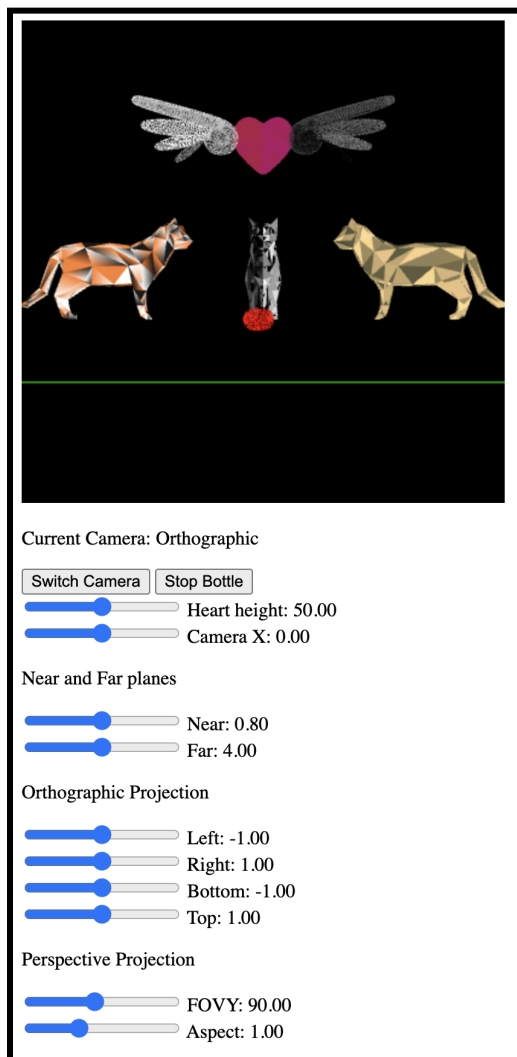


Spin the Bottle, But Make it Cats...

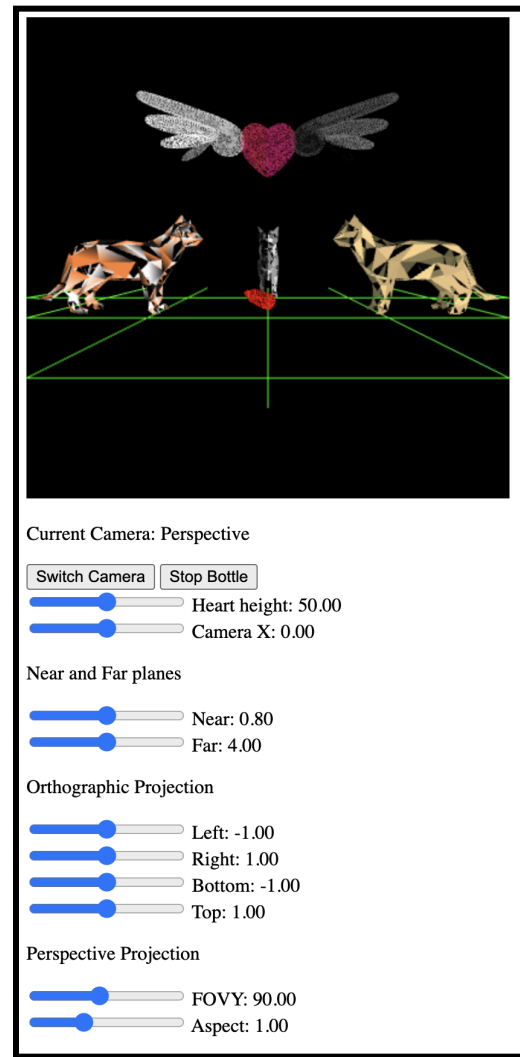
Introduction

As a faithful tribute to the 2019 box office flop film, *Cats*, this project aims to evoke the same degree of discomfort to its viewers by depicting cats doing questionable things with strangely executed CGI. Three cats are playing spin the bottle, and the user can click a button to stop the bottle or to continue spinning it. Since love is always in the air, there's a heart hovering above the subjects with its wings flapping independently. Users can move a slider to adjust the height of the flying heart as they wish. Lastly, this project supports two cameras: orthographic and perspective, both of which can be moved along the x-axis with a slider. The projections can be manipulated through several sliders that are provided as well.

