

MEDIEVAL DYNASTY

Introduction to Computer Graphics – 2021/2022 - Project 2

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MAIN IDEAS

- Castle Basis
- Knights and Archers that protect the castle
- Add knights to protect the castle



MAIN IDEAS

Modules

- Archers
- Knights



MAIN IDEAS

Modules

- Clouds
- Doors
- Walls/Towers



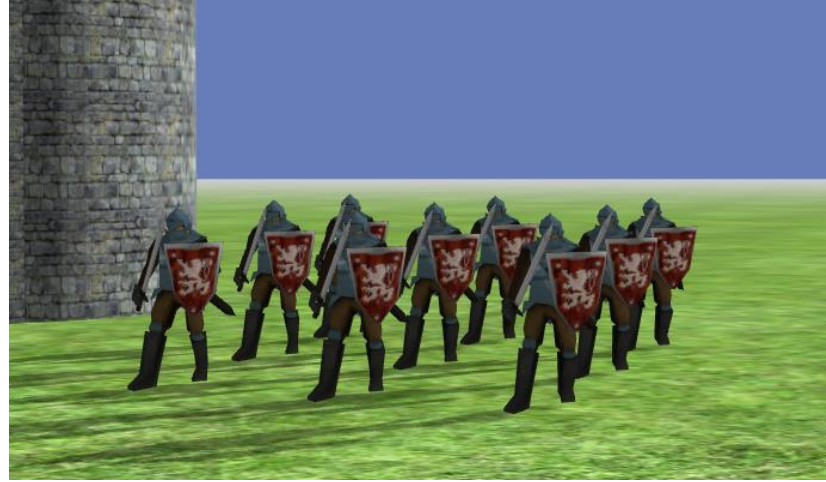
ANIMATION

Add knight



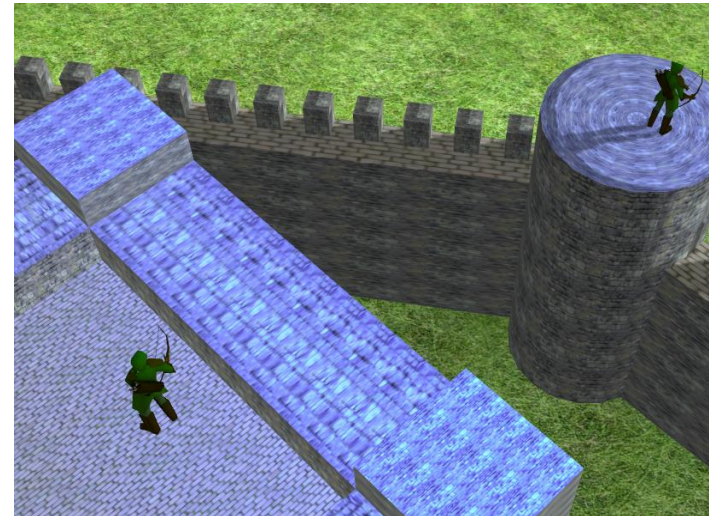
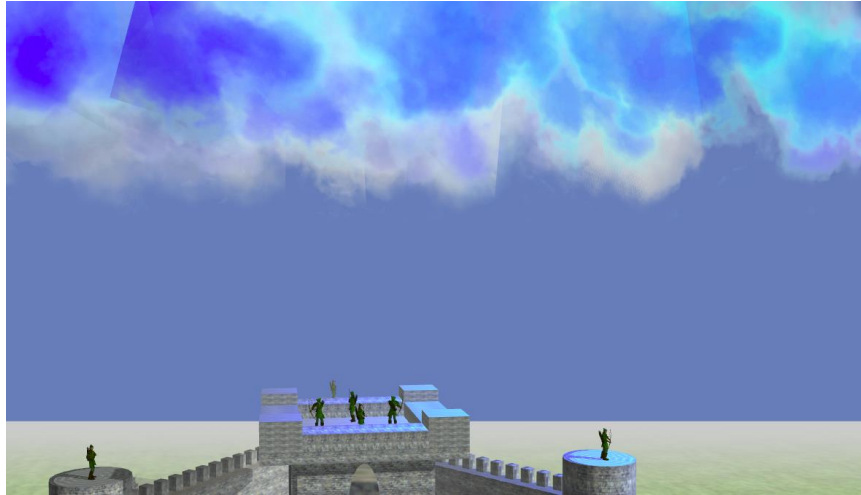
ANIMATION

