2D/3D Animated Art!

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Figure 1: Add a nice wide figure here and replace this caption.

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.

2 RELATED WORK

LowPoly City created on Cinema4D

CS460, Fall 2019, Boston, MA

ACM ISBN 1337.
https://CS460.org

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;
  //  child.material.map = texture1;
         }
     });
 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 interactibe 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

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 **??** - maybe with some timings?).

5 CONCLUSIONS

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

Your references are loaded in BibTex from references.bib!

REFERENCES