Computer Graphics

Final Project Report : 3d Objects and Implementations

Name: Tejaswini Gaddam

ID: 01672822

Table of Contents

Introduction:

The projects aim is to implement the transformations and projections of the 3d objects practically. In this project the features I would implement are Creating and storing of a 3d object, Displaying the 2d elevations of the object, transforming of the object that is Translating, Scaling, Rotating and Shearing of the 3d object. Some other features are developing different views of the 3d object, generating projections of the object, editing, or changing the perspective projection vanishing points (1,2,3), creating texture or bump or environmental mappings for the object.

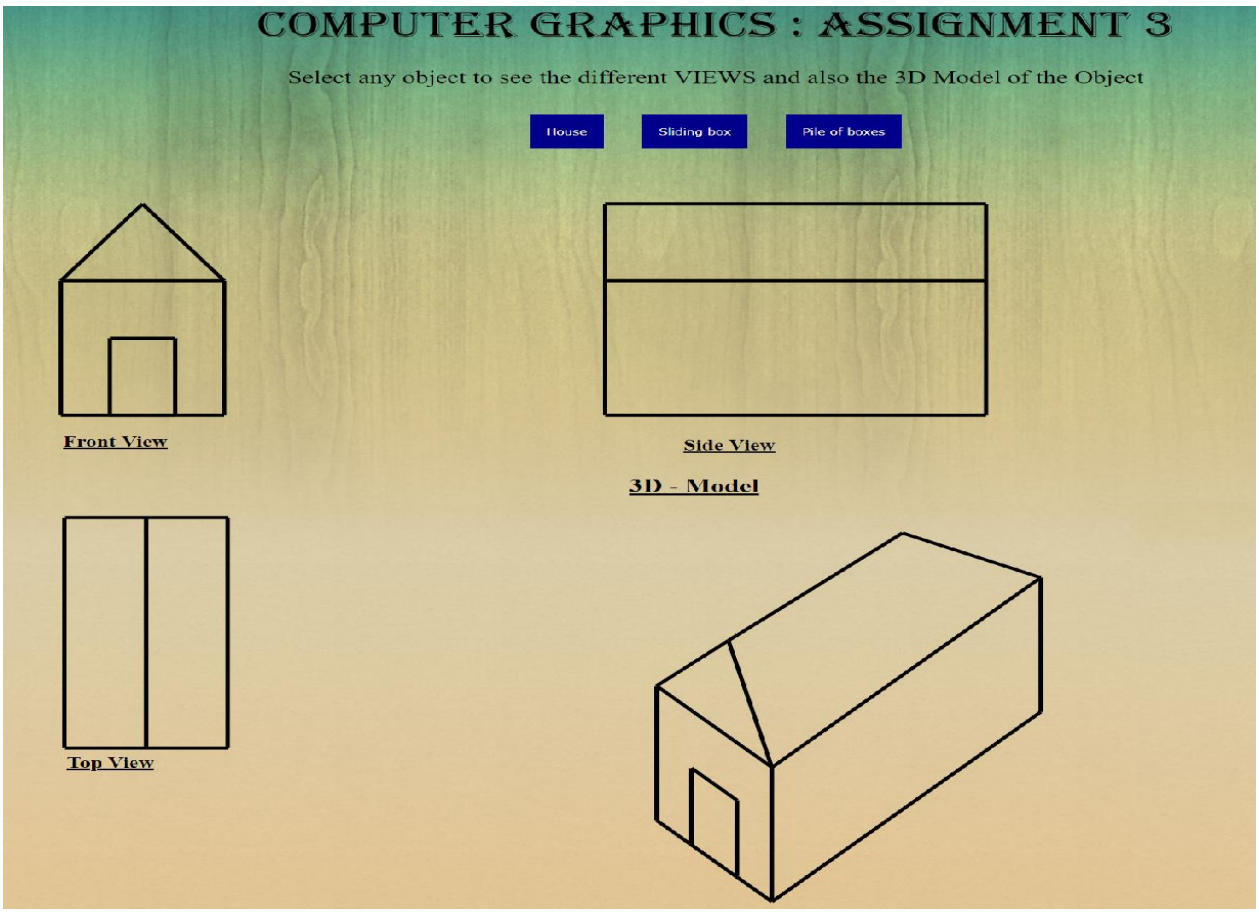
Implementation:

In this part of the project, until now I have created a web portal which shows the progress of the project. Then I have selected 3 generic objects house, sliding box and pile of boxes. Created a svg to draw the 2d views of the object. I have developed front, top and side views of the object. Then storing these values, I have developed the 3d model of the object.

I have included all the styling for the webpage in style.css file. I have created the buttons for each object to direct for each object created. And each page has the links for the 3d views.

Output:

Here are some of the output screens available, how will the 3d model and views look like.

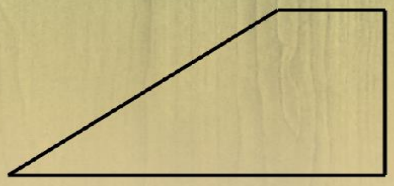


COMPUTER GRAPHICS : ASSIGNMENT 3

Select any object to see the different VIEWS and also the 3D Model of the Object

House | Sliding box | Pile of boxes

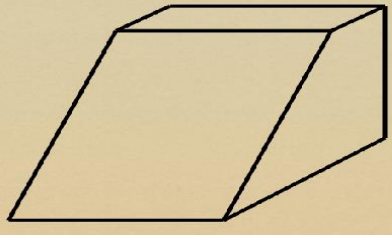
Front View



Side View

3D - Model

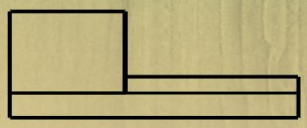
Top View



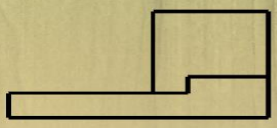
COMPUTER GRAPHICS : ASSIGNMENT 3

Select any object to see the different VIEWS and also the 3D Model of the Object

House | Sliding box | Pile of boxes

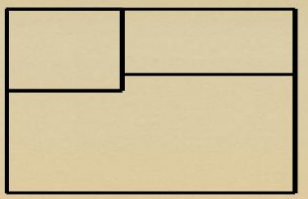


Front View

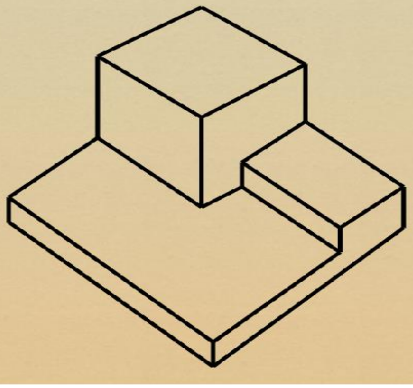


Side View

3d - Model



Top View



REFERENCES:

1.https://www.w3schools.com/html/

2.http://stackoverflow.com/