

Sara Abu-Ghnaim
sha185
Stained Glass Windchimes

Goals

To create 3 windchimes that do cool things and change over time

User Guide

Open the html file in a web browser, with the library directory and the Javascript file in the same directory. The animations will begin immediately. You may click the Slower button to slow down the animation in order to see it more clearly. The Run/Stop button pauses the animation completely and shows a still frame, and if you click it again, it starts the animation up again. The Faster button increases the speed of the rotations and animation. You may also click the HELP button for succinct instructions on the buttons.

Results

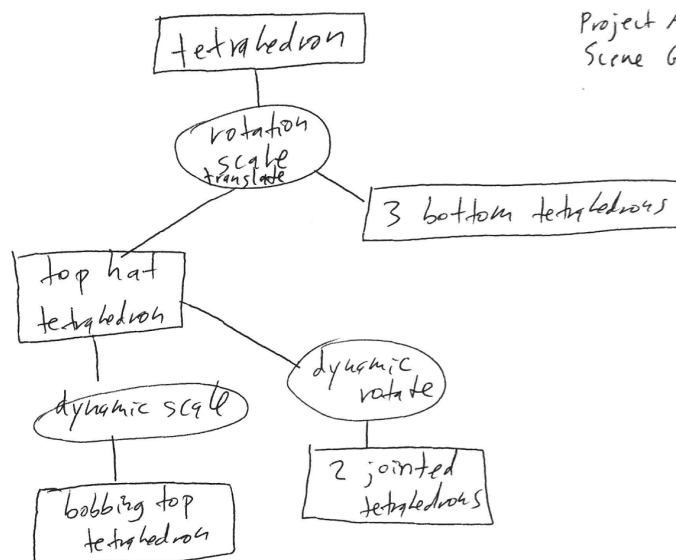
The animation contains 7 tetrahedrons and two lines. The tetrahedrons are the glass windchimes, and the lines are the string by which the windchimes might hang.

The rightmost windchime contains 2 tetrahedrons and rotates around the Y axis. The top tetrahedron changes dramatically and visibly over time, by way of its z coordinate expanding.

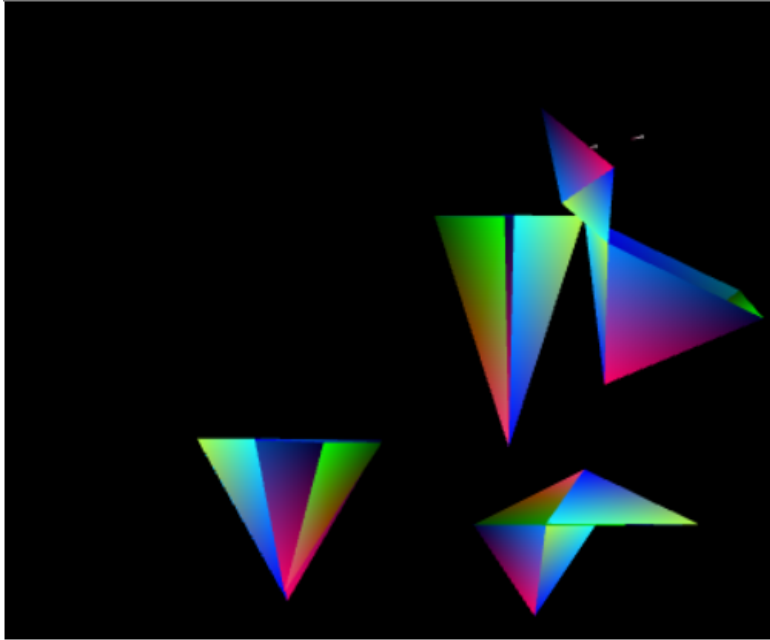
The middle windchime is jointed and contains a total of 3 tetrahedrons. The top two are jointed and rotate above the bottom one.

The string is actually also jointed and expands in the y direction as it rotates, connected in the middle to the third tetrahedron. Think of it as a rubber band that is being pulled at both ends. The joint is in the middle.

The leftmost windchime contains 2 tetrahedrons and one changes dramatically and visibly over time by scaling the y direction of the top tetrahedron.



Sara Abu-Ghnaim
Project A
Scene Graph Diagram.

