

2D/3D Animated Art!

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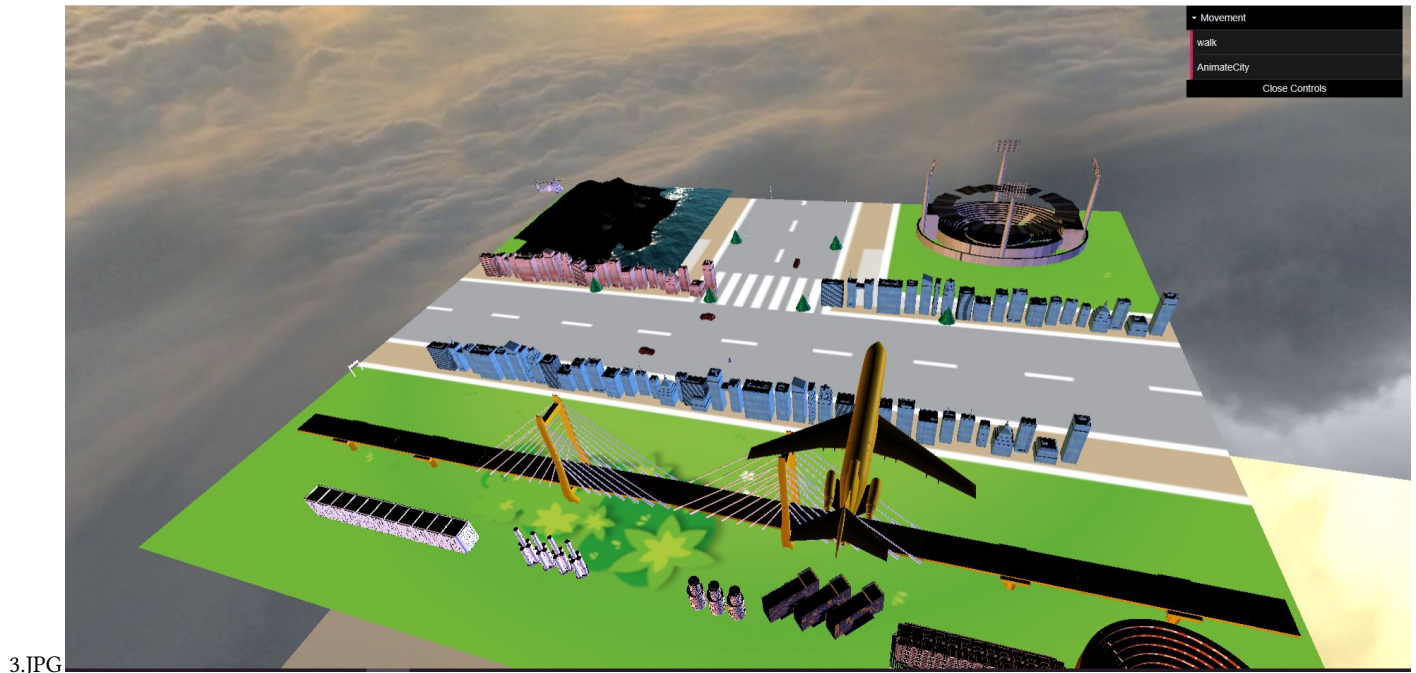


Figure 1: 3D animated world.

ABSTRACT

Our project is about a 3D interactive world designed around a city block. Our world is full of cool objects and textures.

KEYWORDS

WebGL, Visualization, Threejs

ACM Reference Format:

Kshitij Ozarkar and Barkha Java. 2019. 2D/3D Animated Art!. In *CS460: Computer Graphics at UMass Boston, Fall 2019*. Boston, MA, USA, 2 pages. <https://CS460.org>

1 INTRODUCTION

My name is Kshitij Ozarkar. My contribution in the project was to work on the design aspects of the objects in our world along with the look and feel of the world.

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CS460, Fall 2019, Boston, MA

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ACM ISBN 1337.

<https://CS460.org>

2 RELATED WORK

LowPoly City created on Cinema4D

3 METHOD

We used Threejs for our project. The goal was to create an interactive world full of unique and cool objects. We implemented various methods to make our objects such as robots and cars move around to make it look as if the world was alive.

3.1 Implementation

The implementation included code to add objects to the world and then animating them,

```
loader.load('UH60/uh60.obj', function (objectheli) {
```

```
    objectheli.position.x = -3000;  
    objectheli.rotateX(80);  
    objectheli.rotateZ(200);  
    objectheli.position.y = 1000;  
    objectheli.position.z = -600;  
    objectheli.translateZ( 1000);  
    objectheli.scale.set(25,25,50);
```

```
objectheli.traverse(function (child) { // aka setTexture
  if (child instanceof THREE.Mesh) {
    child.material.map = heliTexture;
  }
});
model = objectheli;
scene.add(objectheli);

});

function Flyhelicopter() {

  y = model.position.x;

  renderer.render(scene, camera);
  // model.rotation.set(Math.PI,0,0);
  //model.lookAt(1,-1,1);
  model.position.x = y + 5;
  requestAnimationFrame(Flyhelicopter);

};
```

3.2 Milestones

How did you structure the development?

3.2.1 *Milestone 1.* We discussed ideas and decided on a rough outline on how our project should look like

3.2.2 *Milestone 2.* We started with basic designing and creating a basic structure for the world

3.2.3 *Milestone 3.* We finished adding all the objects and populated our world with interactive elements

3.3 Challenges

Describe the challenges you faced.

- Challenge 1: We faced a challenge in making our objects like cars move
- Challenge 2: We faced a challenge in making our world more smooth while running it

4 RESULTS

We were able to load multiple objects and make objects interactable.

5 CONCLUSIONS

To conclude I would say we enjoyed working on the project and we tried to use what we learnt in our course assignments in our projects.

REFERENCES