



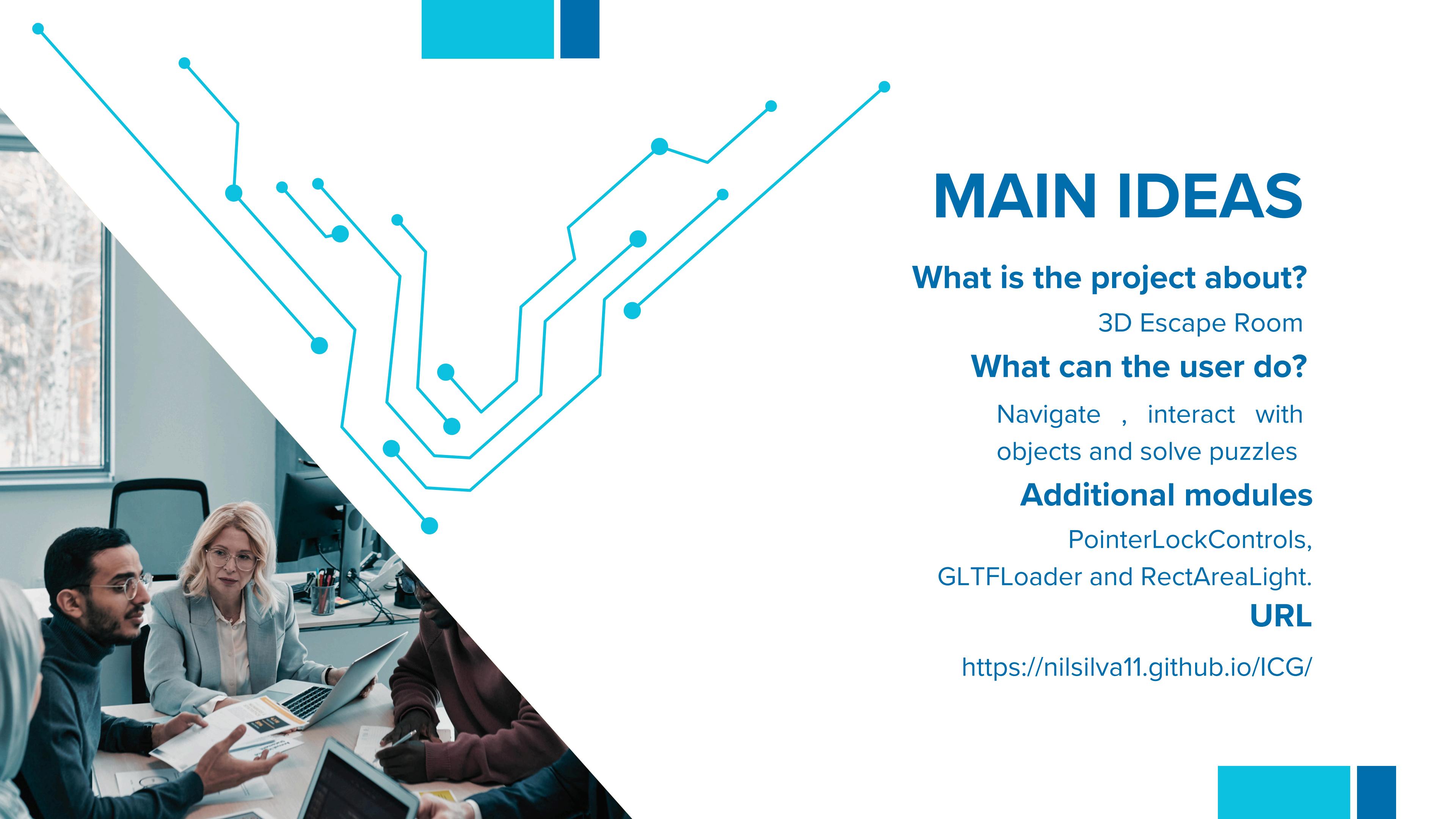
ICG

ESCAPE ROOM

Nil Silva

113836 - LECI - UA





MAIN IDEAS

What is the project about?

3D Escape Room

What can the user do?

Navigate , interact with objects and solve puzzles

Additional modules

PointerLockControls,
GLTFLoader and RectAreaLight.

