

Internet and Web Systems 1

Week 5 Report

Tasks Achieved:

1. I continued working on developing the index page for the web app.
2. I added more features such as adding transformation of the structure of table to sphere helix and grid. I added buttons at the bottom of the page to switch views.
3. I was able to develop a table form the books. The file contains consists of 159 elements, each element has the following features;
 - The novel title at the centre.
 - The author of the novel at the bottom of the title.
 - The genre of the novel below the author of the novel.
4. Each element is casted with a box shadow. Whenever you point the cursor to a particular element an element hover function is used to highlight the selection.
5. The Perspective Camera is used to change the view with the accordance of camera.
6. This html file performs 3D Transformations such that,
 - By scrolling up you go deep in to the view.
 - By scrolling down you get out of the view.
 - By holding the mouse + left button you can rotate the table/sphere.
 - These views are even touch enabled, i.e. if the system is touch screen then the touch can be used to perform the 3D transformations.
7. When sphere is selected you can observe the taxonomy of projections being performed.

Problems and Solutions:

1. I couldn't add box shadow to the elements and also I had difficulty in choose what kind of camera mode out of 'PerspectiveCamera' and 'OrthogonalCamera' I should use to give it a perfect view.
2. I overcame this by using trial and error method. I kept on changing between the lights and camera.

References:

1. <https://aerotwist.com/tutorials/getting-started-with-three-js/>
2. <https://threejs.org/docs/#manual/en/introduction/Useful-links>
3. <https://www.learnthreejs.com/>
4. <http://blog.cjgammon.com/threejs-lights-cameras>

