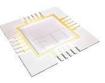
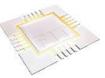
COMPUTER GRAPHICS PROJECT APPLICATION

Project Details	
*Project's full name:	Proizvodnja Stakla – 3D interfejs za unos radnih naloga
Project's code name:	RNAL3D
*Project's objective:	Vizuelni interfejs za unos podataka o radnom nalogu za proizvodnju višeslojnog stakla (vanjsko + distancer + unutrašnje staklo)
*Project's deliverables:	
Here you specify the additionl details which you are going to	glass.html
implement. You cannot include Lights, Shadows and Environment dome as one of the project deliverables, since you are obligated to deliver it according to ARTICLE X	glass.js
	<u>glass.css</u>
	<u>kuca.blend</u>
	<u>distancer.blend</u>
	kuca.js (blender obj=>Three.js json)
	distancer.js (blender obj=>Three.js json)
	exporter blender obj -> Three.js json
	-
	-
*Few words about why you chosen to implement and what inspired you to implement this project:	Glavni motivi:
	1) Utvrditi potencijal WebGL/OpenGL-a kod konstruisanja korisnočkog interfejsa u poslovnoj - ERP(*) aplikacijami.
	2) Upoznati WebGL, utvrditi nivio i način integracije sa ostalim elementima Web aplikaicije.
	(*) ERP (Enterprise Resource Planning).



Team members information and their roles		
*Project leader:	Index number: 2792	
	Last name: Husremović	
	First name: Ernad	
	Email: hernad@bring.out.ba	
	Role: developer and designer	
*Team member 1:	Index number: 2792	
	Last name: Husremović	
	First name: Ernad	
	Email: hernad@bring.out.ba	
	Role: developer and designer	
*Team member 2:	Index number: -	
	• Last name:	
	First name:	
	• Email:	
	• Role:	
Team member 3:	Index number: -	
	Last name:	
	First name:	
	• Email:	
	• Role:	



Note 1: Fields marked by (*) are mandatory to fill. Except for Team member 2, you can fill his field if he exist.

Note 2: Number of team members are ranging from 2 to 3 members including the project leader.

Team member 5:

Date: 11.09.2012

Signatures:

Mohamed El-Zayat Project Leader

Ernad Husremović

Team member 1:

Ernad Husremović

Team member 2:

Team member 3:

Team member 4:

