron
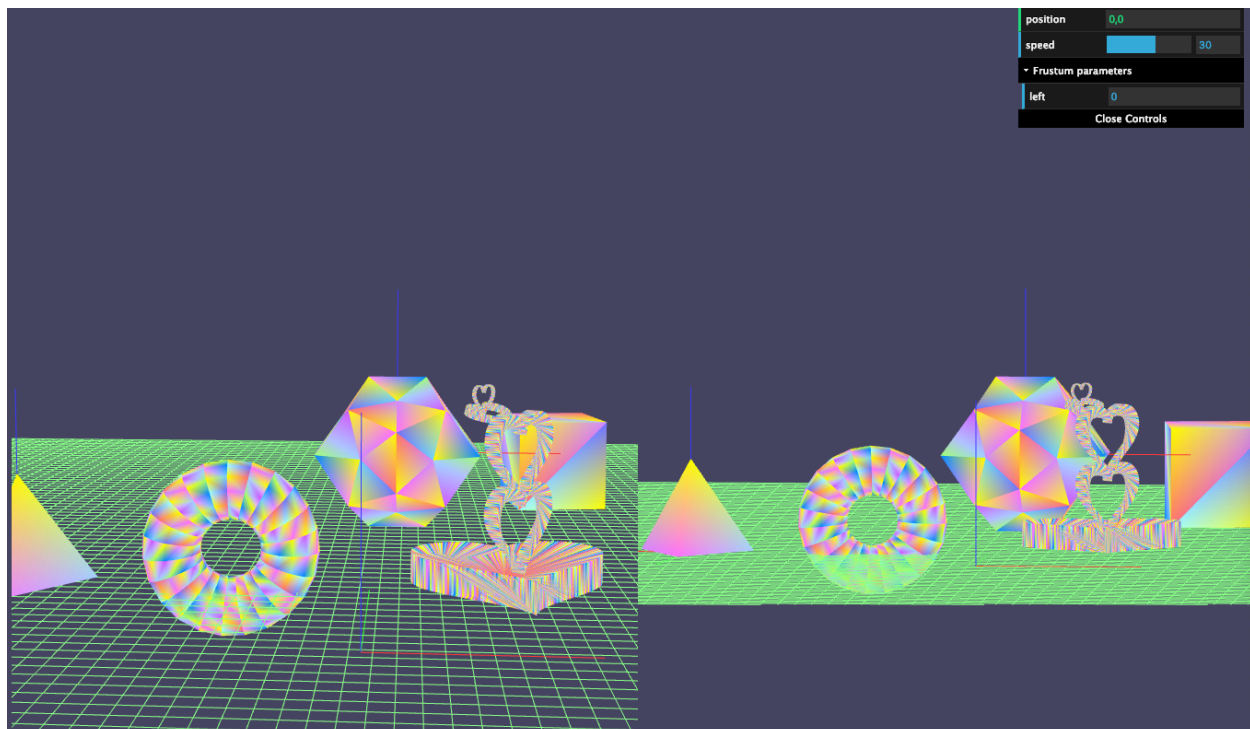User drags the dodecahedron to some where.

