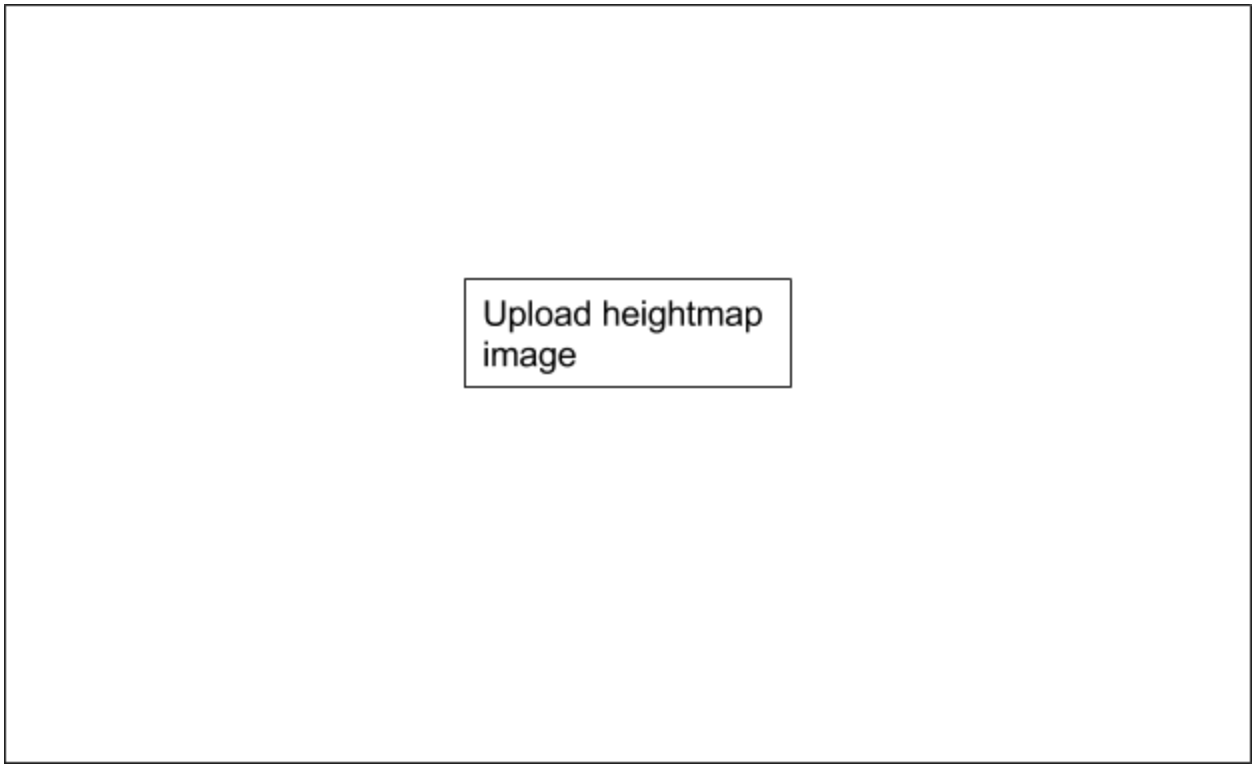
How the flow shall be

**Phase 1:**

A very simplistic web page




User can upload any terrain heightmap images of 1024X1024 resolution through file browser.

Example of a heightmap image: https://goo.gl/images/YPz8Sa

The webpage to create a terrain from the provided heightmap
The final view for the terrain must be implemented exactly as such :
https://threejs.org/examples/#webgl_geometry_terrain

Directly use the same source code provided for this webpage.

