

Report to show how points are achieved

2. Virtual environment construction: All the objects are made by me by code. With over 800 objects spanning indoor and outdoor scenes. Adequate in number of vertices to affect the fps and demonstrate the quality of the techniques below.
3. Application of multi-resolution modelling: In each tree (src/objects/tree.js) there are branches that have IcosahedronGeometry for each collection of leaves. The level of detail is determined by the distance from the camera. 60m per level had the best results during testing.
4. Application of parametric curves and surfaces: there are 6 statues that are made using the NURBS surface function. Can be found in (src/objects/statues.j). After experimentation these were my favourite shapes.
5. Application of skeletal animation: Couldn't get working
6. Visual quality control: For the quality, MSAA Anti aliasing is enabled and the textures are real life photos of each object. To improve performance LOD above is applied and textures are loaded as little as possible (only called once per texture).