

Project A: Diamond Bracelet and Heart-shaped Dish

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User's Guide

Goal: Make a diamond bracelet with diamonds transmitting over time. Make a heart-shaped dish with a heart tree upon it.

Users can drag the bracelet inside of the canvas.

Users can hit left and right arrow to change the bracelet's rotation angle.

Users can hit up and down arrow to change the bracelet's Y position.

Users can hit A D keys to change heart-shaped dish's Y position.

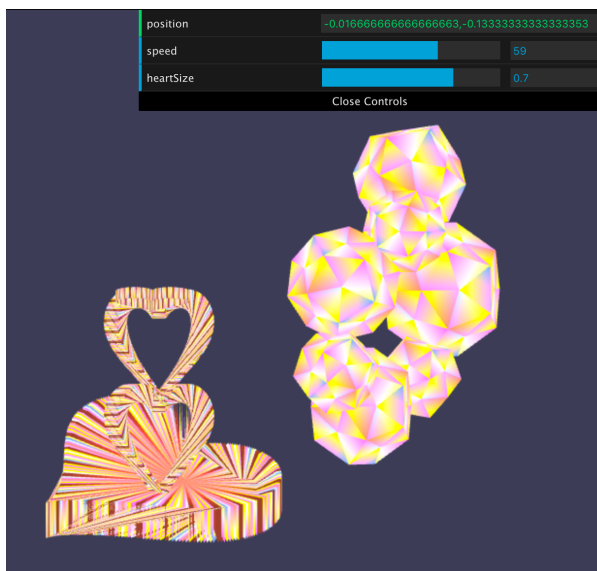
DAT.GUI controls can show the bracelet's position(need to increase GUI's width using mouse).

Users can use DAT.GUI controls to change objects' rotation speed and heart-shaped dish's size.

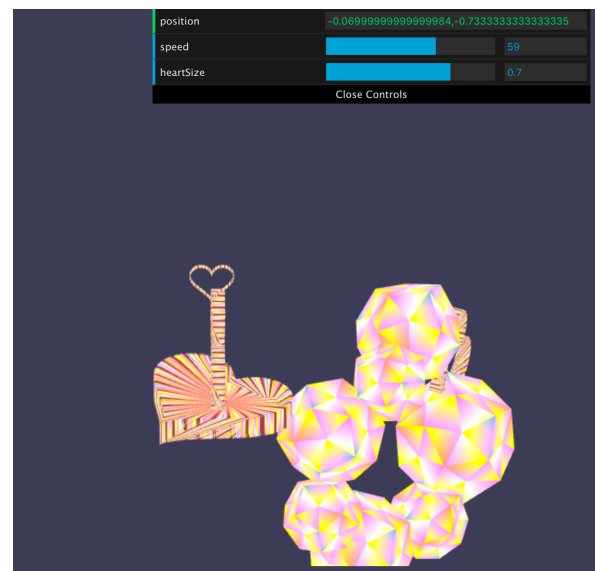
Results

Drag bracelet

User drags the bracelet to some where.

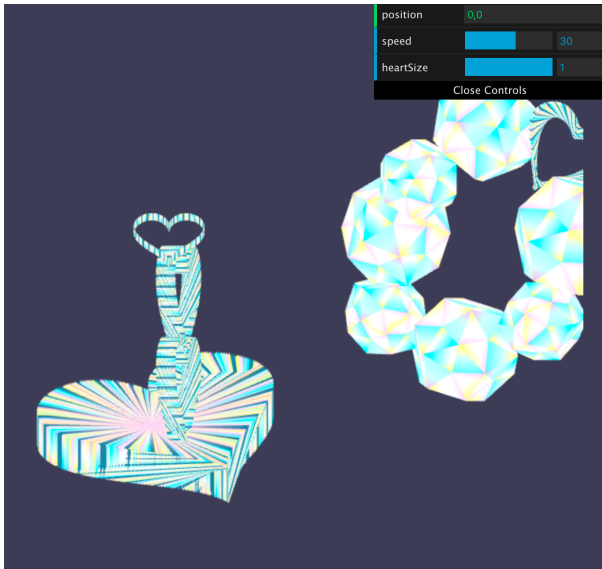


Before dragging

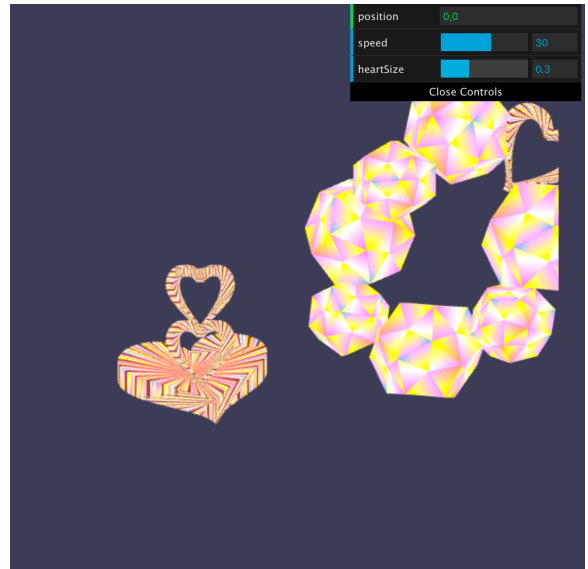


After dragging

Changing heart's size:
User uses GUI controls to change heart's size.



Before changing



After changing

Scene Graph