Before dragging

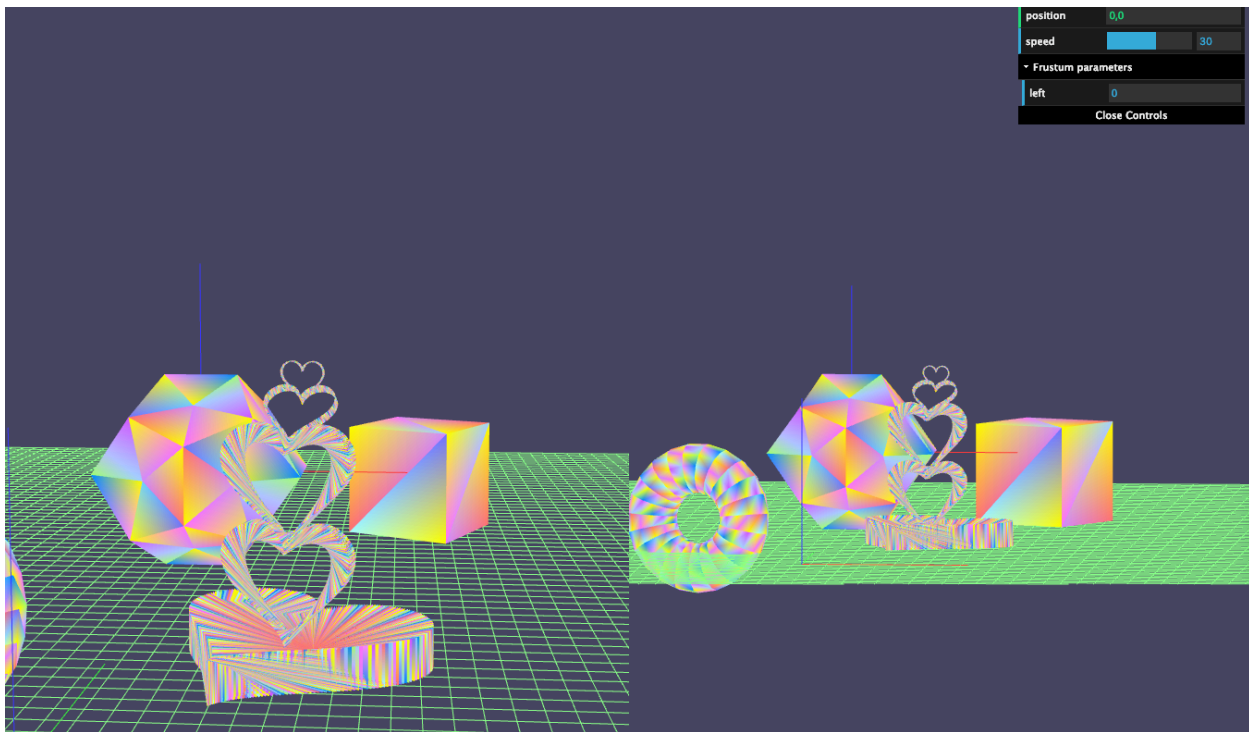position -0.06318883174136664,-0

speed 30

▾ Frustum parameters

left 0

Close Controls

After dragging

Changing camera's position:
Users use left, right, up, down arrow to make the camera step around

