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EECS-351-1

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Project A: Abstractionism Water-tap

User's Guide

The rate of the water coming out from the pipe (Spin of the 3D object) can be controlled using the keyboard with keys “W” and “S” or “↑” and “↓”, It can also be controlled using the input on the top of the webpage.

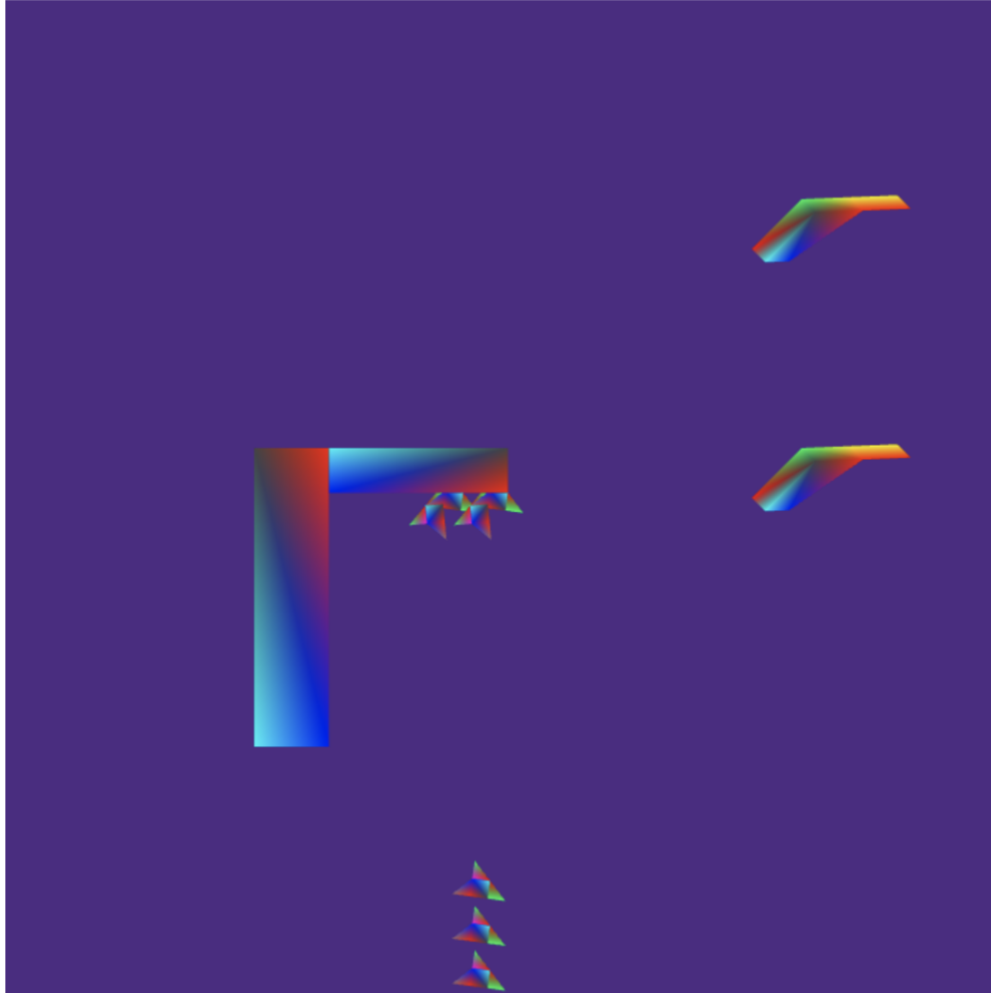
The rate of the water flow (moving speed of the 3D object) can be controlled using the keyboard with keys “A” and “D” or “←” and “→”. You may see the speed of the water flow on the top of the webpage.

You may also drag and spin using the mouse on the webpage to rotate the 3D object.