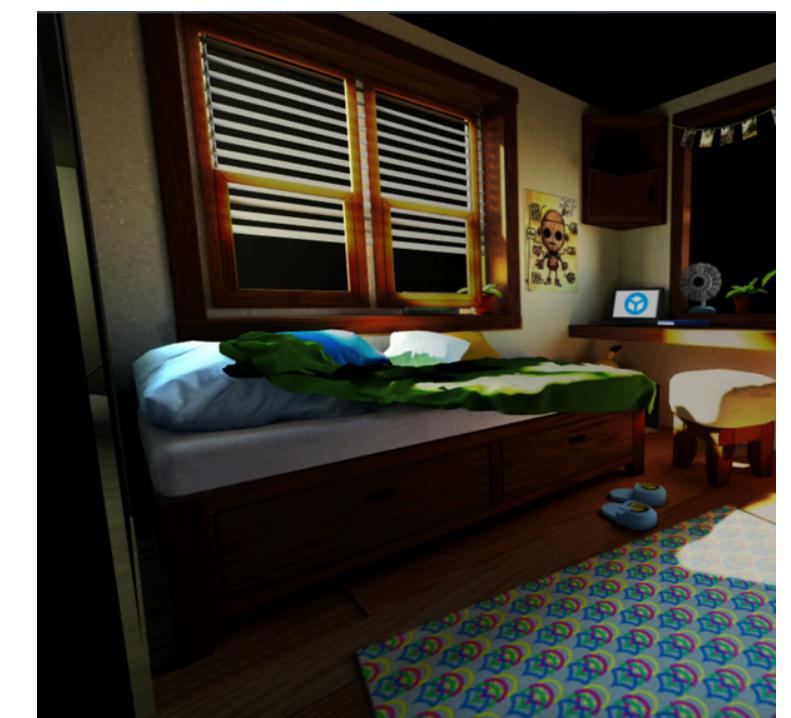
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<https://nilsilva11.github.io/ICG/>

MODELS

Models font:

- SketchFab



ANIMATION

2 types of animations:

- Objects animation using AnimationMixer.
- Objects animation reacting to user input.

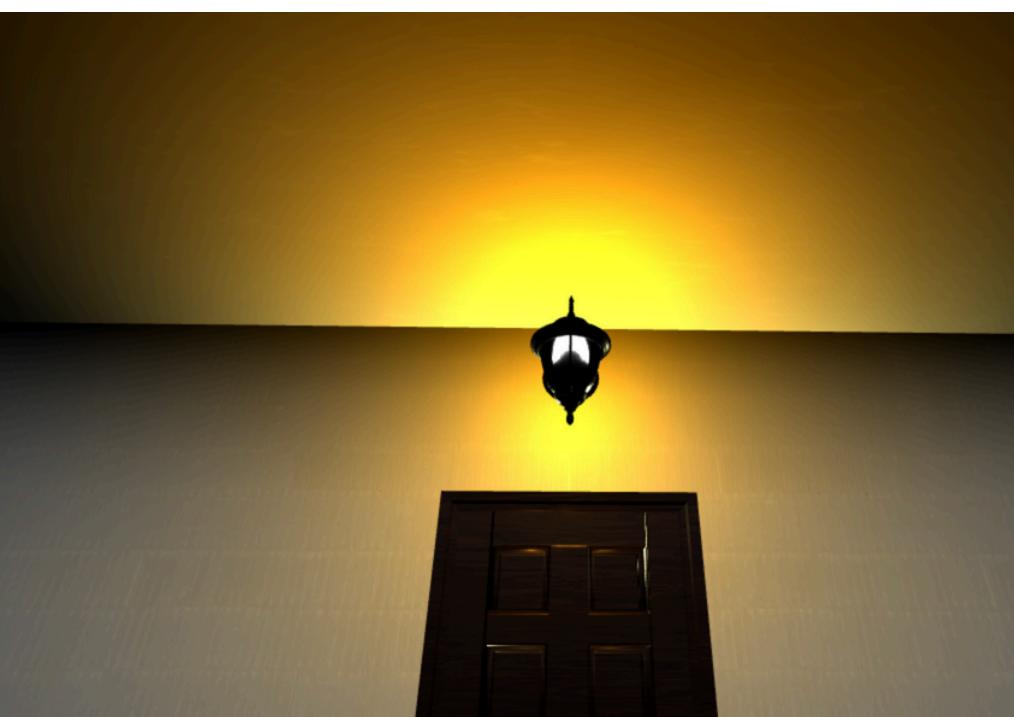


ILLUMINATION

- Spotlights.
- Flashlights.
- Point lights.



