

CS 174A Group Project Proposal

Interactive Museum 3D

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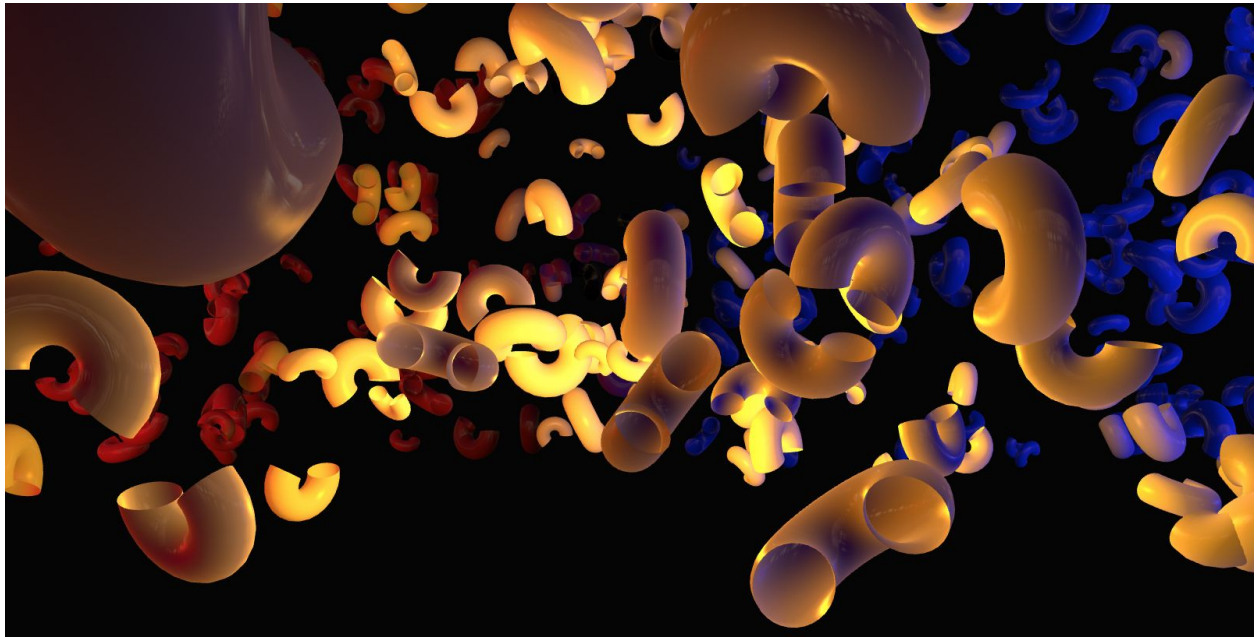
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1. Overview

We will create an virtual museum with webGL. Inside the museum, there will be something visually pleasing implemented with advanced graphics features.

2. Concept

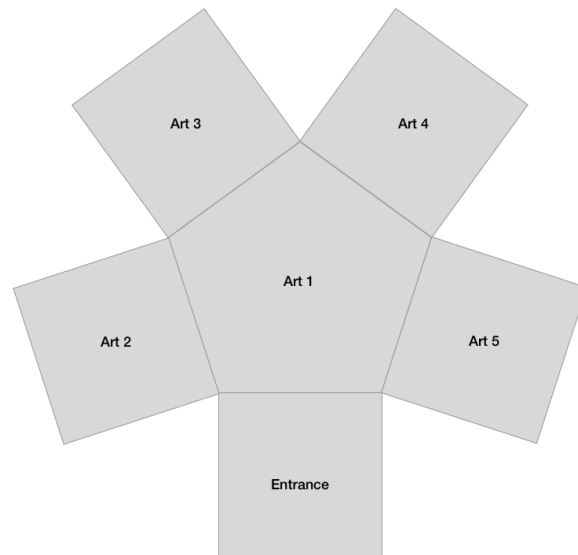
As a player, you can walk into the museum, and maybe see something like this.



(https://alteredqualia.com/three/examples/webgl_pasta.html)

A player can also interact with the arts. For example, clicking one of the pasta above changes the color of that pasta.

3. Floor Map



4. Advanced Graphics Features

Here's the list of advanced graphics features we will be implementing (very ambitious).

- Skybox
- 2D GUI
- 1st Person View Camera
- 3rd Person View Camera
- Lighting (Ambient/diffuse/specular)
- Water
- Animation
- Transparency
- Fog
- Mouse Picking
- Particle Effects
- Shadow Mapping
- Blur
- Bloom
- Cube Mapping