

# Interactive Graphics

## Final Project

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# Capitolo 1

## Introduction

### 1.1 Libraries

#### 1.1.1 Three.js

#### 1.1.2 Cannon.js

## Capitolo 2

# Presentation Layers

## Capitolo 3

# Game components

### 3.1 Vehicle

### 3.2 City Buildings

#### 3.2.1 Three.js meshes

#### 3.2.2 Cannon.js bodies

## Capitolo 4

# Hierarchical Model

### 4.1 The NiceDude hierarchical model

## Capitolo 5

# Textures

### 5.1 City building textures

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## Capitolo 6

# Lights

### 6.1 General Approach



## Capitolo 7

# User Interaction

### 7.1 Vehicle Controller

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# Animations

### 8.1 NiceDude movements

## Capitolo 9

# Conclusion

### 9.1 How to test the project

### 9.2 Bugs

# Bibliografia