

# Parallax

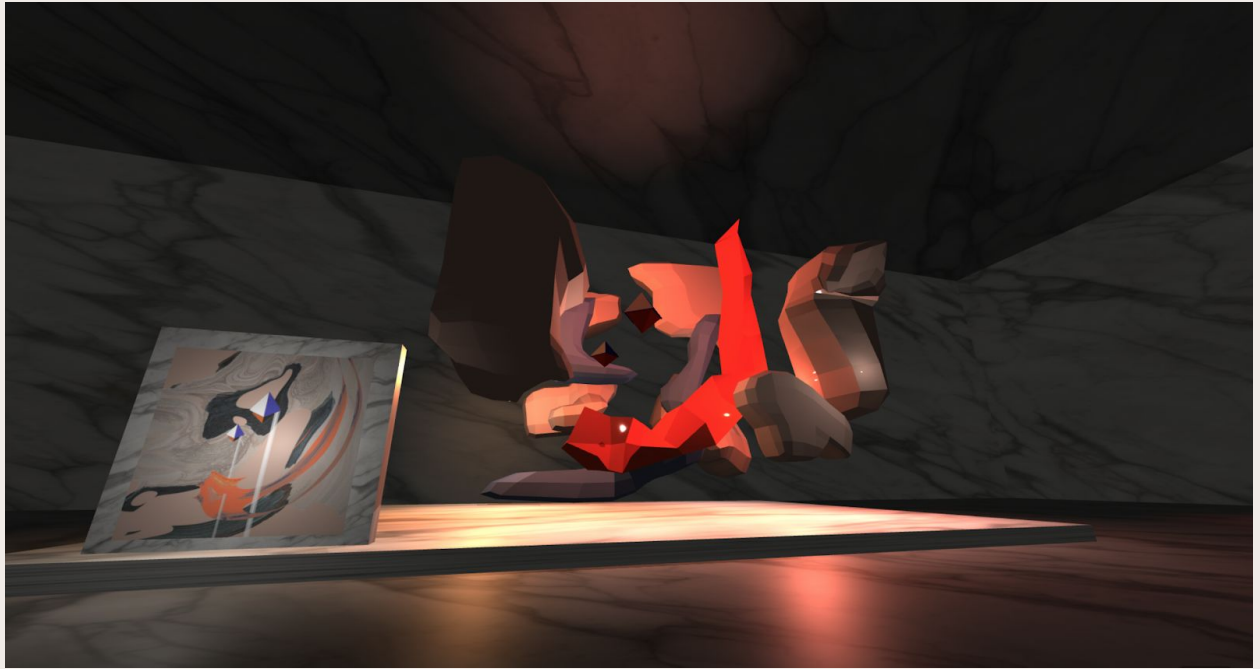
## Milestone 2 Patch Notes:

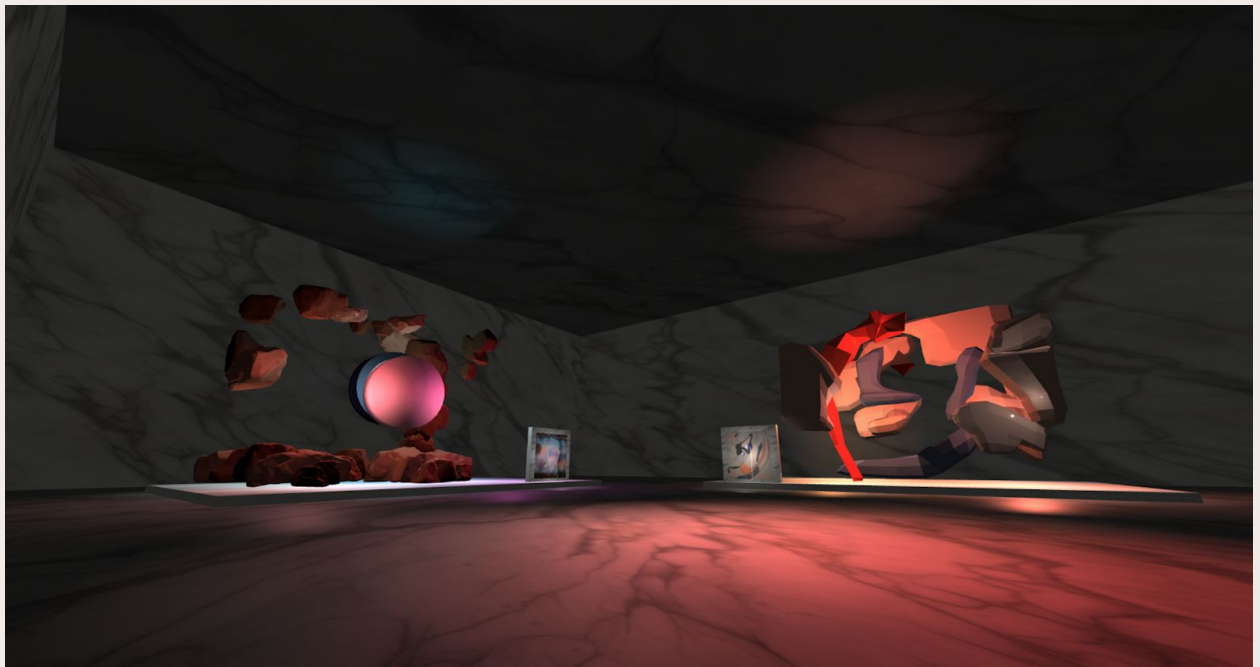
- Updated A-Frame website with Installation
- Built “Gallery Room” in A-Frame to display both 2D and 3D works together
- Created a rough mock-up room in New Art City (will display the 2D pieces only)  
(users will be able to “walk” through portal straight to A-Frame website)
- Finished 2D and 3D models  
(still working on refining animations/objects on 3D objects)
- Updated project name from Dimensions → Parallax
- Need to fix issue where movement speed is different on windows/mac within A-Frame

