



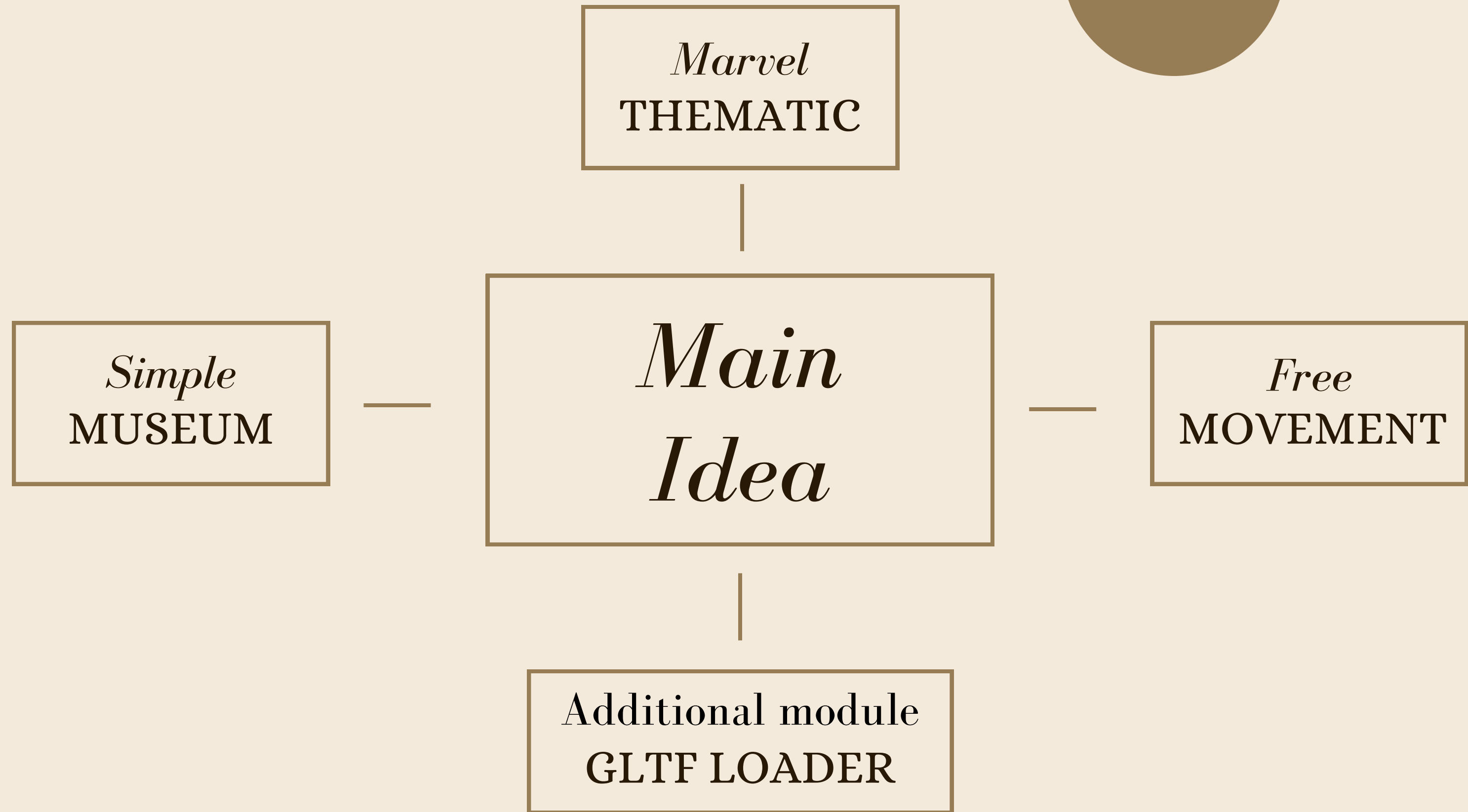
# *Marvel* MUSEUM

Introduction to Computer Graphics – 2022/2023 – Project



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# *Scene Graph* AND MODELS

GLTF  
MODELS

POINT  
LIGHTS

TEXTURES

CAMERA

MOVEMENT

DIRECTIONAL  
LIGHTS

MENU

PLANES

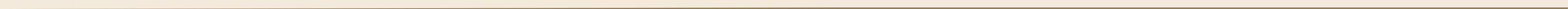




# ILLUMINATION

*Ambient Light*

*Statues Own  
Lights*



# *User Interaction*

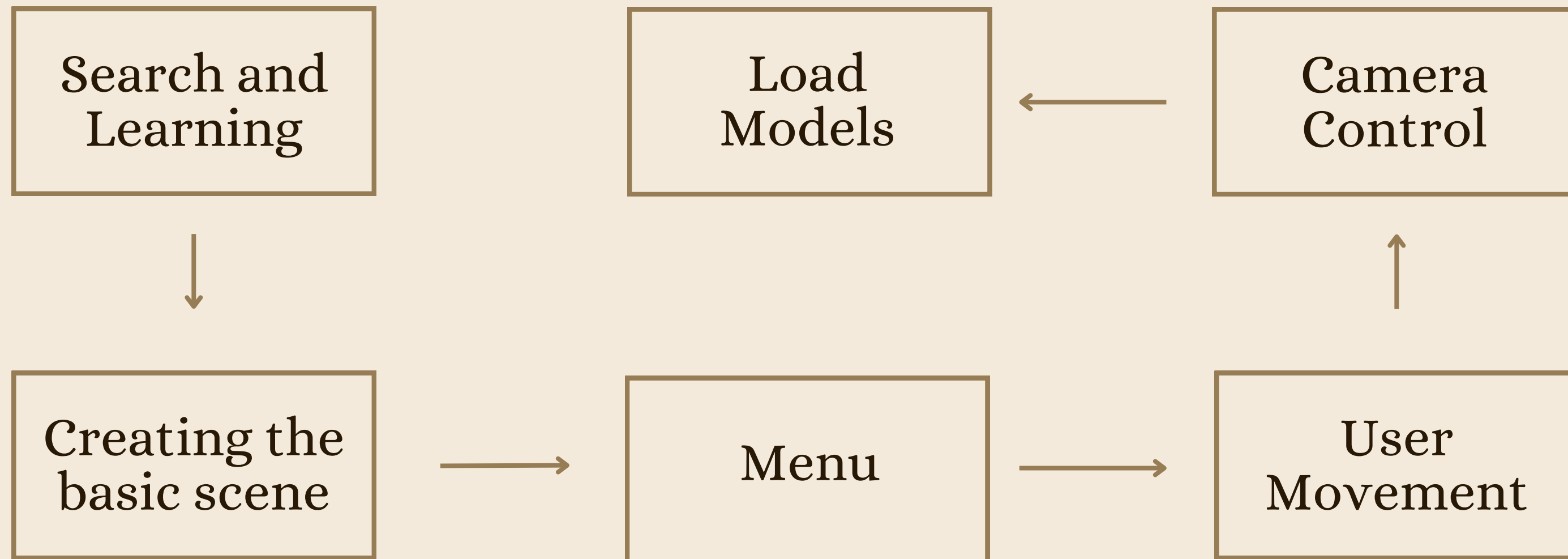
Move Around  
(A,W,S,D)

Look Around  
(Mouse)

Move Vertically  
(Shift, Space)

Control the lights (L)

# *Work* DEVELOPMENT



IMPORTS

3D  
MODELS

HEAVY  
PROJECT

MAIN PROBLEMS  
&  
FUTURE WORK

*User*  
INTERACTION



# *References*

Three.js library : <https://threejs.org/>

Google Images : <https://images.google.com/>

ChatGPT : <https://chat.openai.com/>

SketchFab : <https://sketchfab.com/>



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# *Demonstration*

