

UNIVERSITY OF QUEENSLAND

COSC3000 SEMESTER 1 2015

Model UQ

Computer Graphics Report

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Abstract

TODO

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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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- [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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5.2 External Libraries

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- [10] Ricardo Cabello *Performance Statistics Monitor*
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- [13] Thomas Cranny - *Sandstone texture & bump maps*
Source images taken May 2015