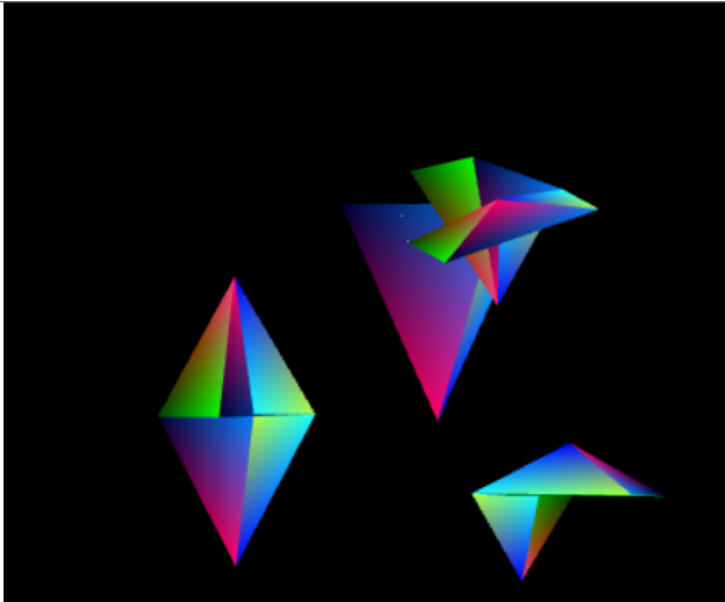


Stained Glass Windchimes

Slower

Run/Stop

Faster

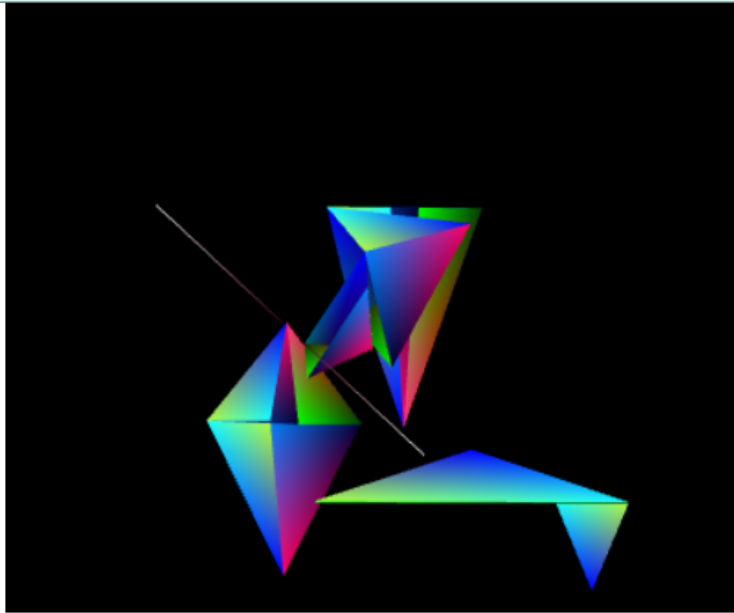


Stained Glass Windchimes

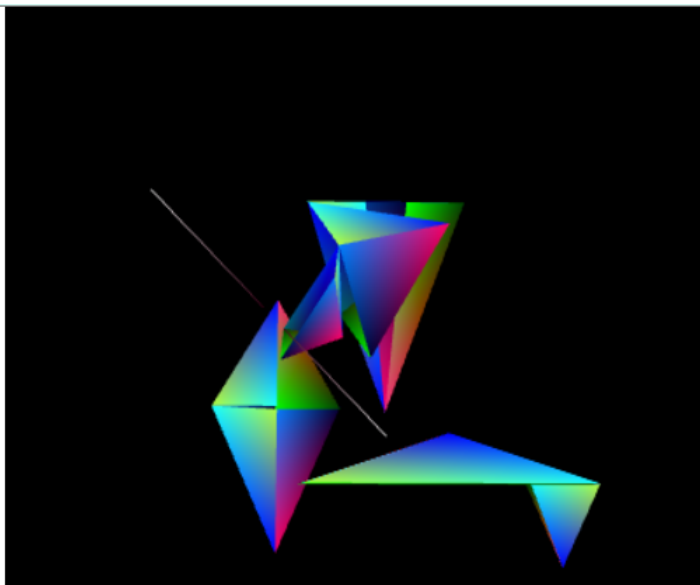
Slower

Run/Stop

Faster



Stained Glass Windchimes



Stained Glass Windchimes