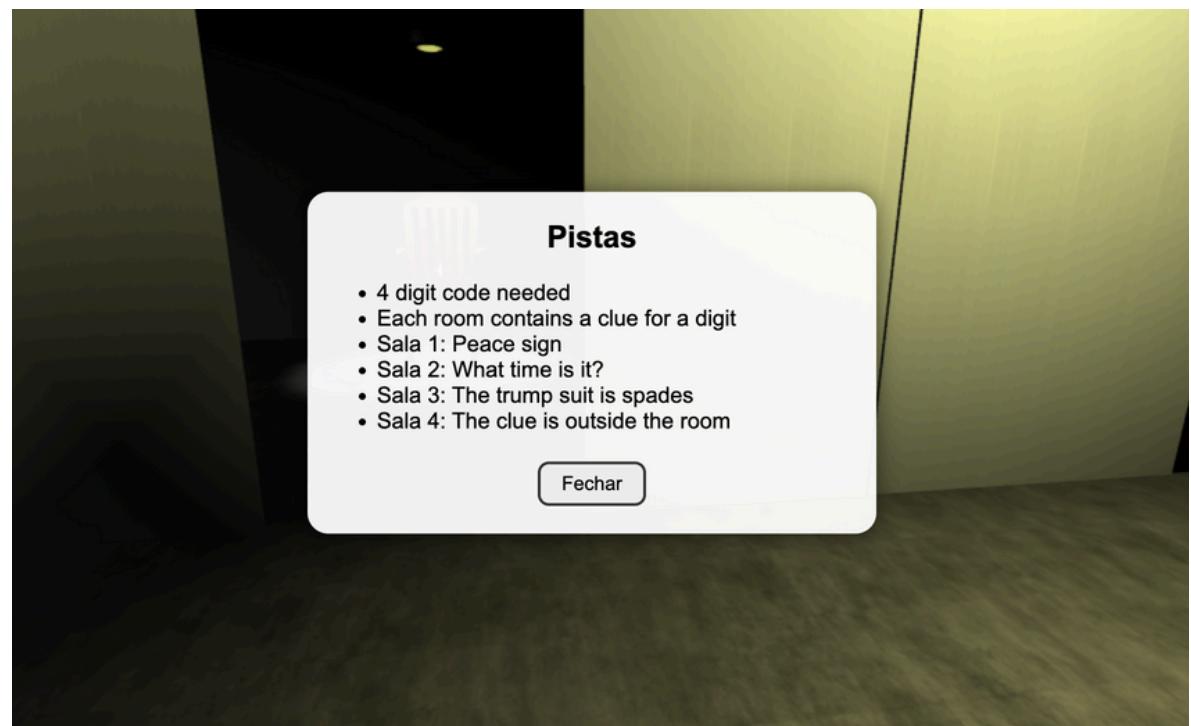
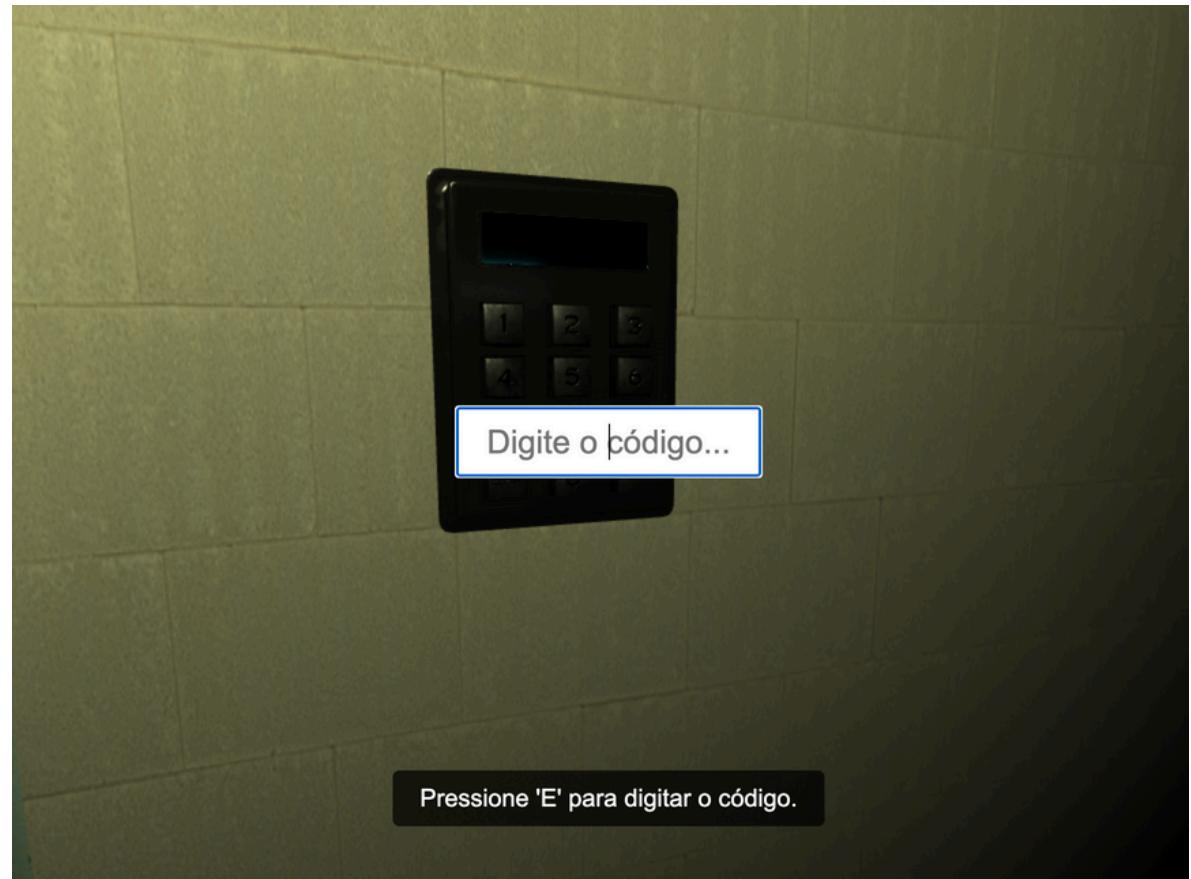
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USER INTERACTION

