Emilio Hernández López
Jorge De la Vega Carrasco
Naji Saadat

Final Project First Submission

- The objective/idea of the project
- How the user will interact with the project
- What controls/shaders/additional libraries you are going to use or need
- References to similar projects

1.

As a primary idea we are thinking of doing a music visualizer connected to Spotify. Through our graphical interface we are going to show 3D figures reacting in real time to the beat and flow of what's playing in Spotify. We will use Spotify's API to get the user's data and music for the visualizer to sync to the music. For the graphics we will use WebGL to generate and animate the figures, while we analyze the retrieved data through Javascript . Here's an example of an audio visualizer: http://michaelbromley.github.io/skqw/

2.

The idea of the project is to show which countries in the world read more. A world will be displayed putting on view a 3d bar from each country representing their reading average. The user will be capable of choosing a year from a list of three that we will provide, in order to check how countries have changed their reading habits throughout the years. We will use a WebGL Globe and will look up for the data on the internet, the main goal is to implement it using json. Also, we will try to show the data of specific countries, displaying which ones read more. The user will click on the country and the data will focus on that one.
Here a project using a WebGL Globe and displaying in 3D the world population : http://globe.chromeexperiments.com and a project where data of a country is displayed when clicking on it: http://armsglobe.chromeexperiments.com.

3.

For this idea, we plan to show the user the traffic in real life of Santa Fe. A 3D Map of this part of this Mexico City district will be displayed with green, yellow or red lines that will represent the traffic. The user will be able to choose the hour he wants to display from a day; it can be real life or how it was at a specific hour. We will use Google Maps API in order to get the information of the traffic as well as different WebGL maps that will help us to construct the city.
Here is an example of google maps using WebGL: https://www.youtube.com/watch?v=X3EO_zehMkM. In this example data is displayed in the map: https://www.youtube.com/watch?v=aZJnI6hxr-c