*3DT*

*CG PROJECT*

3DT stands for 3 Dimensional tour. This Project has been developed by Rajan Jiten Patel, Karan Malhotra, Karan D Vasa and Rishav Hada.

***3DT***

Table of Contents

1. Introduction & Background
2. Scope and Application
3. Limitations
4. Tools and Techniques
5. Screenshots

***Introduction & Background***

3DT is a project to aid users in exploring the campus of Manipal University Jaipur. 3DT is a 3D model which showcases extravagant architectural establishments of the campus.  
  
This project has been developed by incorporating web technologies which makes it accessible from any location across the globe.  
  
Whether first year students are excited to explore the campus or International Exchange Students are impatient to roam around , this project will provide a walkthrough of the campus right from the user’s home.

This software has been developed from the perspective of a person who visits the campus for the first time.Before walking around the campus ,he/she can explore the campus on our software which ensures that he/she will be well aware of directions and routes before he explores on foot.

***Scope and Application***

This Application has a vast scope in terms of deployment and accessibility as it can be accessed from anywhere in the world. 3DT can further be made compatible with hand-held devices like mobile and tablet with certain modifications.  
  
As MUJ is in its development phase , new buildings will soon be constructed and these new establishments can be easily integrated to 3DT as it is “modification-friendly”.

***Tools & Technologies***  
  
Following Technologies have been incorporated to build the application

1. Google Earth – Used for gathering dimensions.
2. SketchUp – Used for modelling and structure.
3. XAMPP/MAMP – Server to host the application
4. WebGL – An OpenGL derivate which renders graphic technologies on web.
5. Three.js- A JavaScript Library used for 3D Imaging/Modelling.
6. HTML-Used for Web Markup.
7. CSS-Used for styling.

***Limitations in Software Development***

1).Faced turbulence in developing structures.  
  
2).Another Limitation was maintaining the constant scale of dimensions throughout.  
  
3).Efficient loading of the project.

4).Reduction of flickering.

5).Maintaining proper orientation of camera.

6).Integrating structure with movable object.





