

Drone WebGL Demo

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Project specification

- Drone that flies around in a 3D landscape

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- Third-person point of view

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- Drone cannot fly underneath the terrain

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- Shading computation done in World-Space coordinates

Implementation features

- Scan-line rendering + Phong shading (World Space)

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 - Ambient reflection + Lambert diffuse + Phong specular BRDF
- Third-person “Look-At” view, with camera following drone
- User interaction through basic flight controls

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- Terrain bump mapping using texture data

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- Exponential distance fog