



A Game With a WebGL-based Framework

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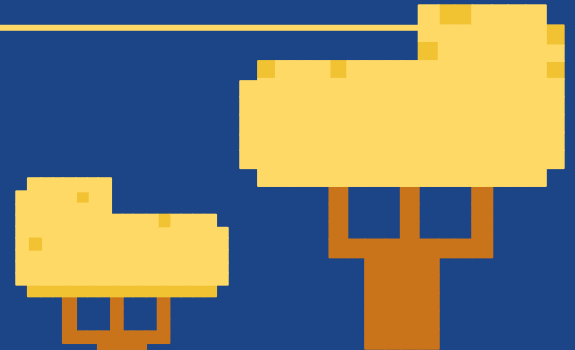


GAME/SCENE IDEA

TECHNIQUES USED TO
IMPLEMENT
FEATURES/IDEAS

RESULTS

CONCLUSIONS





01

GAME/SCENE IDEA





DESCRIPTION



Live Server v5.7.5

Ritwick Dey | 19,825,190 | ★★★★★ (365)

Launch a development local Server with live reload feature for static & dynamic pages

Disable ▾

Uninstall ▾



This extension is enabled globally.

Details

Feature Contributions

Changelog

Runtime Status

[Wanna try [LIVE SERVER++ \(BETA\)](https://github.com/ritwickdey/vscode-live-server-plus-plus) ? It'll enable live changes without saving file. <https://github.com/ritwickdey/vscode-live-server-plus-plus>]

Live Server

Live Server loves ❤️ your multi-root workspace

Live Server for server side pages like PHP. [Check Here](#)

[For 'command not found error' #78]

vscode marketplace v5.7.5 downloads 35M rating 4.4/5 (365)

travis branch passing appveyor branch passing license MIT



02

TECHNIQUES USED TO IMPLEMENT FEATURES/IDEAS



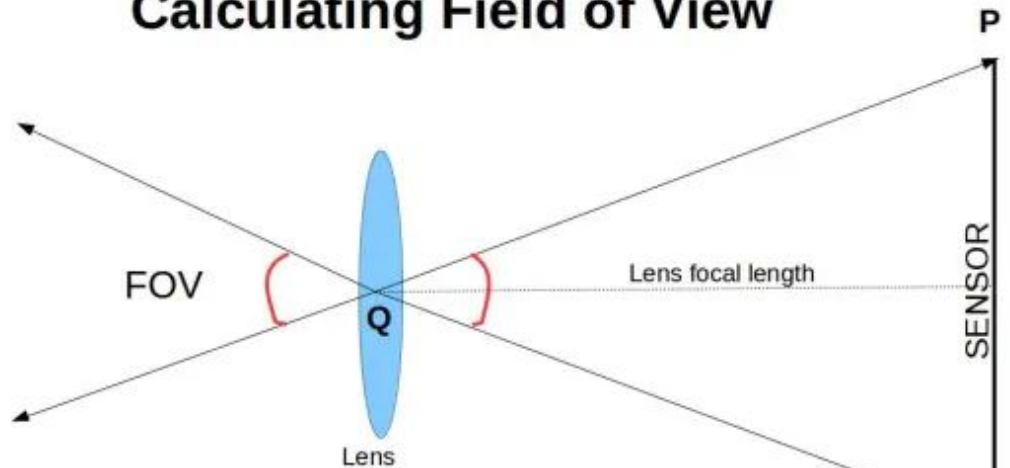


DESCRIPTION



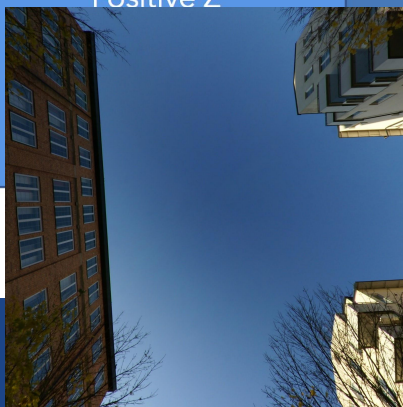
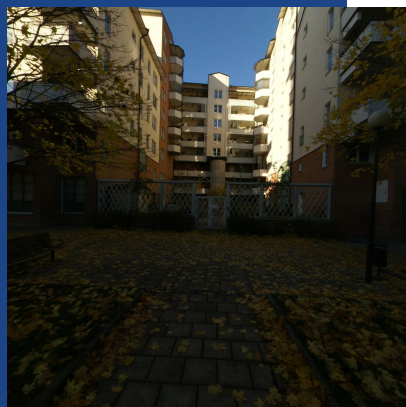
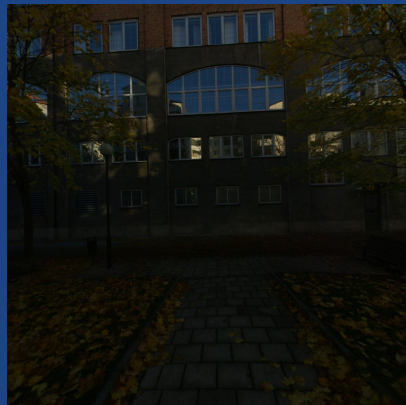
Orth

