HTML5

Three js

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# Generating Texture

wanna make

About Noise

- In nature, everything has a **random look**, while mathematical formulas typically don't generate random looking results, unless you use them well. Random noise, such as Perlin noise invented by Ken Perlin, uses random numbers to generate natural looking textures.

- Noise function = Generator random number based on Seed value.

- When we use Perlin noise [Making random terrain, Placing grass/plant, Movements of tree branch, Movements of wind or waves, MINECRAFT]

- For this, used 'ImprovedNoise.js', latest edition of Perlin noise.

FirstPersonControl

- Threejs component

- moving function[moveRight/Left, moveUp/Down, moveForward/Backward] – supported by translate X/Y/Z

- Mouse event also supported / detect event.button

new THREE.PerspectiveCamera(60, window.innerWidth / window.innerHeight, 1, 20000);

Horizontal FOV

X

60

Near

Vertical FOV

Far

Y

Camera

ratio =
window.innerWidth / window.innerHeight
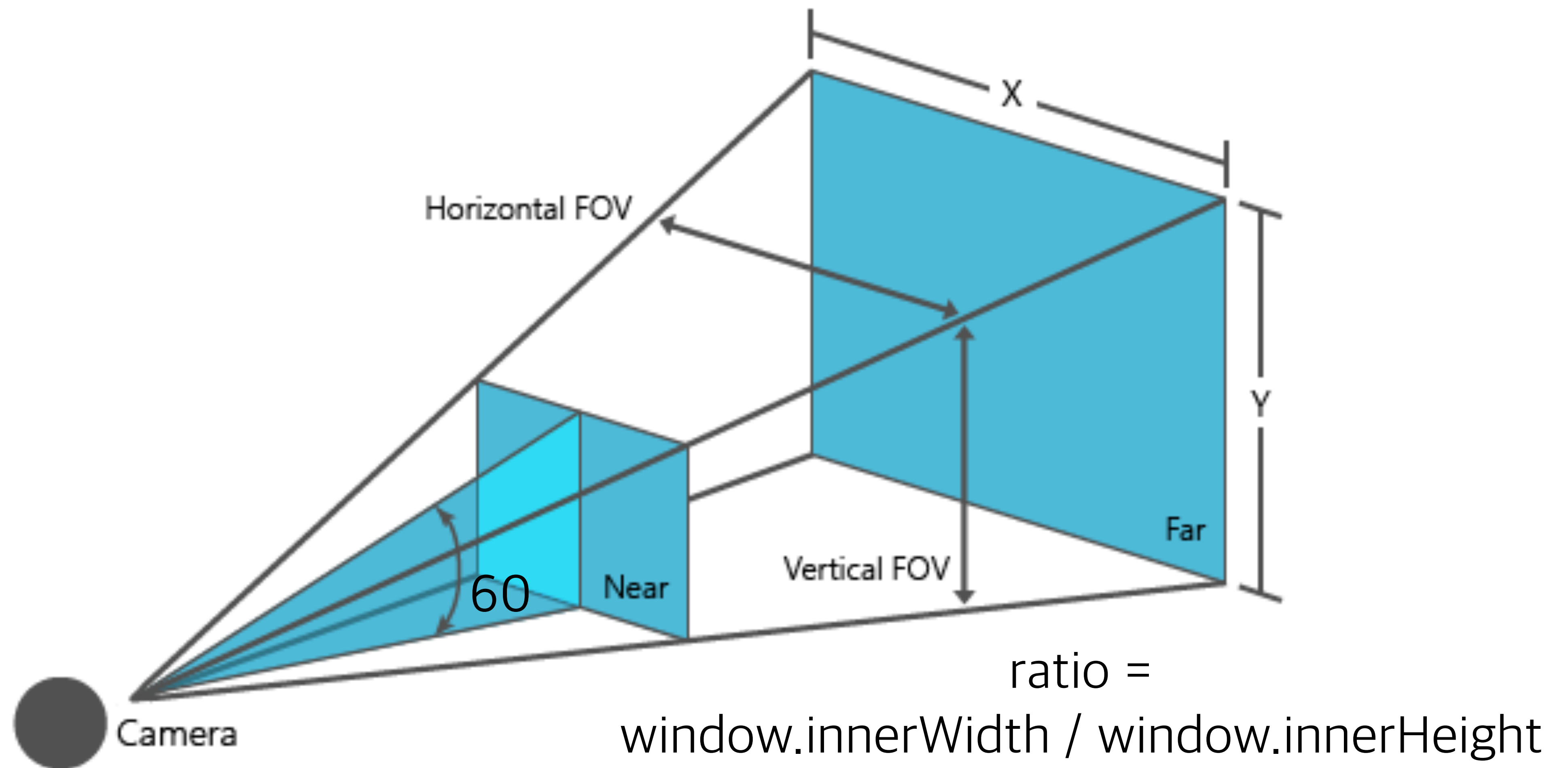
What should be done with this for next week

Lyric would be in sky.

Firework would be ignited in sky too.

(Optional) Road should be interacted with wave of music.