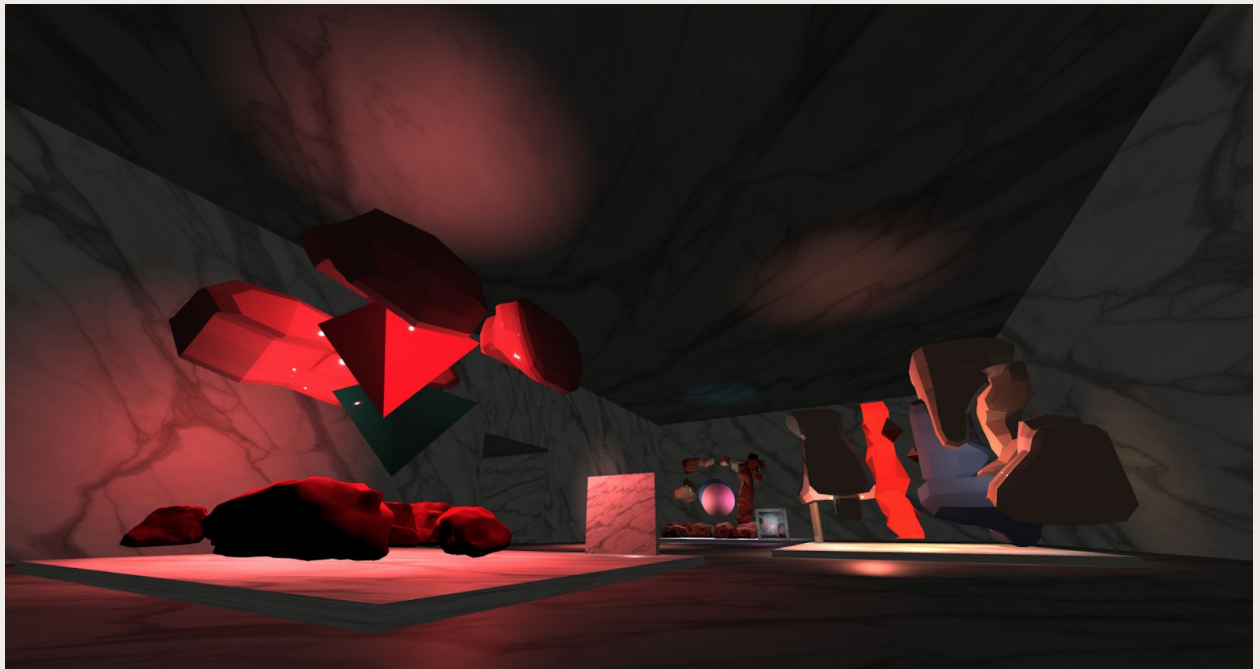
LINK: <https://jasonmanzon.github.io/BFA-Project/>

Screenshots:











Final 2D Paintings:

OBSIDIAN





ULTRA





ETERNAL

