

Mesh

Percy Deng
pincong.deng001@umb.edu
University of Massachusetts Boston

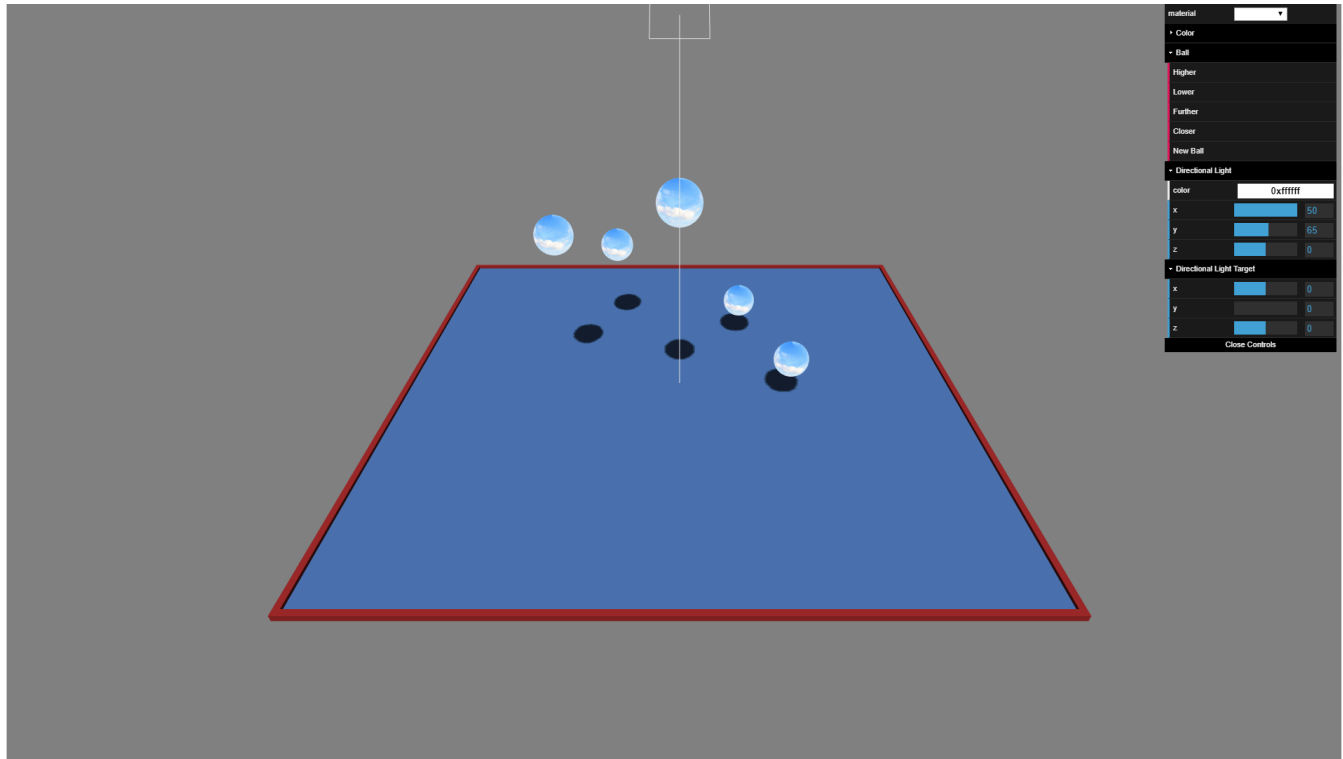


Figure 1: Balls

ABSTRACT

Use existing code and add previous learned lessons from the the class and apply everything.

KEYWORDS

WebGL, Visualization, Audio

ACM Reference Format:

Percy Deng. 2019. Mesh. In *CS460: Computer Graphics at UMass Boston, Fall 2019*. Boston, MA, USA, 2 pages. <https://CS460.org>

1 INTRODUCTION

The only thing I did is to modify existing code and add previous learned lessons onto it.

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<https://CS460.org>

2 RELATED WORK

Three.js [1].

3 METHOD

I just add GUI to change ball height, light (target)position and material on change.

3.1 Implementation

N/A

```
console.log('THIS');  
console.log('IS');  
console.log('SOME');  
console.log('CODE!');
```

3.2 Milestones

How did you structure the development?

3.2.1 Milestone 1. N/A

3.2.2 Milestone 2. N/A

3.2.3 Milestone 3. N/A

Table 1: Some example table

Device	Performance
iPhone	60 FPS
Android	60 FPS
Old Macbook	10 FPS

3.3 Challenges

Describe the challenges you faced.

- Challenge 1: Some tricky business..
- Challenge 2: Some other obstacle..

4 RESULTS

Describe your final result. And, of course, add some images, like image 2. You can refer to the images in the text which is a nice feature of latex.



Figure 2: An example image.

Or you could add tables (see Table 1 - maybe with some timings?).

5 CONCLUSIONS

I didn't accomplish much. I just added old stuffs from previous lessons.

REFERENCES

- [1] Ricardo Cabello et al. 2010. Three.js. URL: <https://github.com/mrdoob/three.js> (2010).