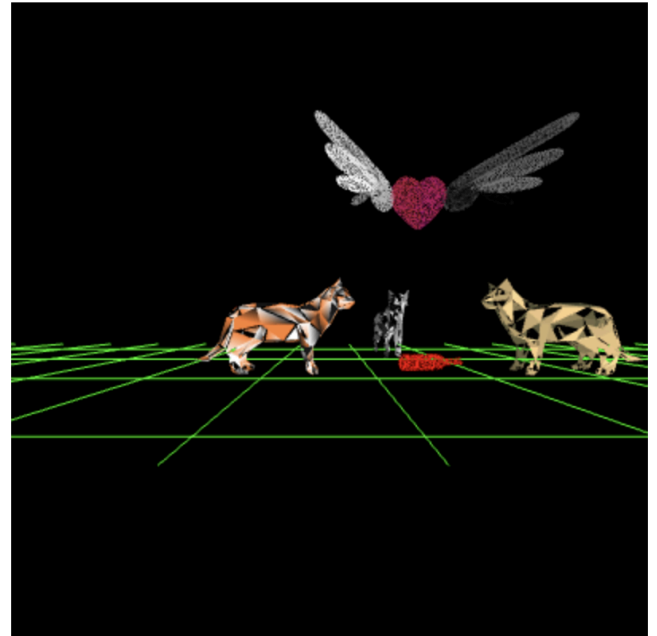
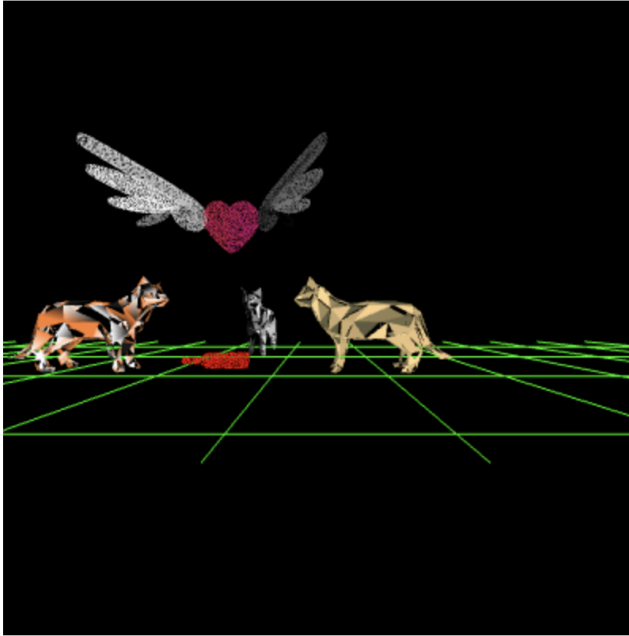
Images



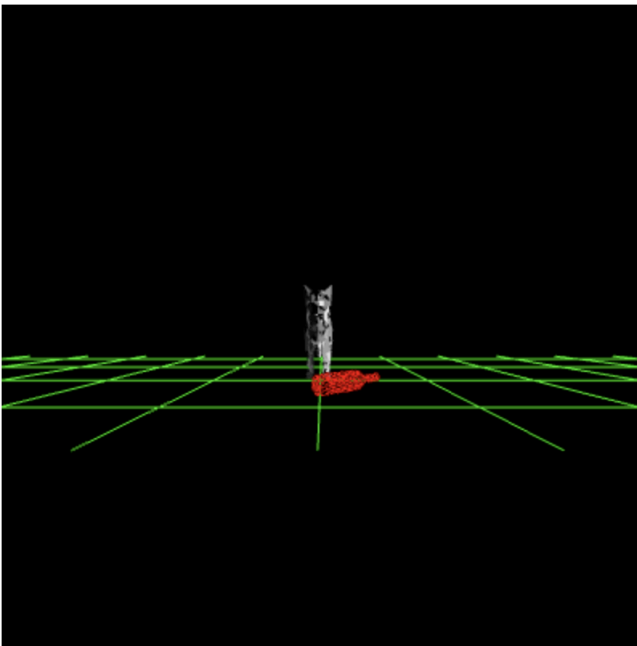
1. Default (Orthographic Camera)



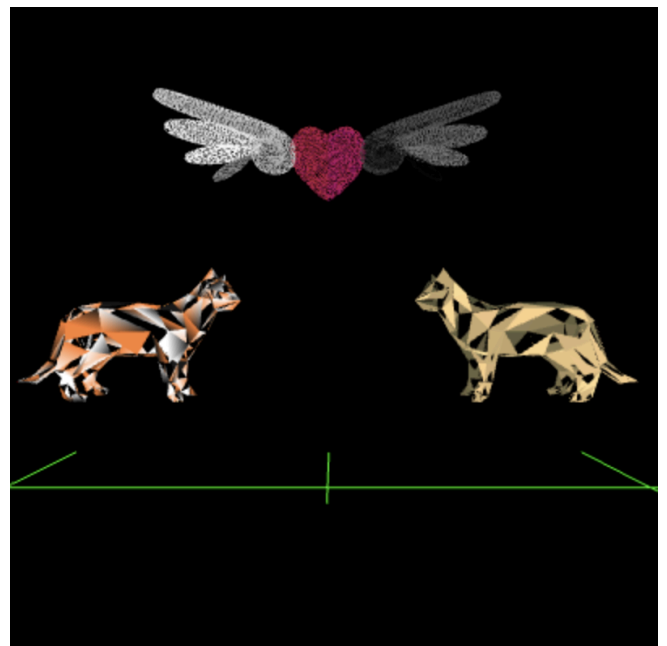
2. Perspective Camera



3. Camera movement + Heart translation (lower Y on the left)



4. Move Near plane back, cat + bottle visible



5. Move Far plane forward, cat + bottle gone

Files Summary

project1.html: HTML code for project

project1.js: JS code for project

Cat.obj, heart.obj, wine2.obj, wing.obj: OBJ files to be loaded for the cats, heart, bottle, and wings, respectively (sources are cited at the top of each file)

lib folder: utility folder used in code

README.md: name of project

Instructions on Interactions

1. The default camera is the orthographic camera. To toggle between the two camera types, click the “Switch Camera” button. The current camera in use will be stated right underneath the scene.
2. To stop the bottle, click the “Stop Bottle” button. To spin the bottle, click the same button that should now say “Spin Bottle”
3. To adjust the height of the flying heart, move the slider labeled “Heart height”
4. To slide the camera along the x-axis, move the slider labeled “Camera X”
5. To adjust the projections of the current camera, move any of the projection sliders located under their corresponding camera label