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The original code had rectangular objects randomly placed on the X, Y, and Z coordinates with a rotating camera. But we changed the program to have a nonmoving camera and changed what shapes go where. But this process took longer than what you would think. Certain variables changed incorrectly will break the program completely, so we had to be careful.

First thing we did was go to the bottom of the code and disabled all the parts of the code that made the camera spin around the shapes. We did this by going to lines 159-164 and deleted or put into note form the code within the lines. This stopped the camera from rotating and gave us an easy idea of where the shapes were placed, so we can work on them better. Secondly we changed the positions of the shapes by going to lines 58-70, which controls the X, Y, and Z coordinates of the positions, size, and rotation of the shapes. There we changed all the object.position to 0 – 0 instead of 800 – 400, we left the scale and rotations the same.

Since all the shapes would be on the same spot but with different rotations and sizes we could change the center of the object spawn by moving the cameras position. We did this by changing line 48-50 from 500 to 800 and added camera.position.x = 200 to move the camera off to the side. The base sides of the shapes floating around was on line 54, which we changed to (50, 50, 50). In the same line we changed BoxGeometry to CylinderGeometry to change all the shapes to a form of cylinder. So this made the shapes configure into a rough sphere.

Next in line 58 we changed the texture of the shapes. We changed MeshBasicMaterial to MeshNormalMaterial, which made each side of the shape be a different color rather than them being one color. We also changed the opacity (transparency) to make the shapes more see through. Still on line 58 we put the opacity from 0.5 to 0.7 making the shapes more solid looking. Then we changed the background by going to line 75 and changing 0xf0f0f0 to 0x000fff to get a blue background.

Then we changed the number of shapes by going to line 56. When we got there we changed the loop from running 20 times for 20 shapes to 100 times for 100 shapes. Anything over 125 shapes makes the program lag and even crash sometimes. Then we went to line 150 and changed the area the shapes are allowed to spawn or move around in. We did this by changing variable radius from 600 to 1000 allowing the shapes to move off of the screen, and controls how far away the camera sits away from the 0 X and 0 Y axis. These changes manipulated the base code into our finished product.