Patrolling the castle



ANIMATION

Thunder Effect



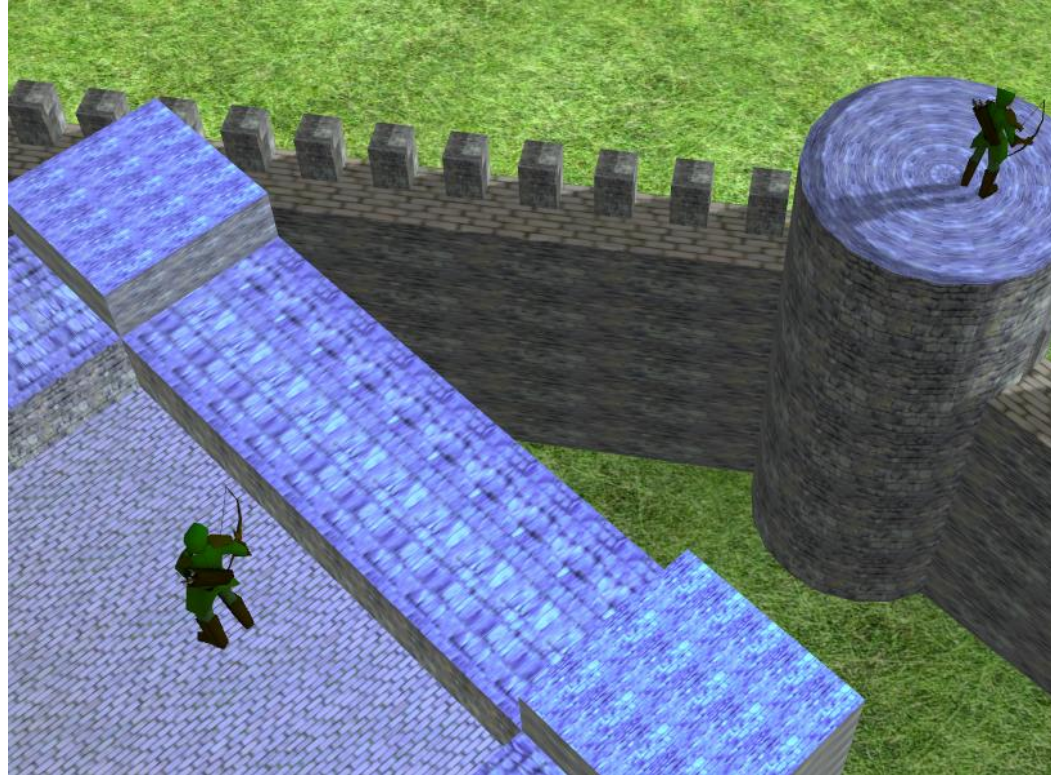
Illumination

- HemisphereLight
- DirectionalLight

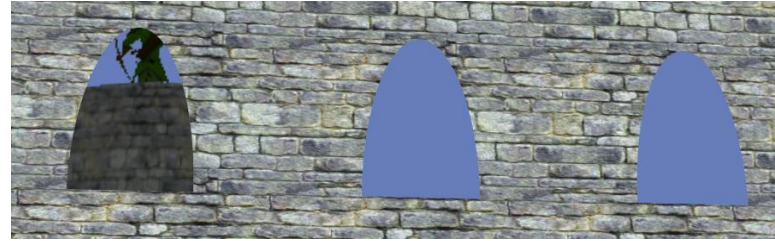


Illumination

PointLight



Reflection



Camera Controls

FirstPersonControls



User Interaction

CONTROLS

WASD Keys+ MOUSE

Move camera positions

Key Q

Stop moving the camera

Key R / Key F

Move camera up and
down, respectively

MOUSE

Add a Knight by pressing
the button

Mover Câmara - WASD (em conjunto
com o rato)

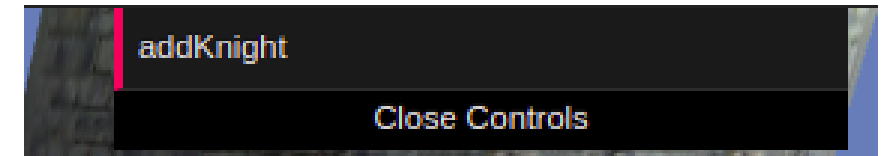
Parar de Mover a Câmara - Q

Subir a Câmara - R

Descer a Câmara - F

Nota:

**Para adicionar um cavaleiro, pare a câmara e clique
no botão no canto superior direito**



REFERENCES

Sites

- × <https://threejs.org/>
- × <https://threejs.org/docs/#api/en/loaders/TextureLoader>
- × <https://threejs.org/docs/#api/en/materials/MeshStandardMaterial.reflectivity>
- × <http://stemkoski.github.io/Three.js/Reflection.html>
- × <https://threejs.org/docs/#api/en/cameras/CubeCamera>