Calculating Field of View



$$FOV = 2 \tan^{-1} \left(\frac{1}{2} \frac{\text{Sensor Width}}{\text{Lens Focal Length}} \right)$$

└ BACKGROUND WITH SKY BOX ─



Negative X

Positive Z

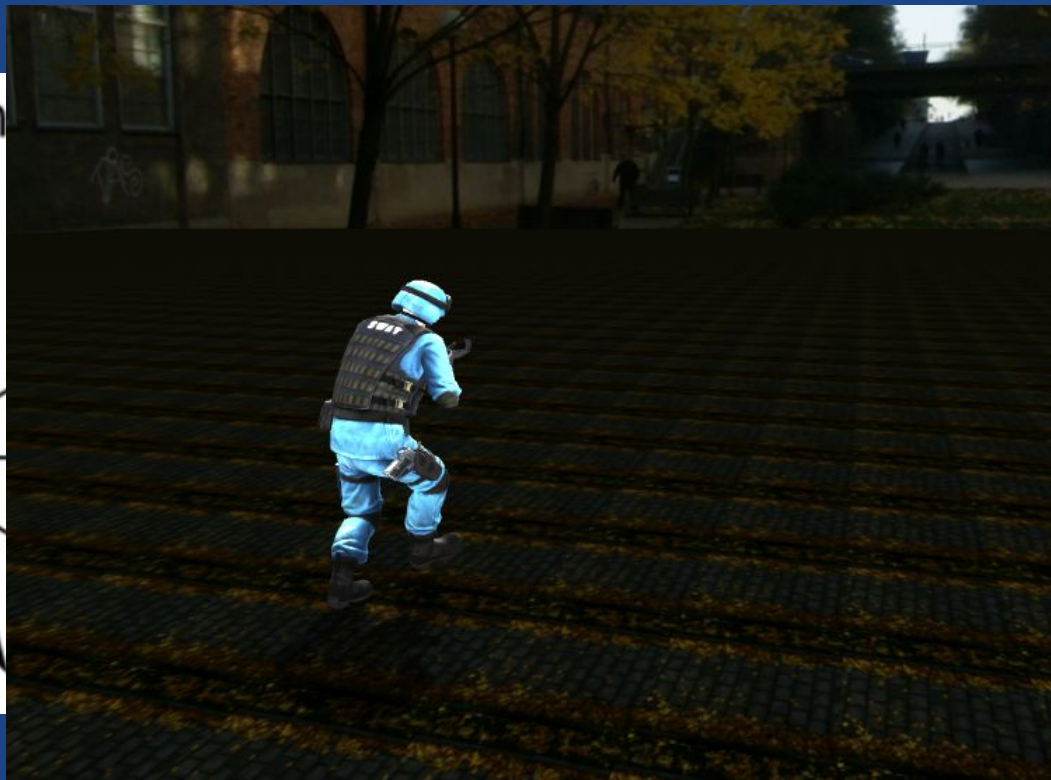
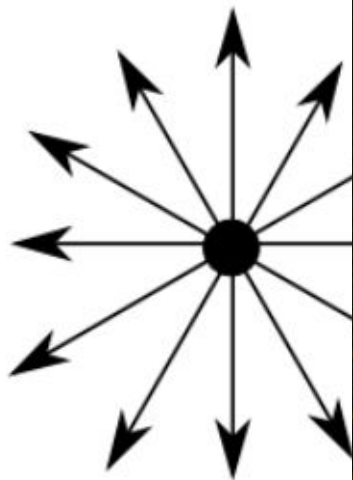
Positive X



