CS460 Intro

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Figure 1: Neon and Anaglyph Effect.

ABSTRACT

This project is my attempt at creating a new intro for the course CS460. However, I was not able to finish what I wanted to do with transition effects and 3D text rendering as time was an issue. I was able to change some visual designs while keeping important elements like logos, anaglyph effect and the cube spinning because it connects to what we studied in class.

KEYWORDS

WebGL, Visualization, Intro, Three.js, Photoshop

1 INTRODUCTION

This project applied the technologies we learned in class to attempt to create an intro for the course.

2 RELATED WORK

This project uses Three.js as the main rendering method.

3 METHOD

This project uses Three.js to render the cubes and textures, HTML5 and Javascript to handle reactive voice, styling,... And it also uses Adobe Photoshop to create the graphics.

3.1 Implementation

To run this project, it requires not only the html file but the gfx folder which contains all the graphics and textures for the cubes.

3.2 Milestones

3.2.1 Milestone 1. Because I worked by myself, I relied on my spatial visualization ability to create the whole scene then write some keywords on my note.

3.2.2 Milestone 2. I then followed those notes and create what I visualized in Photoshop and used it for my Fast-Forward presentation.

3.2.3 Milestone 3. Because of some problems, I ended up making a similar style intro to the one we already had with some visual redesigns.

3.3 Challenges

Describe the challenges you faced.

- Challenge 1: For someone taking 5 classes per semester, I did not have much time to work on this project.
- Challenge 2: I wanted to have some colorful transitions, 3D rendering, light beams, Adobe After Effect (I have already created it but not applied). There was no time for me to do everything I wanted to.

4 RESULTS

Because of time, I had to settle for an intro similar to the previous one. Using cubes and applying gfx textures on top. The first cube spins, then transition into another cube then transition into voice over.

5 CONCLUSIONS

For this project, I think I could create something beautiful if I had a little more time and maybe if I moved slightly away from trying to do everything in codes and use After Effect, but I'm not sure if it would work because that's not something we studied in class.

REFERENCES