All movement controls exactly as implemented in the provided reference webpage.
Only a few changes in controls as opposed to the ones provided in the demo

1. Add another control for camera to move vertically up & down using arrow up and down keys

So how the controls will be :

1. Mouse move to rotate camera view
2. Left click or W for camera to move forward in direction which is being viewed at.
3. Right click or S for camera to move backward
4. A to move towards left while camera is looking forward.
5. D to move towards right while camera is looking forward.
6. Up arrow for camera to move up while camera is looking forward.
7. down arrow for camera to move down while camera is looking forward.
8. Enter key for a bird's eye view. For viewing the terrain from an isometric view from sky.
9. Enter key to enter back into first person view.
   (Basically enter key performs a toggle operation between bird's eye view and first person view)

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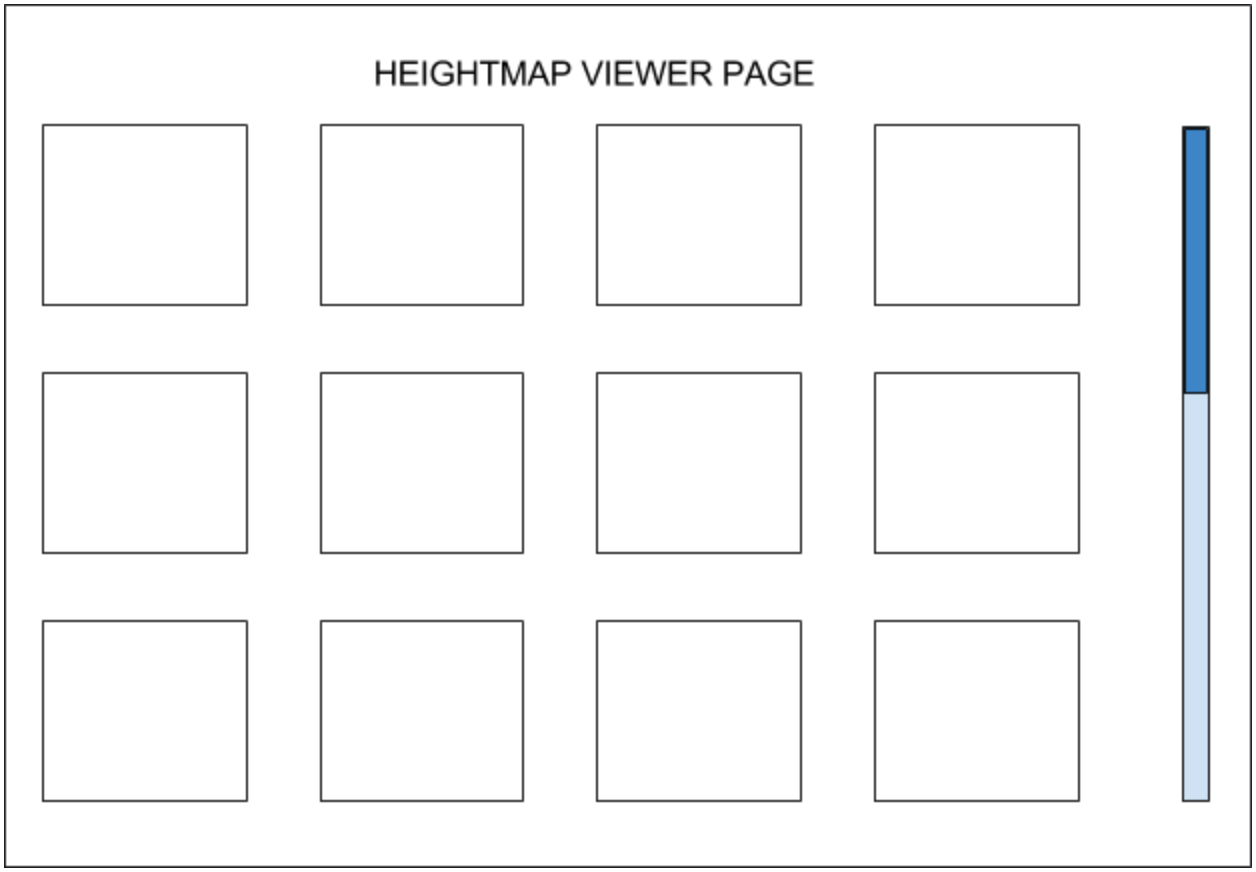
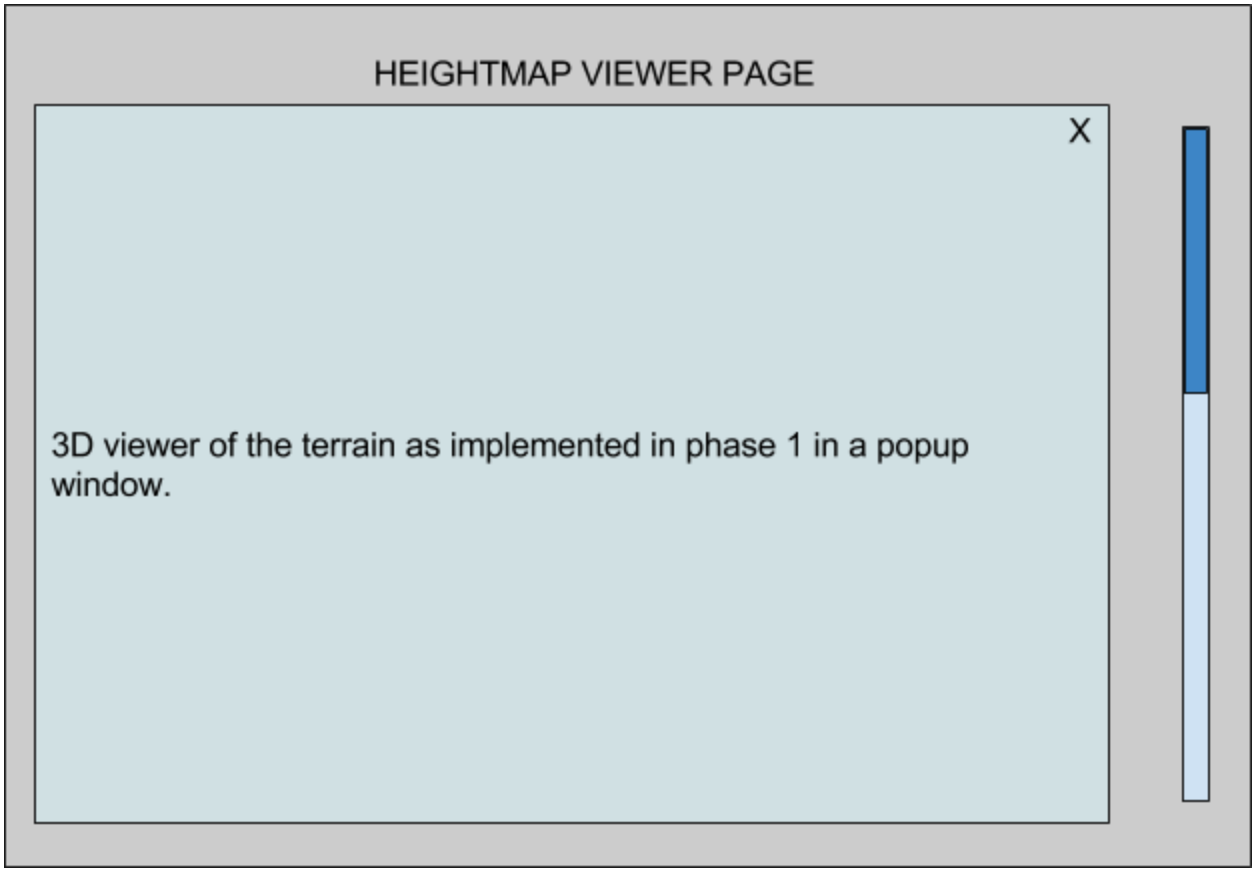
**Phase 2:**

The same functionality must be implemented on a gallery of images.
(User can upload multiple images from file browser)
The UI to be something as such :




Whichever image the user presses on




For this view, even esc key does the work of the X button on top right. To close the 3D view pop-up and go back to heightmap gallery page.

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**Phase 3**

These images to be received from a server. Instead of file browser uploading.

The APIs shall be provided once phase 2 is completed.