Progress Report – March 28

Introduction

The purpose of this project is to create a model of a 3D object and apply as many features as possible to it. Features include transform object and camera, multiple views of created object, different projections of object, change vanishing points of object, and add a texture to the object.

Work Completed

What I did so far was brainstorm ideas on how to model a 3D object and implement features.

The object I was focusing on was a cube, to keep it simple. I started looking online for solutions to modeling a 3D cube using HTML canvas. I found some source code (http://cssdeck.com/labs/html5-canvas-3d-cubes) and started analyzing it.

I then created a visual of how I wanted my implementation to look like; where I wanted my buttons, and title to be.

I found one big problem with this approach. It is complicated to implement. I will continue to look for easier/better solutions for this project. In the meantime, I will continue to add features to the source code that I found

Work Scheduled

Look for better ways to model a 3D cube in a web-portal.

Continue to analyze source code removing any unnecessary features

Start writing pseudo code for buttons that change the perspective of the cube to show classical projections

Add a marble texture to the cubes faces (keep shading).