Ruifeng Liu
07109023
Ruifeng_Liu@student.uml.edu

Manual

1. Final project file structure

In the final project, I create a house as the object.

"main.html" is the only main page, so you can go into other different pages through it

All the children web-pages are in the folder named subHtml.

All the css-files are in the "css" folder.

All the images are in the "img" folder.

All the javascript files are in the "js" folder.

1. The main.html

As I said main.html are the only main.page that connect with all other pages.

After getting into it, at the top of the page, there are 6 different link buttons that can address you to the children page.

On the left hand side, there is a control table. You can use those slides to manipulate those images on the right hand side.

2. Link buttons

Projection: This button can lead you into projection page where you can see the different projections. Such as Isometric, Diametric, Trimetric, Orthogonal, Oblique, and also one point vanishing view,　two points vanishing view, three points vanishing view.

Camera: This button can lead you into the first camera page. In here, you can see the camera rotate around the object.

Light:　You will get into the light control page. On the right top side, there is a control table which can allow you change the color of the light, the angle, distance, intensity, decay, penumbra. Also you can use mouse to drag to image.

Camera2: Comparing with the first Camera page, in this page, you can use change the distance between object and　camera.

Vanishing points: In this page, you can not only see the different vanishing points views, but also use control table to manipulate the image.

Texture: There are 4 box in this page. Each of them has the same geometry as the house. All the texture images are from internet.