Group Project Proposal

Group 1 - Graphase

Topic - Virtual Reality Playground

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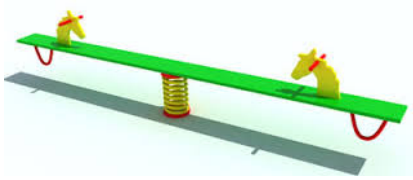
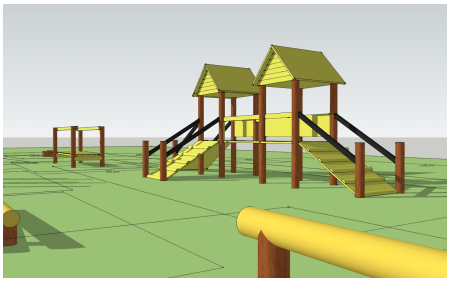
Expected Presentation: The viewer would expect to see a playground from the perspective of a child standing in the middle. As he spins around, or move his head around, he can see the world from varied orientations. The world will be rendered using a Toon Shader to give the viewer the feeling of his or her childhood in the imaginary 3D setting.
Elements to show:
-Playground setting
-objects in the world space
-View from a child character
-Toon Shading
-Texture Generation





Figures 1,2.
Task Breakdown (Individual Responsibility):
Sachit - VR Camera, world representation
Meng - Loading the model objects from JSON into the rendering pipeline
Yuting - Toon Shading, Texture Skinning, Texture Generation for Sky and Ground
Dongjie - Moving objects, Skybox rendering
All: Research on texture generation & apply it to the grass and the sky.

Proposed Timeline:
April 7th : VR camera, World Representation
April 14th: Texture skinning, loading objects, skybox rendering
April 24th, Toon Shading, moving objects and texture generation
Models involved : Swing, seesaw, slide, fans, etc.

Target Platform: Any mobile device (5'' or less screen) that supports WebGL