- Open doors.
- Interact with objects.
- Turn on/off flashlight.



DEVELOPMENT

Implementation details:

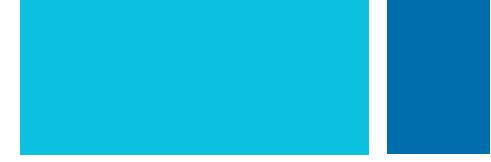
- GitHub
- Integrated UI with JS events.
- Several use of models.

Difficulties:

- Positioning of lights.
- UI and JS.
- Models positioning.

 nilsilva11	Update README.md	●
 escaperoom		final project
 .DS_Store		final project
 ICG_NilSilva_113836_LECI.pdf		1st iteration
 README.md		Update README.md
 index.html		initial page added and readme updated
 main.html		final project
 main.js		final project
 origami.png		final project
 style.css		warehouse + lobby rooms with lights

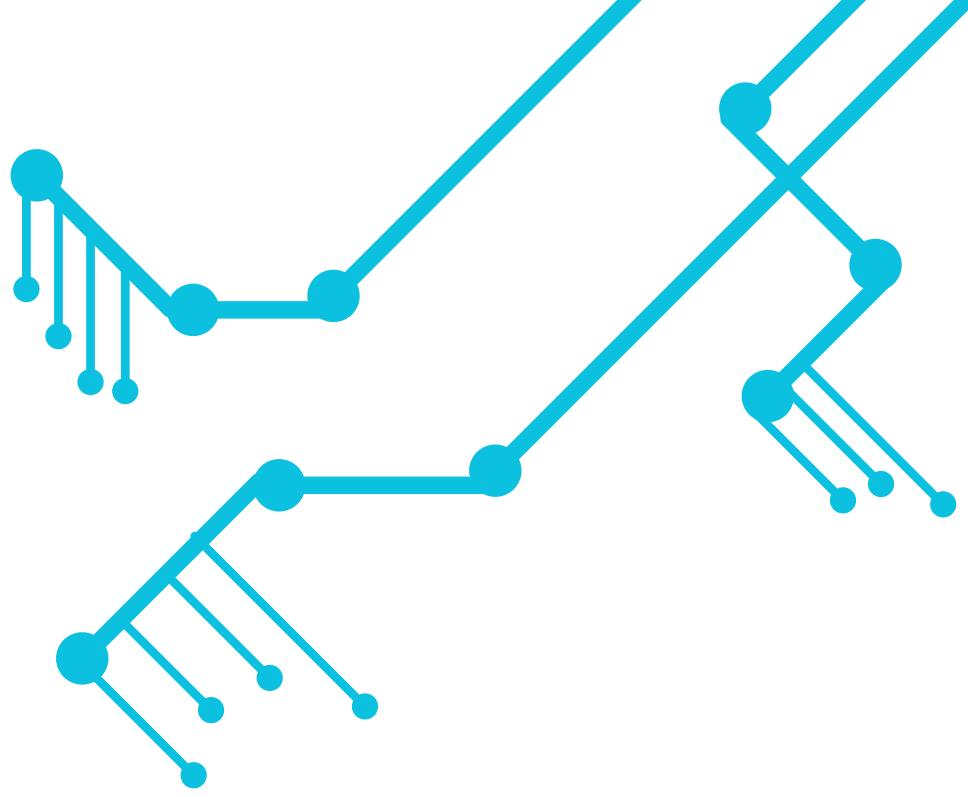
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 models		final project
 textures		warehouse + lobby rooms with lights
 .DS_Store		final project



