

PORTFOLIO

Web Development
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CONCEPT

Design the Website as an interactive 3D room



DIFFERENT PAGES

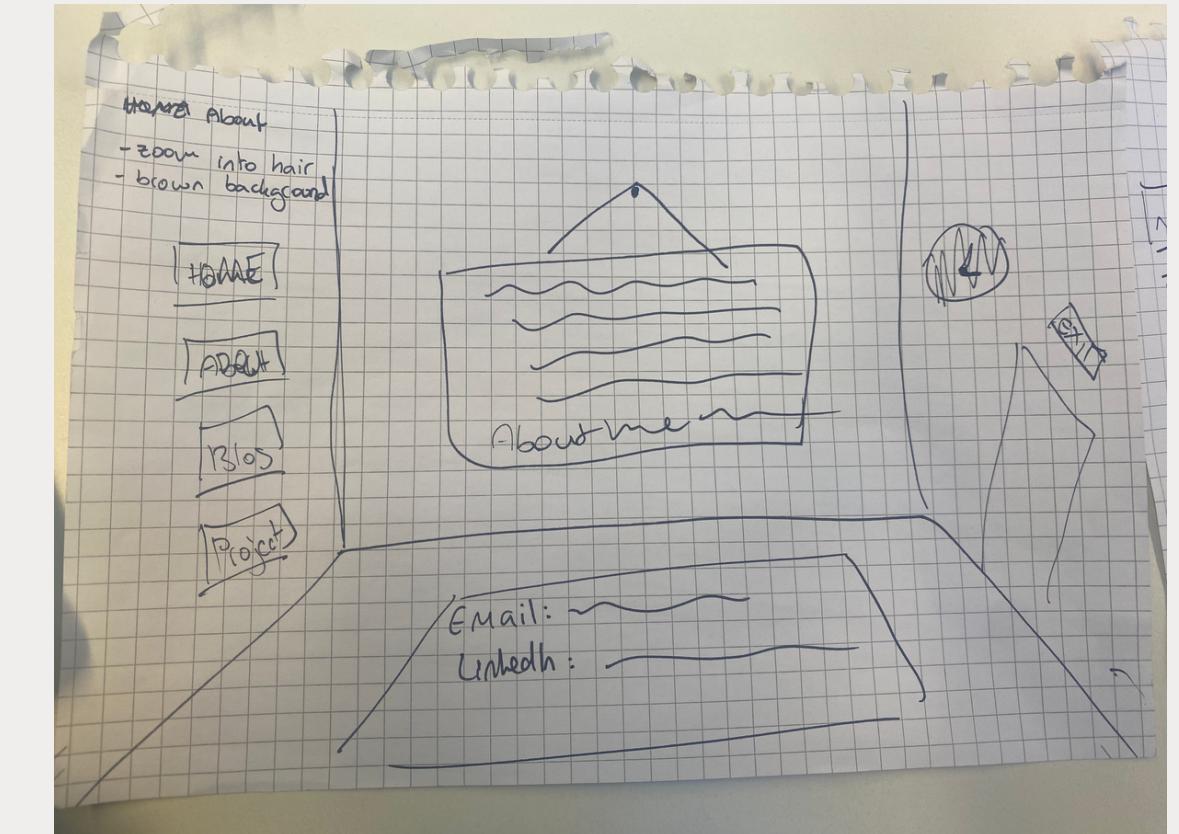
HOME



WORK



ABOUT



PLANNING

O1

DESIGN 3D ROOM

Build room (walls, floor) and objects; Make them clickable

O2

HOME SECTION

Navbar as picture frames; Interactivity (books, door, clock, ...)

