

UNIVERSITY OF QUEENSLAND

COSC3000 SEMESTER 1 2015

Model UQ

Computer Graphics Report

THOMAS CRANNY

42920368

Abstract

TODO

June 1, 2015

Contents

1	Introduction	2
2	Methods	3
3	Results	4
4	Discussion	5
5	References	6

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  }
```

3 Results

Here be dragons!

4 Discussion

Here be dragons!

5 References

- [1] Thomas Cranny *Data Visualisation Project - Data Exploration*
Accessed online at:
nbviewer.ipython.org/github/kamikai/Cosc3000_Project1/blob/master/explore.ipynb
On 3/May/2015