Amir Mujkanovic

Advanced Game Development

CSCI-43800

Due: 2-26-2021

Low-Level Project

For this project I had set out to create a virtual game of Craps. Craps is played by rolling two dice and betting on the number it lands on. For this assignment I chose to write use the Three.js method. I chose this since I’m already somewhat familiar with js and the language itself. I also found it the easiest method to learn. I started out simple by making a single cube and working from there. Once I had the cube and the dimensions on my scene, I began trying to find textures for my dice. This, embarrassingly enough, took me more time than I would like to admit. This was due to the fact that I had an all-black scene and was trying to use all black pngs of the dice sides. This resulted in me trying to find some dice side pngs with white backgrounds to no prevail. I then continued to create my own in Adobe Illustrator and exported each individual background so that I could use it for this project.

Once I had my one die and the textures loaded in. I went forward with putting a directional light into my animation. I didn’t want an ambient light or a spotlight because I felt that they were too bright for the vision I had in mind. Once I created the directional light I was confused as to why it didn’t seem to make a difference on my die. This was due to the fact that I was still using MeshBasicMaterial. I quickly changed this to MeshLambertMaterial because the Phong material is too glossy for the power of the directional light.