Result

Spin Rate:

Move Rate: 0.01



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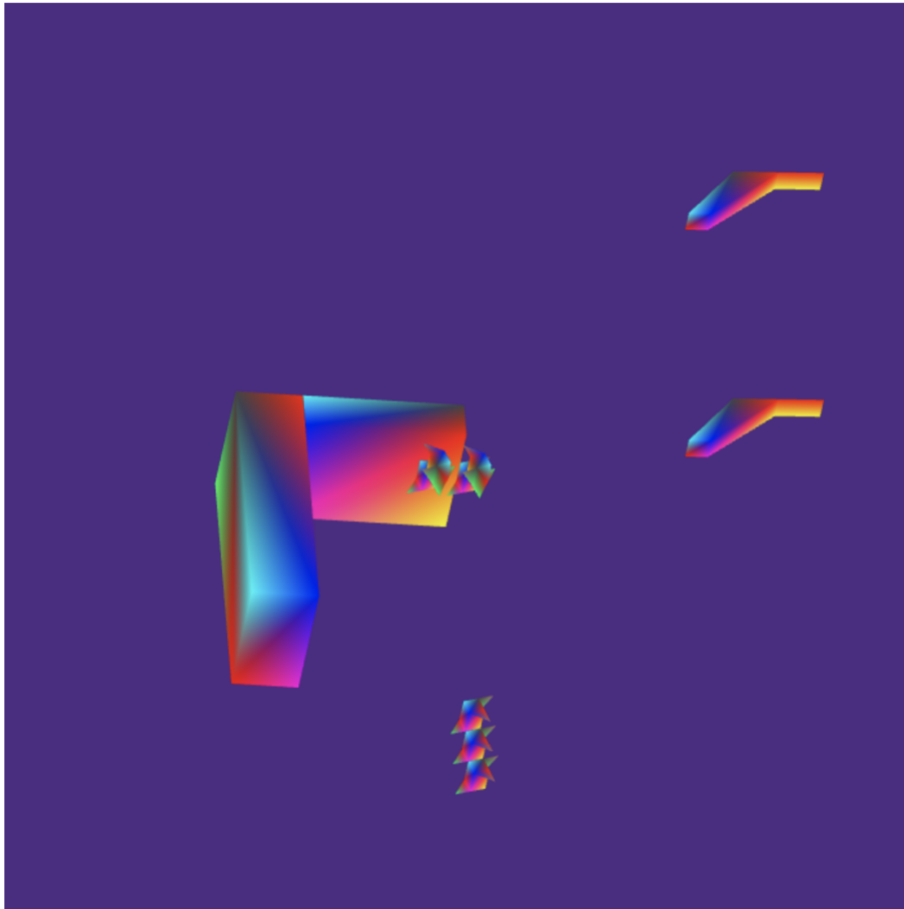
Figure 1 - Initial View

This is the view when user first load the webpage. The hexagon on. The left side is the water tap.

The heptagon on the right is the switch of the water tab, The quadrilateral under the water tab is the model of the flow of the water.

Spin Rate:

