

BAIRRO GENERATOR

UC: Introdução a Computação Gráfica
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INTRODUCTION

This city generator was built in [three.js](#) to explore different graphics techniques and procedural generation.

Our project's aim was to randomly generate a cityscape with a wide range of different variables that effect it's generation. We wanted variation through building sizes, colours and different models, as well as other aesthetics that would affect our scene, such as lighting and camera positioning.

TECHNOLOGIES USED

- HTML/CSS
- JAVASCRIPT
- THREE.JS
- BLENDER
- WEBGL



1ST PERSON VIEW



01 Vista panorâmica dos edifícios

02 Movimentar em 1ª Pessoa livremente pelo bairro

03 Rodar a personagem 360°

04 Olhar par cima e para baixo

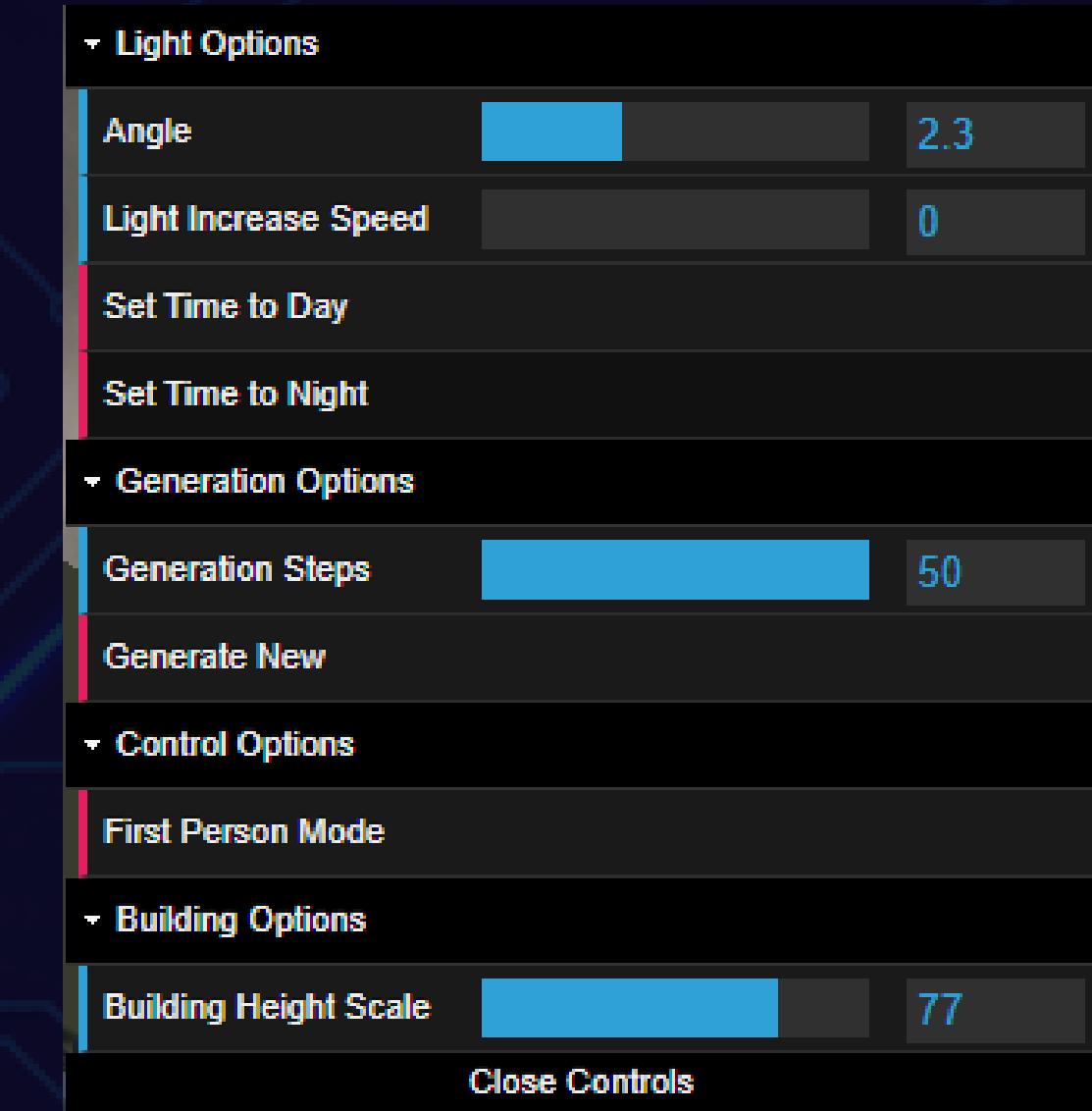
GUI

01

Gerar um bairro

03

Modificar a escala da altura de edifícios



02

Alteração do ângulo da luz

04

Alterar de dia para noite

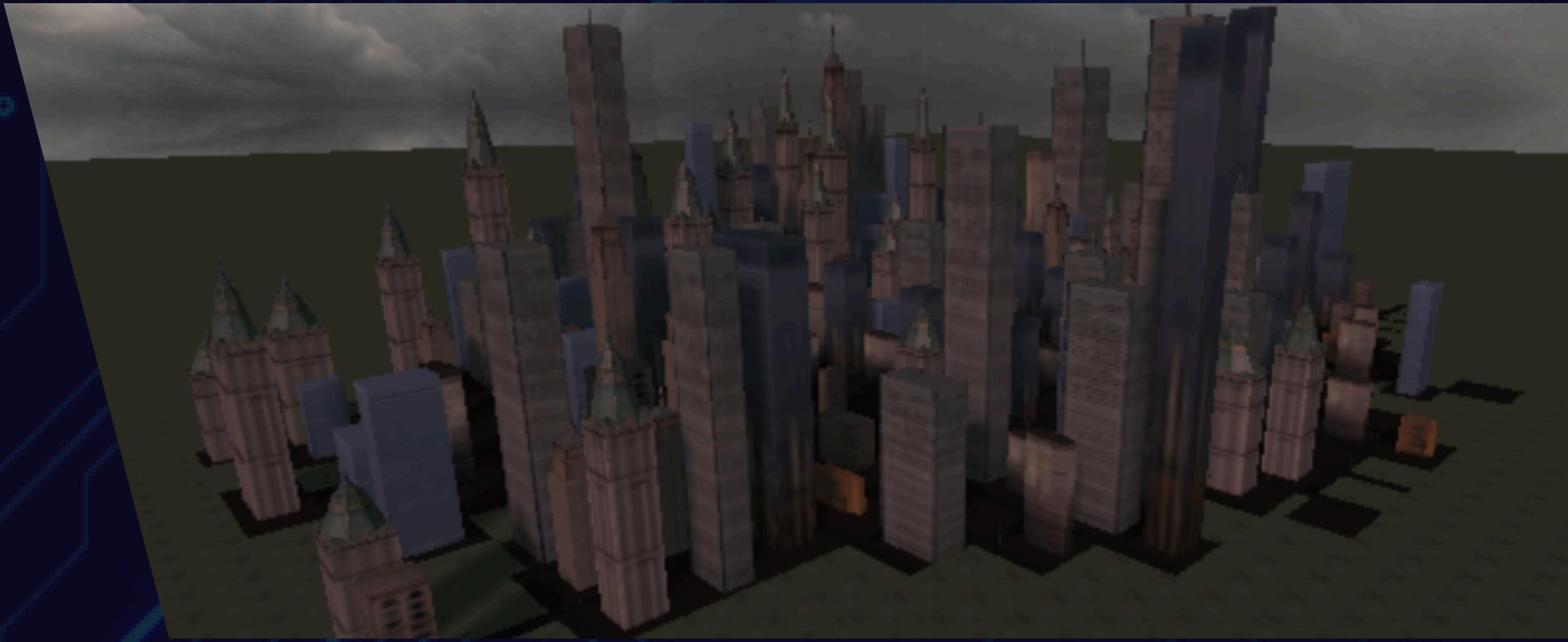
DESAFIOS

01

Criação dos modelos

02

Importar as texturas e
modelos



WHAT'S NEXT

01

Forma de selecionar um
edifício e mudar o tipo

02

Adicionar carros e
animações deles



DEMO

Link:<https://lilsoaps.github.io/bairrosir/>



THANK YOU