Name: Tai Chuan David Png

Student ID: 301447497

Help used :

1. <https://webglfundamentals.org/webgl/lessons/webgl-3d-textures.html>
2. Classmate Matteo Bir

How to use the program:

1. Enable the local host by running server.py
2. Open google chrome and enter the local host url

This projects inspiration was from one of my favourite video games and holds a lot of meaning to me, Among Us. It really helped me connect with my friends during COVID and made me feel less lonely and honestly improved my mental health, so it holds a special place in my heart. So I decided to use it as inspiration for this project.

Some cool features which I spent a long time on was the free cam. Using the WASD keys and the up and down arrow keys, you are able to move through the scene much like a video game camera. Hold down the left mouse button and drag on the screen to pan the camera, also just like a video game.

This project utilizes the Phong illumination which was taken from my Programming assignment 2. And I coded a OBJParser which takes in a .obj file and extracts the vertices, normals, texture-coordinates and much more. It was inspired by <https://webglfundamentals.org>.

Using the .obj data from the parser, the program can render all the vertices, normals and texture-coordinates.

Therefore, not only is this a scene of Among Us, but you can parse any .obj into this program and it will render it. All you have to do is place the .obj file inside the source folder and go to line 67 in myScene.js to change the file location.

The program also features a skybox generator, meaning that you can parse any skybox file you find on the internet and it will set the skybox to that. You can also set any image as you want as the skybox. Which can be changed at the variable faceInfos at line 214.