COMPUTER GRAPHICS PROJECT FINAL REPORT

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AVENGER CUBE

IMPLEMENTATION:
- Implemented avenger cube using three.js which has the frameworks for creating environmental Mapping of hero images to the cube and also for the camera/rendering and lighting options.
- Used a function called THREEx.KeyboardState() for moving my cube according to the key stroke.
- This can be taken as a game according to the floor used. For Example: Like a chess game

OVERALL ACHIEVEMENTS:

I have implemented the functionalities such as follows:
- Created and stored a 3d Model named My Dream House and cube
- Applied 3D transformations to the object using SVG(My House) and three.js(Cube and Avenger Cube)
- Generated 8 different projections of the object(Cube).
- Created Texture(Avenger Cube), bump(Submission 5 – 3D cube), and Environmental Mapping(Avenger Cube) for the Object.
- Lights/Camera/Camera view/Rendering options are implemented using three.js

IMPLEMENTATION LINKS:

1. http://www.cs.uml.edu/~nchandra/427546s2018/finalProject/1/
2. http://www.cs.uml.edu/~nchandra/427546s2018/finalProject/2/
3. http://www.cs.uml.edu/~nchandra/427546s2018/finalProject/3/
4. http://www.cs.uml.edu/~nchandra/427546s2018/finalProject/4/
5. http://www.cs.uml.edu/~nchandra/427546s2018/finalProject/5/

REFERENCES:

- https://stackoverflow.com/questions/22133729/threejs-dice-how-to-put-number-on-face
- https://stackoverflow.com/questions/17418118/three-js-cube-with-different-texture-on-each-face
- https://stackoverflow.com/questions/17418118/three-js-cube-with-different-texture-on-each-face
- https://threejs.org/docs/index.html#manual/introduction/Creating-a-scene
- https://threejs.org/examples/
- https://aerotwist.com/tutorials/getting-started-with-three-js/
- https://www.npmjs.com/package/three