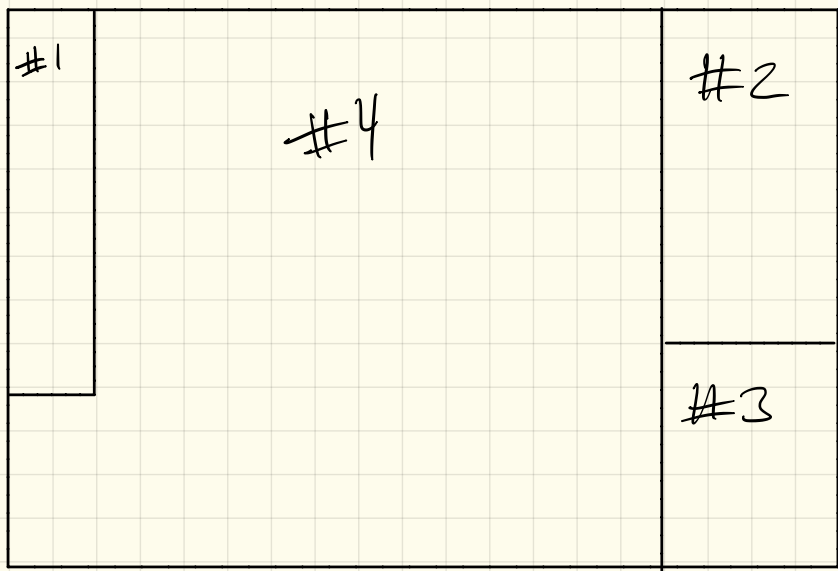


3D object  
modifier



Panel

- 1) List of primitive shapes for user to add to the scene
- 2) List of different objects in the scene for easier selection and modification
- 3) List of "stats" for currently selected object i.e. length, width, height
- 4) Actual workspace for 3D objects.

# User Workflow

- 1) select primitive object from panel #1, this will place it at the center of the scene<sup>co</sup> with default values.
- 2) user can then modify the object via panel #3, which should display all modifiable things about the object.
- 3) after multiple objects have been added to the user can select which object they want to modify via clicking on the face of one OR selecting one from panel #3
- 4) users can slide objects around in the scene (panel #4) by clicking and dragging<sup>co</sup>

[1]: may want to make this current view in case user has center of scene full of stuff, but this is more technically annoying.

[2]: key board hot key?

# Three Js vs Upython

- (P) Three Js struggles with text in scene
- (T) Three is much more modifiable/expandable
- (T) Three is better documented, and more used.
- (P) Upython handles text more conveniently.
- (T) Three handles animation more fluidly.
- (T) Three better handles project focused file management.
- (P) Upython has good label support.
- (T) Three has much more varied texture support.
- (P) has built in vector arrow and motion trail support