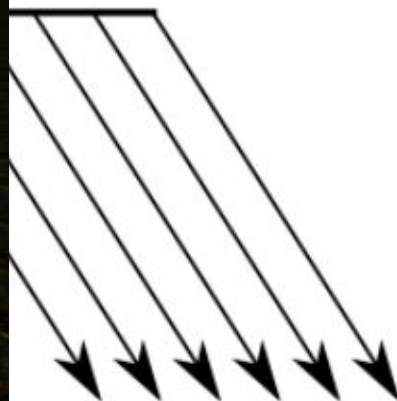
SHADOW



Pointlight



Directional-
light





GROUND PLANE



Ground Texture



Ground Seen From Above

LOAD ANIMATED MODEL

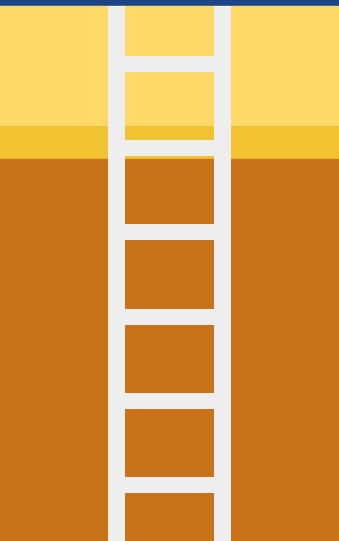


Animated Model



03

RESULTS

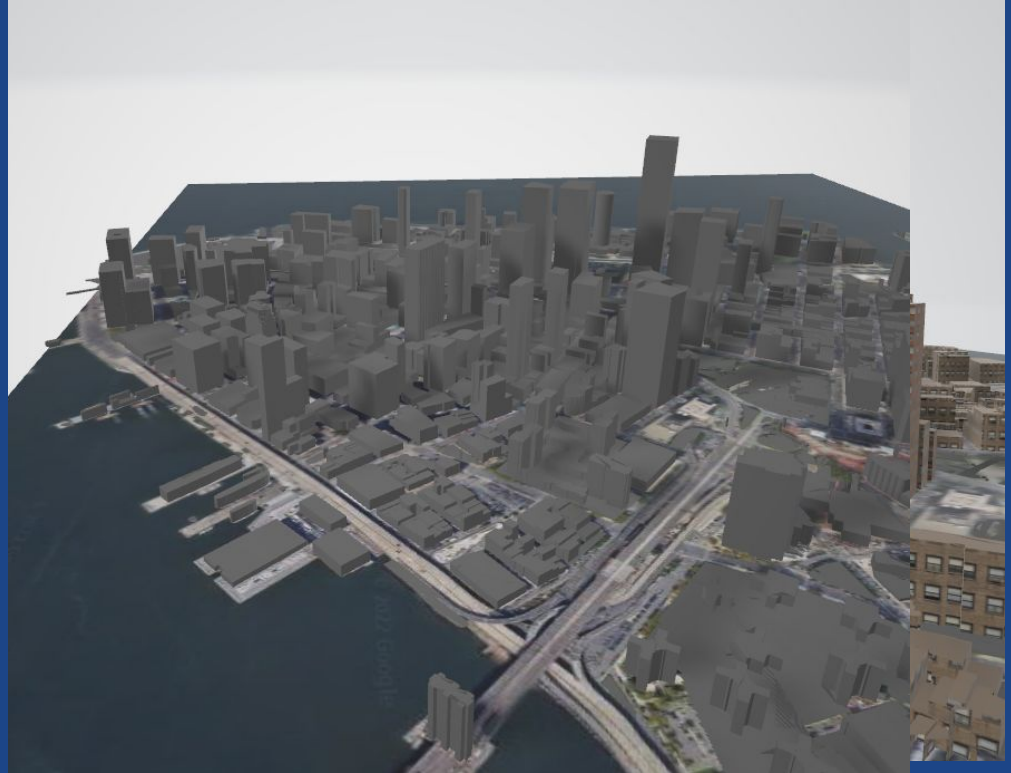




RESULTS



└ FUTURE IMPROVEMENTS ─





SOURCE CODE



References:

- Character control:

https://github.com/simondevyoutube/ThreeJS_Tutorial_CharacterController

Source Code:

- <https://github.com/vietanh2000april/Flickering>

THANKS!

Do you have any
questions?

CREDITS: This presentation template was created by Slidesgo,
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