Flying Through a Simplified Pikachu Village

A) Information

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B) User guide

Performance:

This is a 3D world with Pikachu. You can use your key w, a, s, d and ←, ↓, ↑, → to control your camera to go everywhere you want in this world. The left one is using perspective camera and the right one is using orthographic camera.

Instruction:

To wander around in this world. For w, a, s, d keys, they can control your camera to move forward/left/back/right. And you can see the specific key results "You press xxx key" in the left corner. For ←, ↓, ↑, → keys, you can set your camera aiming direction to view left/down/up/right.

For the middle button part, you can control its ear part speed. 'Speed<<' means slow down the rate. 'Speed>>' means Speed up the rate. 'Run/Stop' means you can stop its ears from waving or start again. And the speed can only be reduced to 0. That means your speed need to be bigger than 0. And the tail part is not controlled by these keys.

For the running model button, you can control its speed to rotate around in a circle. 'Run/Stop' means you can stop it from running around. 'Spin<<'

means you decrease the rate. When it decreases to negative, it can rotate in the opposite direction. 'Spin>>' means you increase the rate from left to right. And you can decide the angle for the running model to start. Type in the angle you want, click the 'Submit' button. 'g_angle01' means the start angle.

You can see the world axes in the middle, a pokeball with 3d axes and so on. In either camera, you can use your mouse to drag the pikachu with 3d axes wherever you are. And you will see the same change in the other camera! To see how it works, you can just have a try!
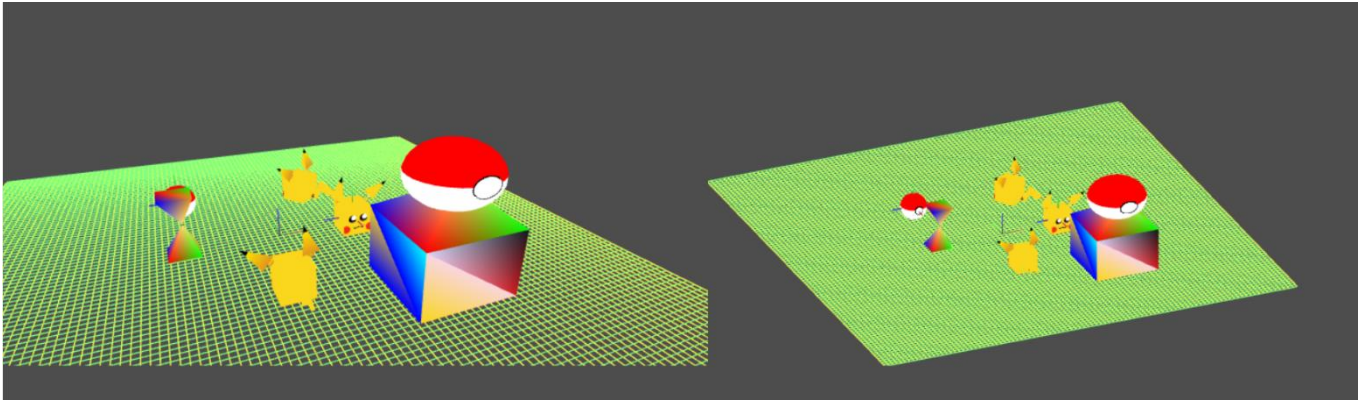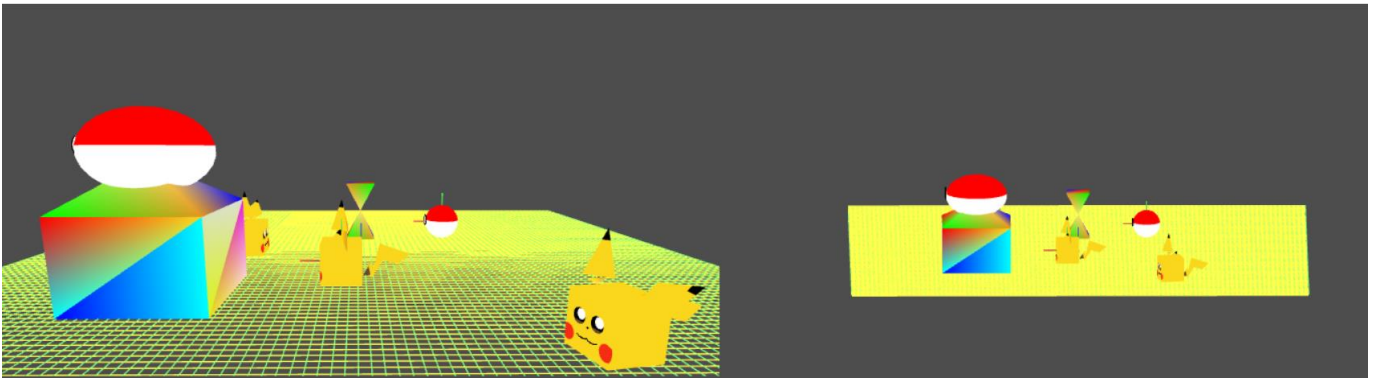
C) Results
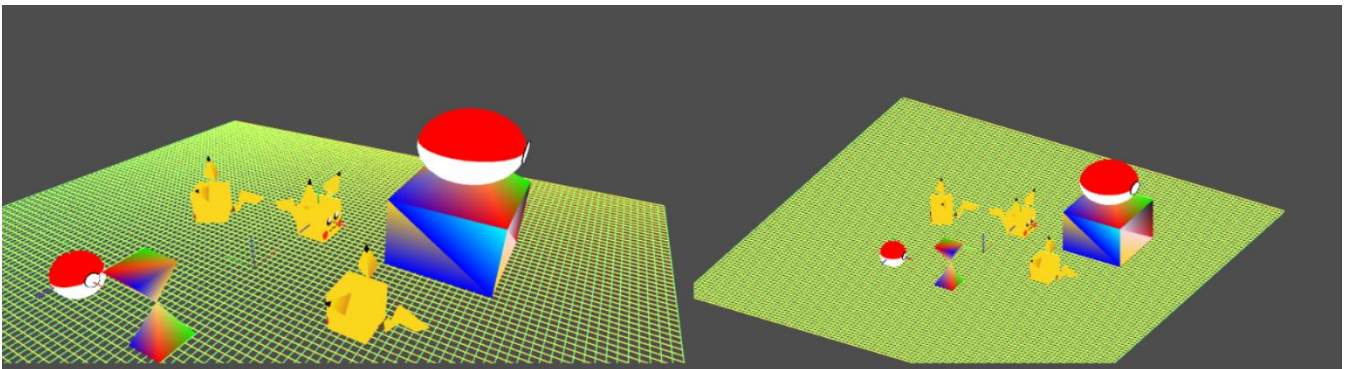
(a)
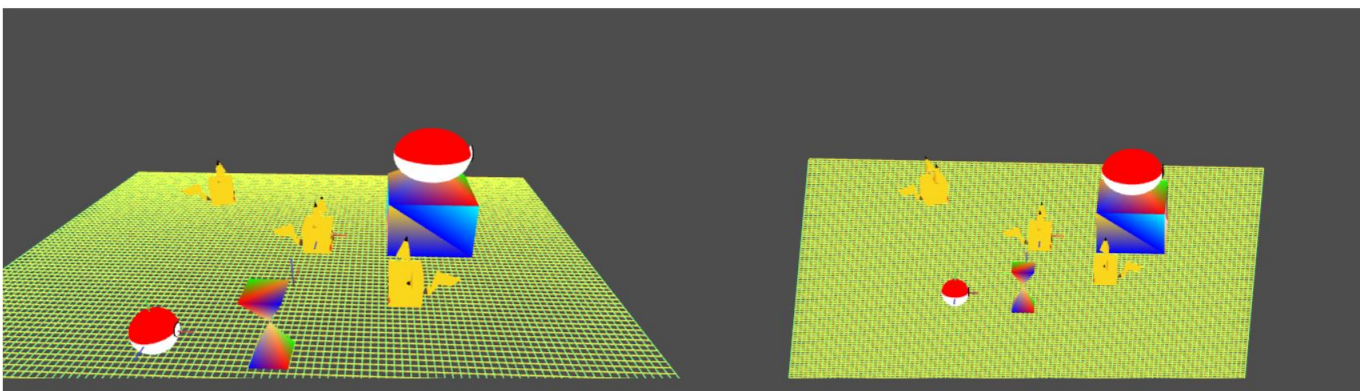
(b)

(c)

(d)

(a), (b), (c), (d) are the different views for this world.