

Climate Change- a WebGL movie

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Script/Story

Youtube Link:

<https://www.youtube.com/watch?v=A8BySdCRouw>

Codes used: Github repo: <https://github.com/adarshsanjeev/The-Movie.git>

Earth was an abode of beauty and peace where organisms coexisted with each other until humans, blinded by their greed decided that all of nature was a slave to their needs and converted this beautiful abode into an empty waste husk of its former self

Global warming is one of the biggest challenges faced by our generation, the rise in the amount of greenhouse gases being released by factories and households of the modern human society is leading to a gradual rise in sea level because of glacial melting

Industries are the workhorses of the modern age and with the ever increasing growth in both population and economy we have amassed an immeasurable damage to the environment in the form of land, air and water pollution.

Carelessness in households can cause serious losses in terms of resources. Electricity, clean drinking water are all privileges that we have grown too accustomed to and in the long run wasting these essential resources can have major long lasting consequences on our and our children's future

Concept:

The video is a combination of the consequences that we will face as a result of climate change. The visuals are of a world without redemption, where having caused too much damage to the earth, the world is both flooded and destroyed by the elements as a result.

How we did it:

We used a mixture of already generated three.js models and blender for the models. Then, using webgl and blender, we animated it. Post production, we used windows moviemaker to splice the clips together and soundbible.com and ivona.com for the sound effects.