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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5.1 Technical Resources

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[3] Threejs.org *Online Examples*
Accessed online at: http://threejs.org/examples/
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[4] Jerome Etienne *Let's do a skybox* - August 2011
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http://learningthreejs.com/blog/2011/08/15/lets-do-a-sky/
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[6] Jerome Etienne *Constructive Solid Geometry With csg.js* - January 2012
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[7] Roman Liutikov *Skybox and environment map in Three.js* - August 2013
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5.2 External Libraries

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http://threejs.org/examples/misc_controls_orbit.html
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http://evanw.github.io/csg.js/
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5.3 Art Assets

[10] OpenGameArt.org - *Skybox Textures*
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Source images taken May 2015