Task’s Report:

The approaches to the implementation of this task.

1. by Threejs
2. by Threejs and DRACOLoader

First, by Threejs, library two Three js meshes are loaded and you can show and hide both or just one of them. You can rotate, zoom in, and zoom out using the mouse. Also, the animation can run over meshes.

In the second approach, a Darco file is loaded by DRACOLoader. Then all the features can be applied on it as well.

Both of these approaches are run on browsers. If it fits the task, I think it is better to run complicated calculations, decoding and encoding darco files on the server.

feature suggestions:

- downloading files (picture and animation)
- different kinds of animation(rotation, moving in one direction)
- controlling the speed of animation
- saving changes and applying them to other meshes
- opening different chosen meshes in different windows to apply each feature separately

A visualization of both approaches

Three js

Hide/Show FirstMesh
Hide/Show SecondMesh
Hide All
Show All
Play Animation
Pause Animation

Three js

Hide/Show FirstMesh
Hide/Show SecondMesh
Hide All
Show All
Play Animation
Pause Animation

Three js

- Hide/Show FirstMesh
- Hide/Show SecondMesh
- Hide All
- Show All
- Play Animation
- Pause Animation

Three js & DRACOLoader

- Hide/Show FirstMesh
- Hide/Show SecondMesh
- Hide All
- Show All
- Play Animation
- Pause Animation