WEEK 5

REPORT ON WEEK 5

PRANITHA KEERTHI
01719717

- In this week assignment, I made use of three.js and css to implement the overall 3D properties to develop a basic part for my final submission, i.e. A Virtual Novel World.

- This assignment mainly made me learn about the taxonomy of projections, i.e.,
  1. The perspective projections including one-point (when it is seen from one direction), two-point (when it is seen from midpoint of two directions), and the three-point (when it is seen from the midpoint of three directions) can be seen here clearly.

  2. The Multiview orthographic projection can be viewed by keeping the projected plane parallel to all the principal faces.

  3. Isometric can be viewed by keeping the same angle along the principle axis, dimetric projection can be viewed by keeping two angles same along the principle axis and trimetric can be viewed by keeping three different angles along the principle axis.

  4. The oblique parallel projection can be obtained by viewing the projected lines at an angle of 45 or 64.

- In this assignment I also made use of the 3D Transformations, camera, shadow, hovering and materials as well.

- However, this assignment is just the first part of my final submission. In my final submission I am going to add additional features like providing information about each novel when clicked on the respective novel making it a virtual novel world and also I will provide two more views, i.e. the Helix view and the Grid View.