

USER

The project shows an evil, lego version of the batman villain two face. He is about to blow up someone's home with dynamite. Two face will move around the scene with W A S D. If the user presses E or R another two face will appear and pressing the keys will make him walk in place. The user can also press two buttons to flip the switch to blow up the TNT. If both switched are pressed you get a message on the page. Moving two face around will display his position on the bottom of the screen. The user can also change colors of the ambient light, specular color and diffuse color by inputting RGB values into the text boxes. The user can also choose when to display the lighting and specular highlights. The light is also movable by inputting values for its location.

Technical

These 3d models were downloaded and imported into blender. There I exported them to a .obj. I then used a third party program to convert that to a json file. Once I had the json file I parsed it and imported it into the scene. All of the 3d object are covered in textures. But, some of the textures look strange because they are stretched onto the 3d surfaces. This uses a webgl.js file to parse the json. All other operations are done within the webgl-utils library. I had to carefully resize each model in blender to get the correct size. I also used blander to make different "walking" models then these models change in-place.