­­­Jekko Syquia

3D Diorama

In this project, I will be working on creating a 3D­­­­­­ animated diorama of GWU campus (The perimeter may vary). The diorama will be able ­­­to be shown in different perspectives, thus will touch upon implementing perspectives with multiple camera point. Similar to the “Three Littlest Tokyo” found in this link [https://threejs.org/examples/#webgl\_animation\_keyframes](https://threejs.org/examples/" \l "webgl_animation_keyframes), I will be implementing a way to change the day and night cycle as a way to show the effect of lighting on the scene. The Diorama will show small moving cars in the scene as well. The objects will be in its simplest polygon form, however to compensate I will be working with bump textures along with the pictured textures to show projected images of the building. I will be creating the 3D objects through MAYA/Cinema 4D/ZBrush, and importing them to the web GL canvas. The main goal for this project is to show my understanding of setting up a composition, and the fundamental understanding of lighting and animation.