Move Rate: 0.01

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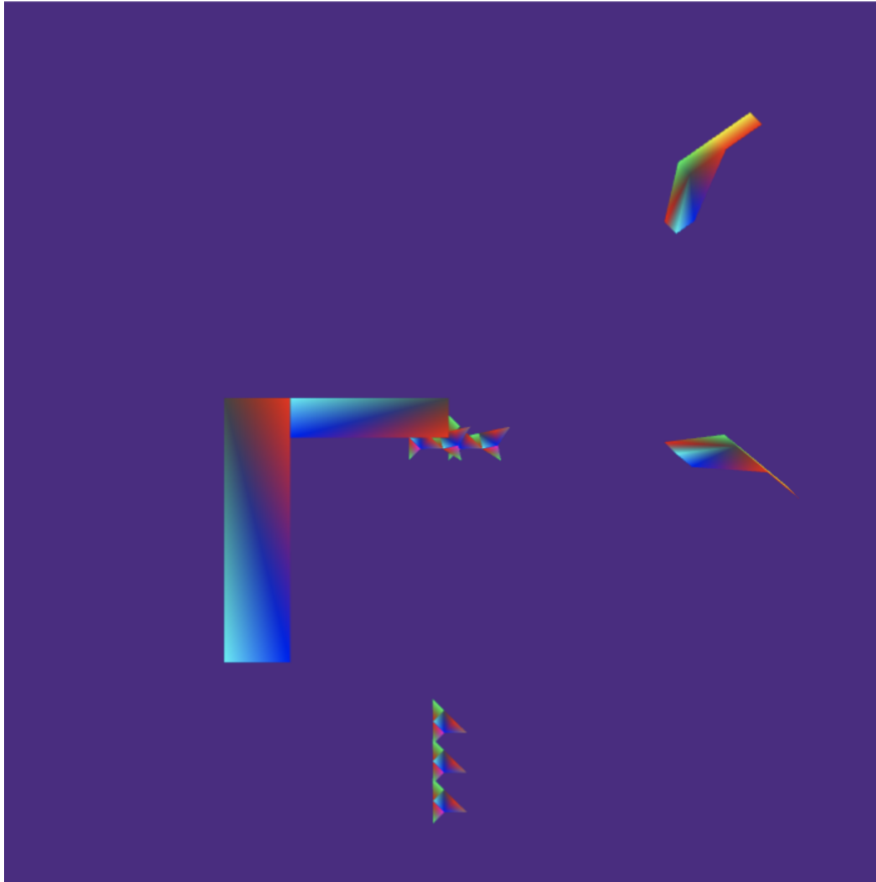
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Figure 2 - Spin 3D Shape

The 3D shape can be rotate using the mouse when user drag the object around.

Spin Rate:

Move Rate: 0.09

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Figure 3 - User Controlled Switch

The switch on the left side also spins when user update the "spin rate", "mouse rate", or the input box on the top of the screen. The angle of the switch will reflect the user's action.

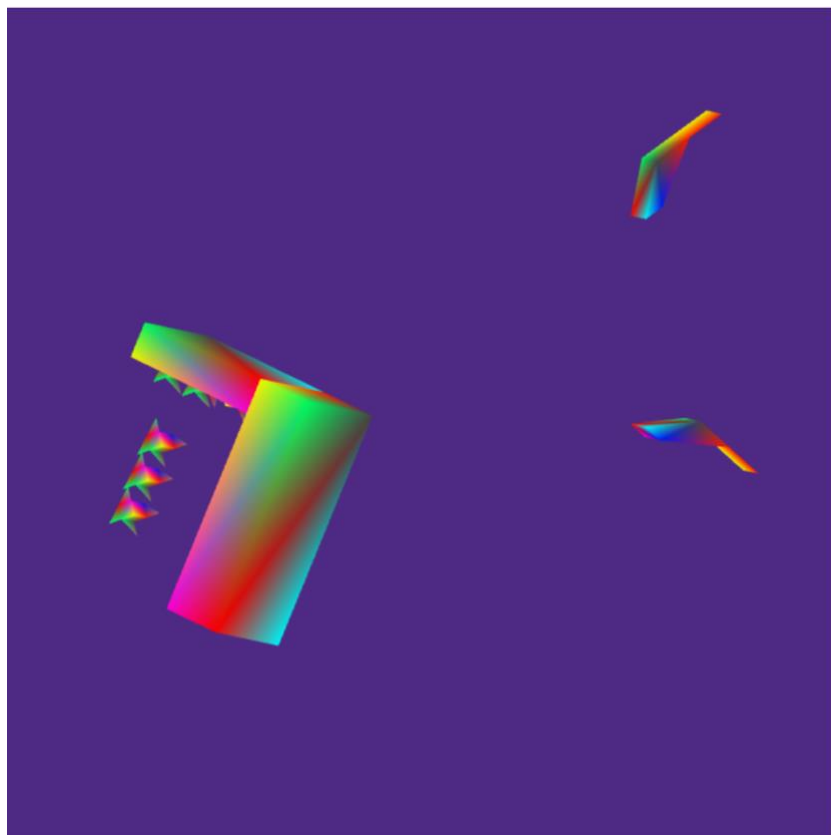


Figure 4 – Joint

All the 3D object on the left side(water-tap) are joint using the same matrices from your model matrix. Which means that all the object on the tap are connected and will moving as the first 3D object moves.

