Your Project Title

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ABSTRACT

This project was intended for the class that will be coming in the future. This project has a few proposes which include inspiring the student that will come to this class, the second reason is to give these students an idea of what happens in this course with creativity and knowledge of WebGL and 3js, and more. For this purpose we created or I should say recreated the landing page for this class in a more innovative design so that students are intrigued by what they see.

KEYWORDS

WebGL, THREEJS, Visualization

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1 INTRODUCTION

Welcome to the first ever Book CS460 2022 Edition. In this book you will be able to navigate to the best project in the respective Year of edition. We also redefine the website to be more interactive and graphical.

CS460, Fall 2022, Boston, MA

ACM ISBN 1337.
https://CS460.org

2 RELATED WORK

Here you can cite existing related work:
-. XTK [3]
-. Three.js [1]
-. TURNJS [2]

3 METHOD

1. (redesign the landing page.); 2. add links to all the stuff for the class.; 3. add more to show what the class is about. 4. add a flip book to show the projects.

3.1 Implementation

Coming with the idea of creating a 3d virtual book that allow the user to interact inside a scene with a book and see the projects of the book edition.

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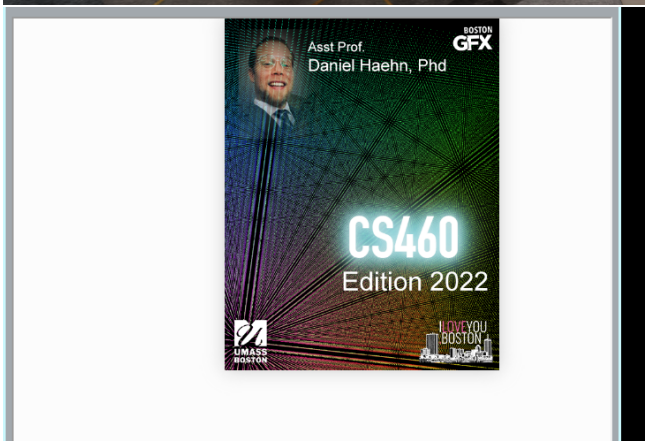
Step 1. Creating a ThreeJS Plane that holds an GLB model.
Step 2. Loading the GLB model <- that is the room/enviroment.
Step 3. Loading book into the scene.
Step 4. Changing x,y,z to accomodate the location and position
        of the book.
```

3.2 Milestones

3.2.1 Milestone 1. Schema: the brainstorm of blueprint and picking the best solution.

3.2.2 Milestone 2. Research: Finding the necessaries or/and helpful libraries.



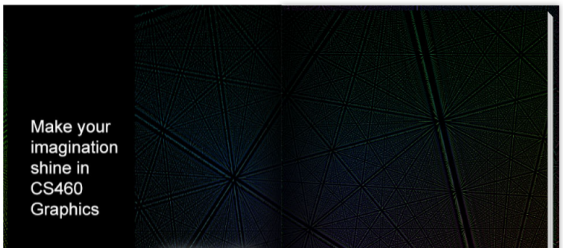


Table 1: Some example table

Device	Performance
iPhone	60 FPS
Android	30 FPS
Old Macbook	10 FPS

3.2.3 Milestone 3. Divide and Conquer: Dividing the work to efficient the process and shortening the time for the release.

3.2.4 Milestone 4. Preview: Getting some useful feedback from outside source(meaning no group members.)

3.2.5 Milestone 5. Bug it out: Fixing and organizing code.

3.2.6 Milestone 6. Launch: Preparing to announce the launch!

3.3 Challenges

- Challenge 1: Raycasting to an object..
- Challenge 2: Importing GLB into the scene..
- Challenge 2: Making the Flipbook efficient to change or update..

4 RESULTS

-. Visual Improvement on the website. -. Adding some animation to the header of the website. -. More interactive with a new addition of Frame > Scene > Book of YEAR Best Projects.

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

5 CONCLUSIONS

CS460 Intro Project by Harvey Paniagua and Khezir Malik. We wanted to implement something unique. Something nobody has done for cs460. Intro to classroom is the most solicited, and we used it every-time class start. But if we think about it we used the website and resources of the website more. Sometimes student can't find most of the useful website that could help the student learn/get help/etc... The website now has a more appealing look to my perspective. It might not be as efficient in memory consumption as the old one but it is more interactive and appealing.

REFERENCES

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

[2] Tri Emmanuel and William. 2012. TurnJS. *URL: https://github.com/blasten/turn.js* (2012).

[3] Daniel Haehn, Nicolas Rannou, Banu Ahtam, P. Ellen Grant, and Rudolph Pienaar. 2012. Neuroimaging in the Browser using the X Toolkit. *Frontiers in Neuroinformatics* (2012).