Project 3

Three js Project

Overview

In this project you will create a unique 3D animated scene composed of Three.js graphic components. The scene should include animation, lighting and multiple objects.

Requirements:

1. Using Three.js create a unique 3D animated scene. The scene has the following specifications:
   a. Size: minimum of 640x480
   b. Includes at least 6 different shapes
   c. Uses multiple lighting effects
   d. Includes radio buttons, slider bars or other widgets to turn on or off certain components of the animation.

2. Use Three.js
3. All JavaScript source code should be written using Google JavaScript style guide.(http://google.github.io/styleguide/jsguide.html)
4. Prepare, conduct and document a test plan verifying your application is working as expected. This plan should include a test matrix listing each method you tested, how you tested it, and the results of testing

Deliverables:
1. All JavaScript source code used for this project. Code should adhere to the Google Javascript style guide.
2. Word or PDF file demonstrating with clearly labeled screen captures and associated well-written descriptions, the successful execution of your 3D Three.js animated scene. The document should be well-written, well-organized, includes the test plan, include page numbers, captions for all screen captures, and a title page including your name, class, section number and date. References should be included for all sources used and formatted in APA style.