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Graphics Project Proposal

I want to do something similar to the animation/skinning/morph example (<https://threejs.org/examples/#webgl_animation_skinning_morph>). I’m thinking of either creating a 3D model or finding one online and manipulating it with a widget on the screen like the one in the example. I’m not sure how difficult this will be and if making a 3D modeling should be part of the project or if finding one will save more time. I’m interested in animation so this is something that got my attention once I clicked on it. I could also add color changes to different parts of the model for added complexity. As a backup to this I can also do some abstract art that will having rotating shapes that will create an image (<https://threejs.org/examples/#webgl_read_float_buffer>). I also think the idea of having the color values for the cursor on each pixel adds some complexity. Since we haven’t really delved into 3D projects yet, I’m not sure how difficult these projects will be but I wanted to give you both ideas so that you could guide me into which is better for a beginner with this.