

project description

Github link: <https://github.com/gtz123451/zhuangyu-gao-ifnalwork>

MIMIC Project link : <https://mimicproject.com/code/5e23a21e-0dc6-9edc-82b4-ff29d25b4bed>

Before working on this project I had a lot of guesswork about what form it would take, what it would look like. Using code to make 3D art projects is a strange and interesting thing for me. From a certain point of view, it is a challenge, an exploration of a completely patterned field. Initially my idea was beautiful and complex, I drew a sketch and then made it into a 3d model with blender. It's been really fun and I'm enjoying the process. But what followed was how to use three js to present. When I started to prepare, I found that it was much more difficult than I imagined. After several days of learning, I gradually understood how to use three js. But it is not enough to make the effect I expected, so I can only change my direction.

When I was watching the "Interstellar" movie, I thought "what's more stable, more eternal than those stars floating in space?" If I could combine the loneliness of these stars in space with their It might be very interesting to express the never-ending feeling of running a given track over and over again in infinite time. This idea deeply attracted me, so I started to prepare. At the beginning, I searched many galaxies, and finally chose the solar system that we are most familiar with and live here. After all, we have different feelings for these planets, which are different from those strange planets tens of thousands of light-years away.

In the end I finished the project, it was a little bit cruder than I thought, due to time constraints I didn't have much time to add more ideas, because every time I add a feature, there are always countless others that follow. With all the bugs, my code always fails to run for no apparent reason. Modifying them can take a lot of time, and if I can plan my time early on, making a schedule might avoid that. Overall though, it worked out fine for me and they accomplished my basic goals