WebGL

In this assignment, you will draw custom 3D geometry to a web page using WebGL with the three.js JavaScript library.

Instructions

Using three.js, create a WebGL scene that animates 3D geometry in a two– or three–dimensional context. The context could be a skybox, a surface plane, a constellation, or just a two–dimensional web page. The object you create should be more complex than one of the three.js shape primitives. As such, you are encouraged to create your mesh with 3D graphics software, such as the three.js editor. It's also possible to create more complex forms by combining shape primitives in three.js. Feel free to adapt from an existing 2D image or 3D model.

Your project page should include at least one 3D model, material, basic animation, lighting, and shadow.

Submitting Your Assignment

Update the project link from your portfolio page and submit the following via NYU Classes.

○ The URL to your assignment in the general form of: i6.cims.nyu.edu/~netid/380/
○ A compressed archive of your project files (including the HTML, CSS, JavaScript, and any image resources)

Please note that you are required to submit files along with URLs in order to receive credit for your work.

Grading

This assignment is worth 10 points.

○ At least one custom 3D geometric object (3 points)
○ Object material (2 points)
○ A context for the object to exist in relation to (2 points)
○ Basic animation (1 point)
○ Lighting (1 point)
○ Shadow (1 point)