

AJ11 Today at 10:10 PM

@everyone does anyone have any furthur ideas for the project? i actually kinda like the sword model

im trying to think of what we can do with it



starry☆ Today at 10:12 PM

if we want to do something more centered around the sword/ the concept's we've been learning in class, it'd probably make sense to change our original idea

maybe we could create a fantasy based environment?



AJ11 Today at 10:13 PM how would it work?



Imran Today at 10:13 PM oo maybe we can do like excalibur



starry☆ Today at 10:13 PM ooh, i was thinking of that actually the whole 'sword in the stone"

it would be really neat it we could create some sort of animation of the sword being pulled out of it



AJ11 Today at 10:14 PM hm., thats kinda cool



starry☆ Today at 10:14 PM

i dunno if it would be too advanced, but maybe when you hover your hand over the stone, the sword comes out?



Imran Today at 10:15 PM

Ya maybe if it's like

How we did I. 1710 where it follows the person

When u put ur hand out



starry☆ Today at 10:15 PM ooh, like tracking



Imran Today at 10:15 PM

The sword pops out of the rock

Ya



AJ11 Today at 10:15 PM lab 6 was it?



Imran Today at 10:15 PM



AJ11 Today at 10:16 PM interesting... so what is the model? the sword and a stone?



Imran Today at 10:16 PM
Maybe we can render 2 models
Sword and rock seperate
But both start same area



AJ11 Today at 10:17 PM okok



starry☆ Today at 10:17 PM

ooh, i think this idea would work well with the original prompt for this project since it's supposed to be a "virtual public sculpture" (edited)



AJ11 Today at 10:18 PM

ok wait so... lemme get this straight.. theres a stone with the sword in it and we gotta like take the sword out ourself by dragging it out with our finger on our phone screen..?



starry☆ Today at 10:19 PM

oh, dragging it out would also be really cool



AJ11 Today at 10:19 PM

hm.. idk how we would code that tbh

it does sound cool



starry☆ Today at 10:19 PM

i think we were thinking of more of a "hover over sword with hand" situation, but dragging would also be really cool for interactivity