COMPUTER GRAPHICS

Project Report: 3D objects and implementation

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Introduction:

This project aims to implement the 3D objects with the transformations and the projections. In this project I would initially implement the 2D transformations of the objects with top, front and side views. Later I would apply the transformations like Translating, Rotating, Shearing, and Scaling. This would basically give me the idea of 2D and later apply this knowledge to the creation of the 3D objects. For 3D objects additional features like generating the projections, editing and changing the projections, creating the textures or mappings of the objects will be developed further in the assignments.

Implementation:

In this second week I added the transformations to the different views of the house. For topside and front views of the house I added rotating, shearing, scaling and translating to the 2D models. I added the html file HouseViewTransform to the folder which the code of the functions which are created to add the additional functionality. This page is developed using the svg in JavaScript when this web page is opened this consists of all the views one below another.
I added the styles with myStyle.css and included one background image.

To be done:

I added transformations to the views in this assignment. In my next week I will add the 3D model for the house and I will create additional 3D models like cube, cone etc.

References:

1. https://www.w3schools.com/graphics/
2. https://stackoverflow.com/
3. https://www.tutorialspoint.com/