UNIVERSITY OF QUEENSLAND

COSC3000 SEMESTER 1 2015

Model UQ
Computer Graphics Report

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Abstract

TODO

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Contents

1 Introduction

Here be dragons!

2 Methods

```
1  /**
2   * Initialise the buildings in the world.
3   * @return A THREE.Group, containing meshes for the buildings in the world.
4   */
5  function load_buildings() {
6      var buildings = new THREE.Group();
7      return buildings
8  }
```

fascia

3 Results

Here be dragons!

4 Discussion

Here be dragons!

5 References

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Source images taken May 2015