Day 7 – Implementing 3D Scene & Particle System

Work Done / Learning:
Today, I designed a small interactive 3D background using Three.js. A particle system was created to simulate moving points representing stars or particles. I fine-tuned parameters like size, color, and movement speed to achieve a dynamic visual effect. Lighting and camera adjustments were made to enhance realism.

Challenges Faced:
The rendering performance initially lagged due to high particle count. I had to optimize the code by limiting particles and adjusting frame rates.

Conclusion / Outcome:
By day's end, I successfully implemented a lightweight and visually smooth 3D background, enhancing the aesthetic appeal of the travel planner interface.