

https://piazza.com/class_profile/get_resource/itfh6a199fh1ua/ivi5w1nzach5xu

Note: please install the software first before doing these, see the installation guide

Sprint 1

Story 1

User story 1 As a consumer, I want to be able to take up to 6 images and generate it into a 3D model, so that I can work with it in a 3D environment.

- Open 3D-Model-Generator.exe in GitHub\3D-Model-Generator\dist,
- Open the editor by typing in "editor" to the console and hitting enter
- Once the UI is open click on one of the empty right buttons in the CCW turned t-formation, these 6 buttons each represent an image that can be put onto one of the sides.
- To add an image to that side click on the load image button after clicking on one of the 6 buttons, this will open a browser window where you can select an image
- The software is currently limited to images on a white background, if you do not have any images, feel free to use the simple shapes in the resources folder
- The formation of pictures is as follows

Story 2 As a consumer, I want export my generated 3D model as a .obj file, so that I can use it across multiple platform.

This is unimplemented due to us running out of time and focusing more on making the code work with user interaction rather than developing a poor quality output.

Story 3

Sprint 2

Story 1 As a developer, I want to be able to clean up and test the work done from sprint, so that we have a working prototype to continue developing off of.

Story 2 As a consumer, I want export my generated 3D model as a .obj file, so that I can use it across multiple platform.

Story 3 As a consumer, I would like to be able to upload my own images through a browser window so I don't have to manually name the files or put them in a folder.

- Open 3D-Model-Generator.exe in GitHub\3D-Model-Generator\dist,
- Open the editor by typing in "editor" to the console and hitting enter
- Click on one of the push buttons in the first section of the right-hand bar.
- Click on "load image", located near the bottom of the right-hand bar.

- Find an image in the file browser and open it.
- The image should be loaded into the slot represented by the push button earlier selected.

Sprint 3

Story 1 As a consumer, I would like an interface to tweak the settings of the model generator so that I can have more control over the output/outcome.

Story 2 As a consumer, I would like a tweak on the shape algorithm to improve the smoothing and faces of the shape to make it look a lot more like the desired image.

Story 3 As a consumer, I would like options and tools to be able to change the input images so that I have more control over how the output model will end up looking in the end.