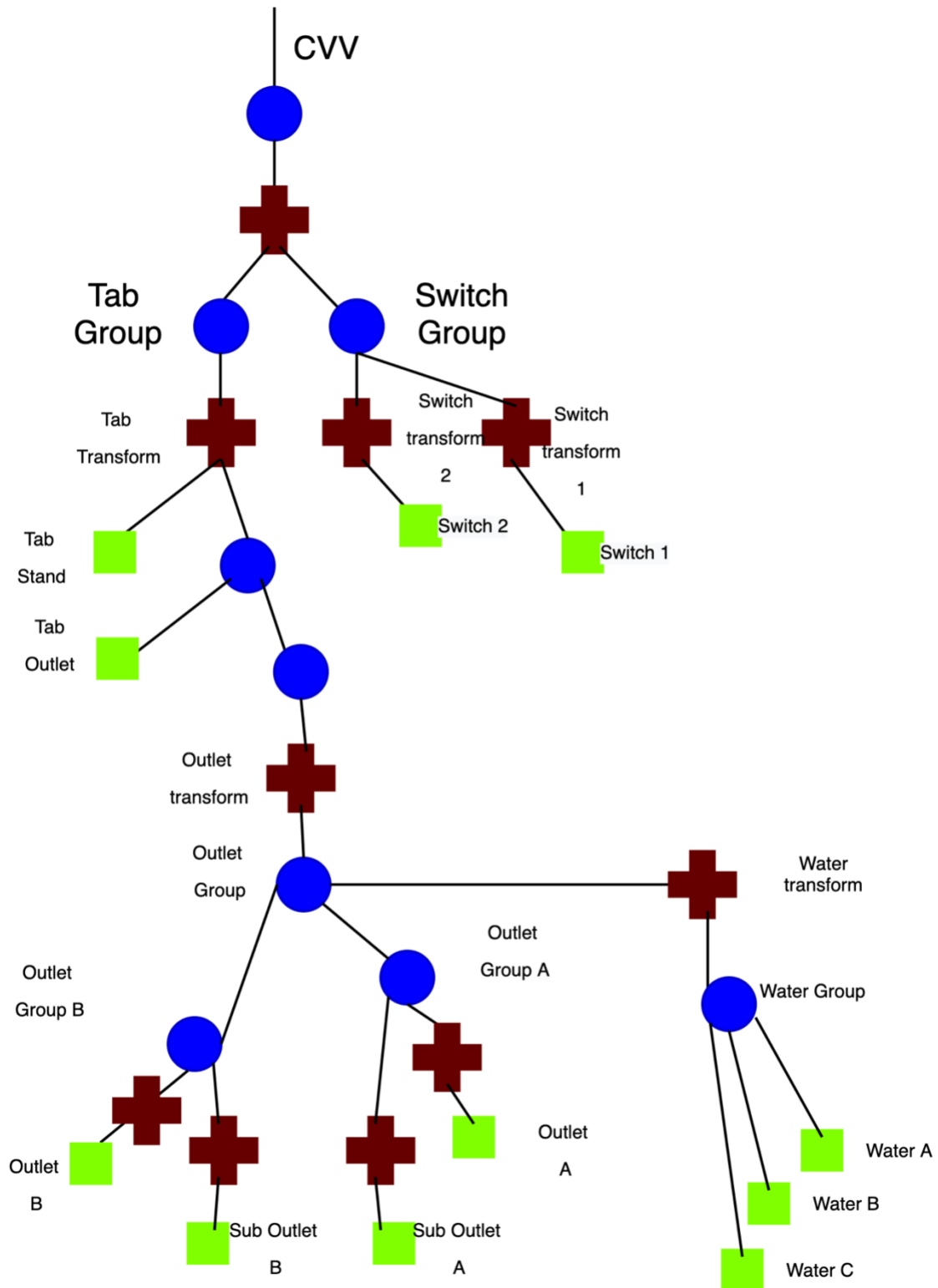


Figure 5- Scene Graph