

Introduction to Programming II

Project Log

Project title:	Music Visualisation
Topic:	Week 18 New extension - 3D objects
What progress have you made this topic?	
<ul style="list-style-type: none"> I have created a 3D canvas within graphs by using createGraphic 	
What problems have you faced and were you able to solve them?	
<ul style="list-style-type: none"> Originally, I thought creating 3D objects would be easy given p5.js extensive support to 3D. However, it was only when I started working I realised that the default renderer of p5.js is P2D, which does not support 3D images. I had trials about converting to WebGL from createCanvas, but it would require a major overhaul of the existing extension. Instead, I learned about createCanvas which I eventually created one for this extension. I have also came to surprise that 3D objects operated on a different positioning system than 2D. The plan was to create multiple objects, which appear when the volume of a given frequency goes higher than a predefined threshold and slowly go off-screen by time, I had difficulties positioning different objects into the canvas, since the objects are not positioned by x, y, but using translation methods. 	
What are you planning to do over the next few weeks?	
<ul style="list-style-type: none"> I would further study 3D examples on p5.js and try to present different objects in the canvas I would try to implement the visualisation according to plan. I would invite a friend to help with user testing to seek external feedbacks to my project 	
Are you on target to successfully complete your project? If you aren't on target, how will you address the issue?	
<ul style="list-style-type: none"> It is currently a bit lag to the intended schedule, since using 3D was unexpectedly complex. I may change the target outcome if the planned implementation turned out to be too complex to be completed. 	