O3

WORK SECTION

Hide objects; Enlarge bookshelf; Animate project books

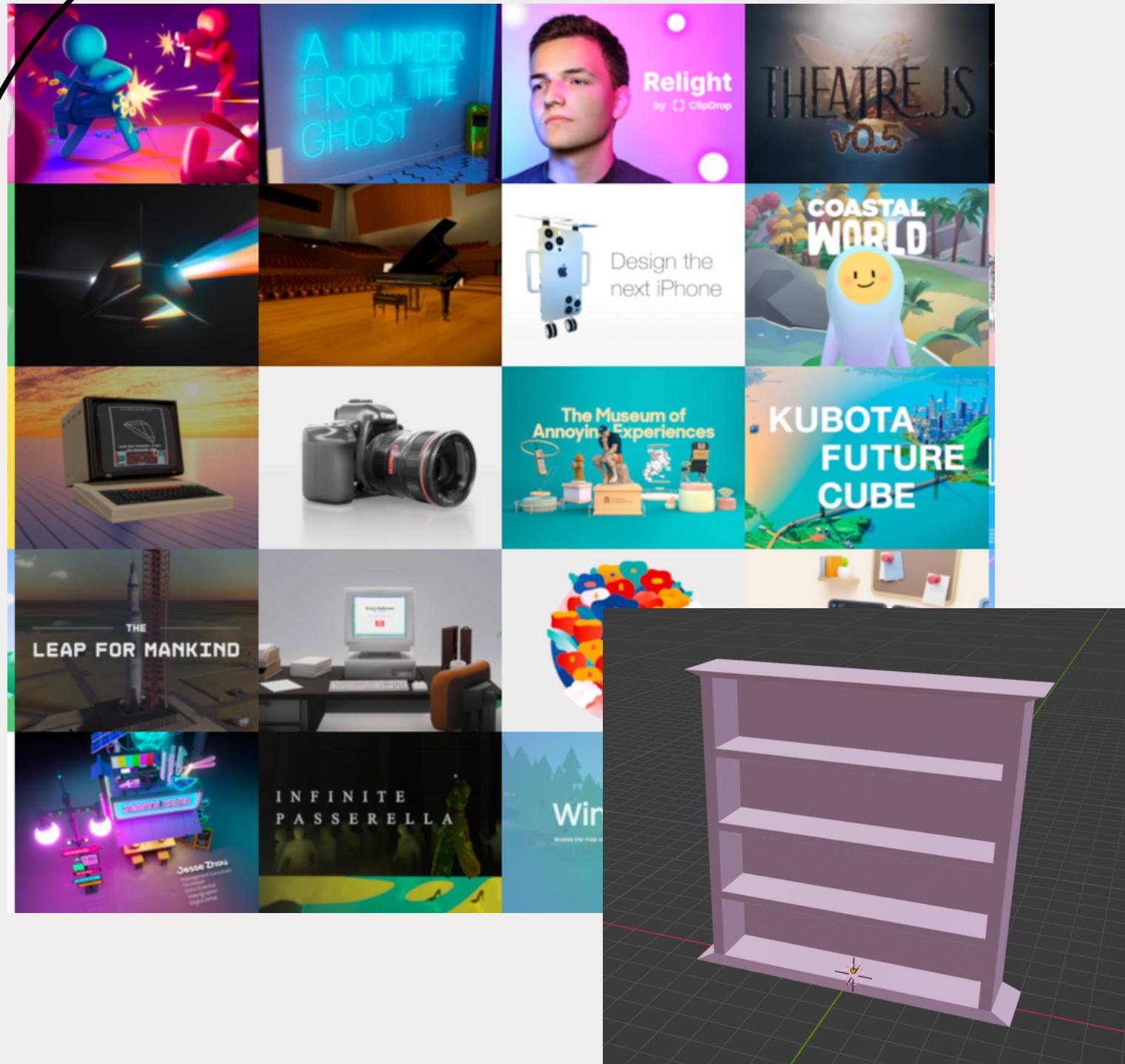
O4

ABOUT ME SECTION

Hide objects; Enlarge paper/laptop; Add text and contact details

HOW?

- Model objects with Blender
- Interactivity with three.js



DIFFICULTIES

What part of the project should be done
with three.js and which parts with Blender

Get textures and animations right
(especially the books)

Time management