position 0,0

speed 30

▾ Frustum parameters

left 0

Close Controls

Before moving

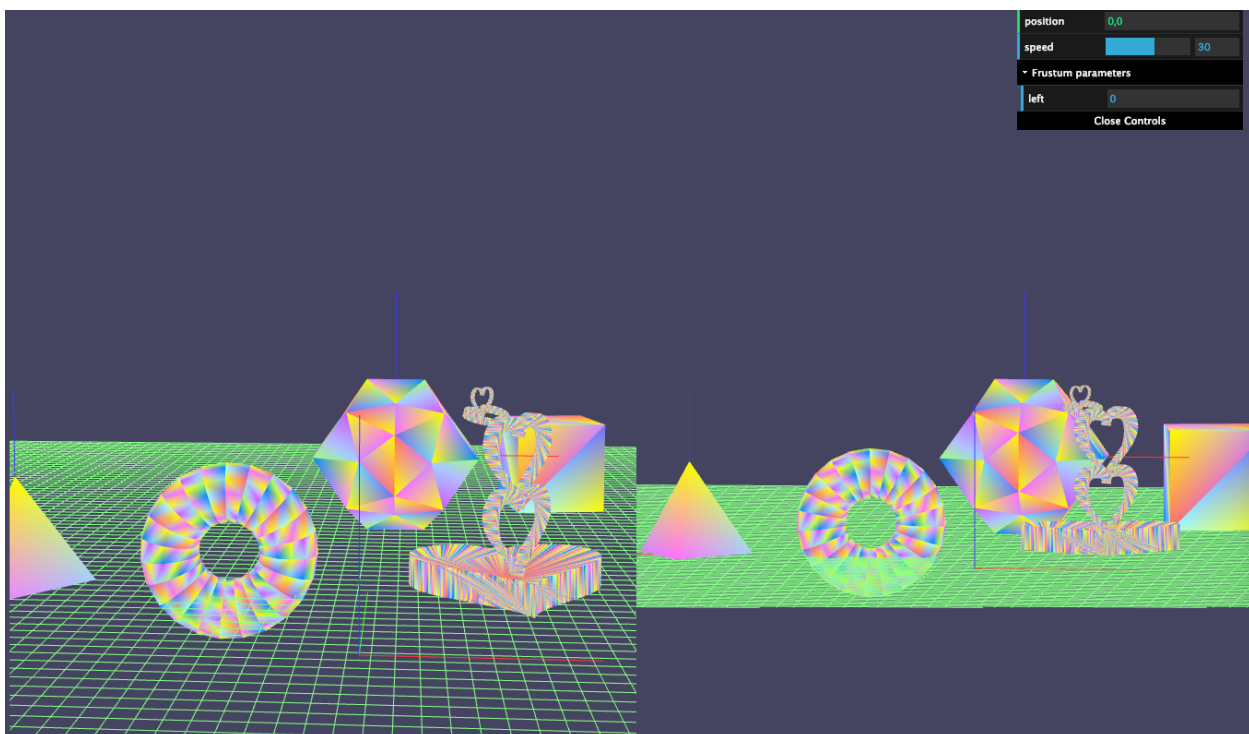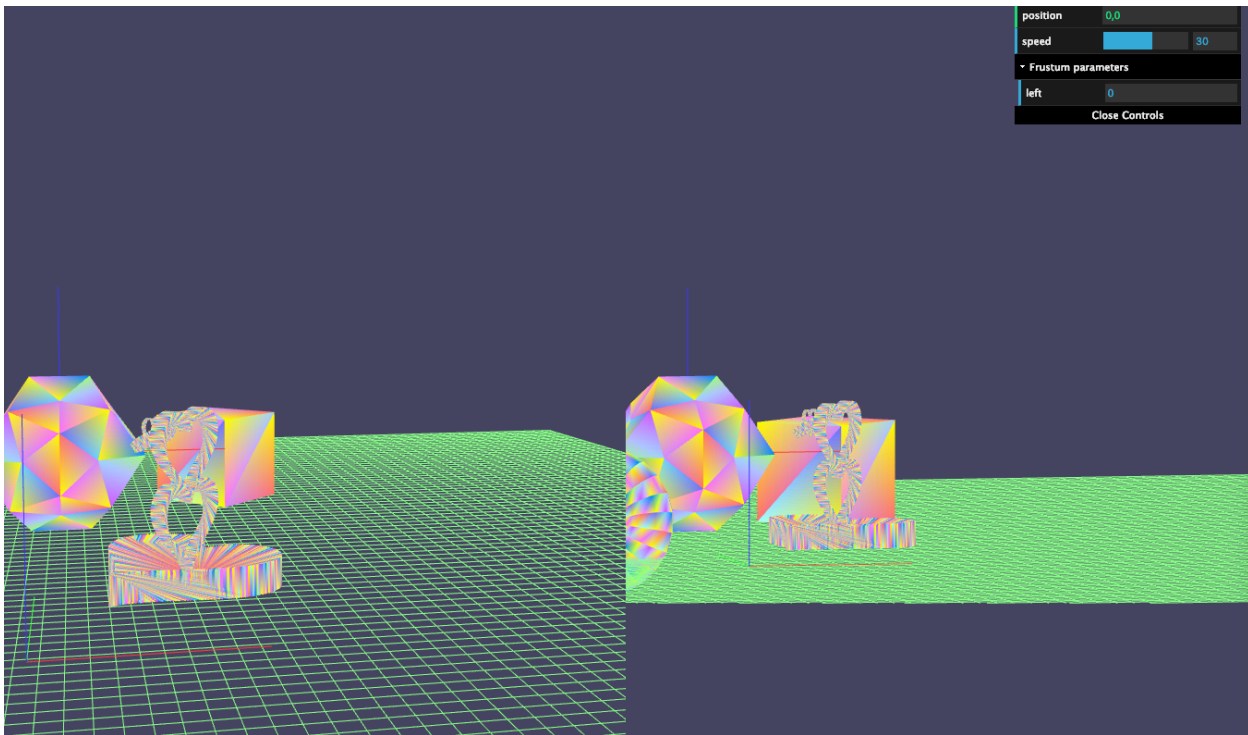| position | 0,0 |
speed	30
▾ Frustum parameters	
left	0
Close Controls	

After moving by hitting right and up arrow key

Changing aiming direction:
Users hit A D W S keys to change the camera's aiming direction.

position	0,0
speed	30
▾ Frustum parameters	
left	0
Close Controls	

Before clicking

After clicking the D key

Scene Graph

HTML-5 Canvas

Viewport

CVV

Projection

CAM

View

World

T0

Group1

T1   T2   T3   T4   T5

T6   Group3   Group5   Group6   Group7

Obj1   T8   T9   Group5   T10   Obj5

Obj3   Group3   Obj4   Group3

Group7   T11   T12   Group8   T13

Obj6   T15   Obj7

T16   Group9   T14   Obj8

T17   Obj9   Obj10

Group3   T7   Obj2

position   0,0

speed   30

▾ Frustum parameters

left   0

Close Controls