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 first part I have created the web portal where I add all the weekly progress of this project. The final Project folder contains the file "1. houseViews.html". This consists of a 2D house elevations of front, side and top views. This page is developed using the svg in JavaScript when this web page is opened this consists of all the views one below the another.

References:

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