LIVE DEMO

ESCAPE ROOM





CONCLUSION

- Not everyday was a good day.
- Lots of fun.
- Proud of the final product.
- Still had some things to do.

Congratulations!

You finished the Escape Room!

Thank you for playing!

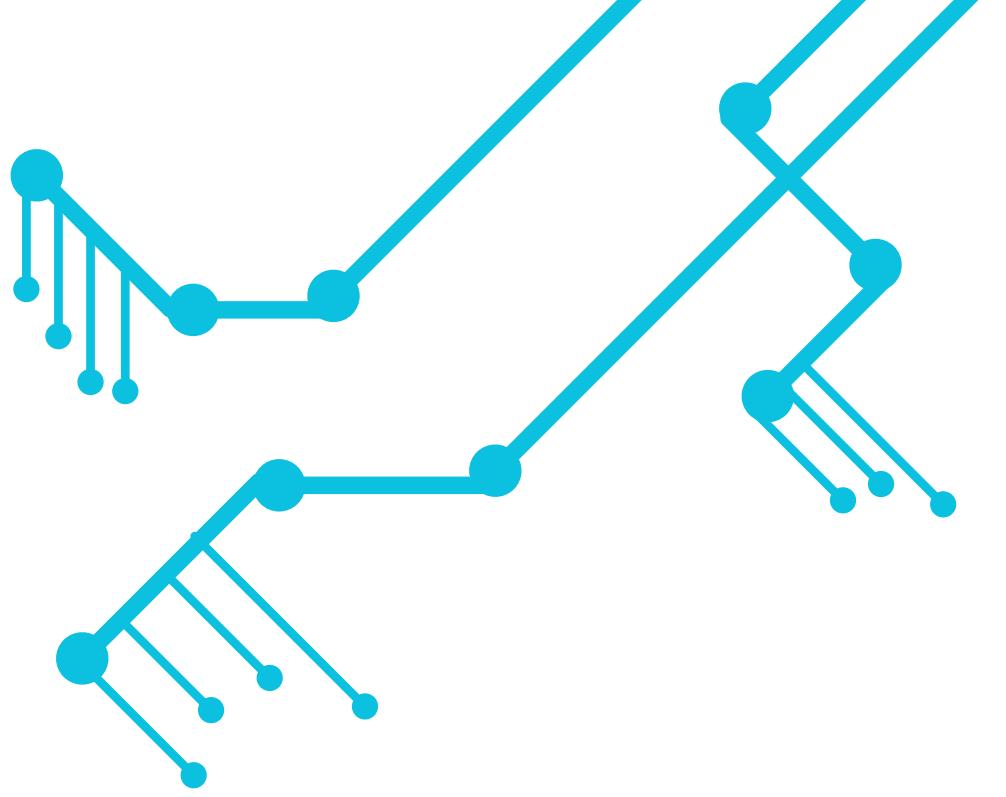
Credits:

Developer: Nil Silva

University of Aveiro

Bachelor: LECI

Course: ICG



REFERENCES

- ICG slides and guides.
- Youtube videos.
- Reddit.
- ChatGPT.