



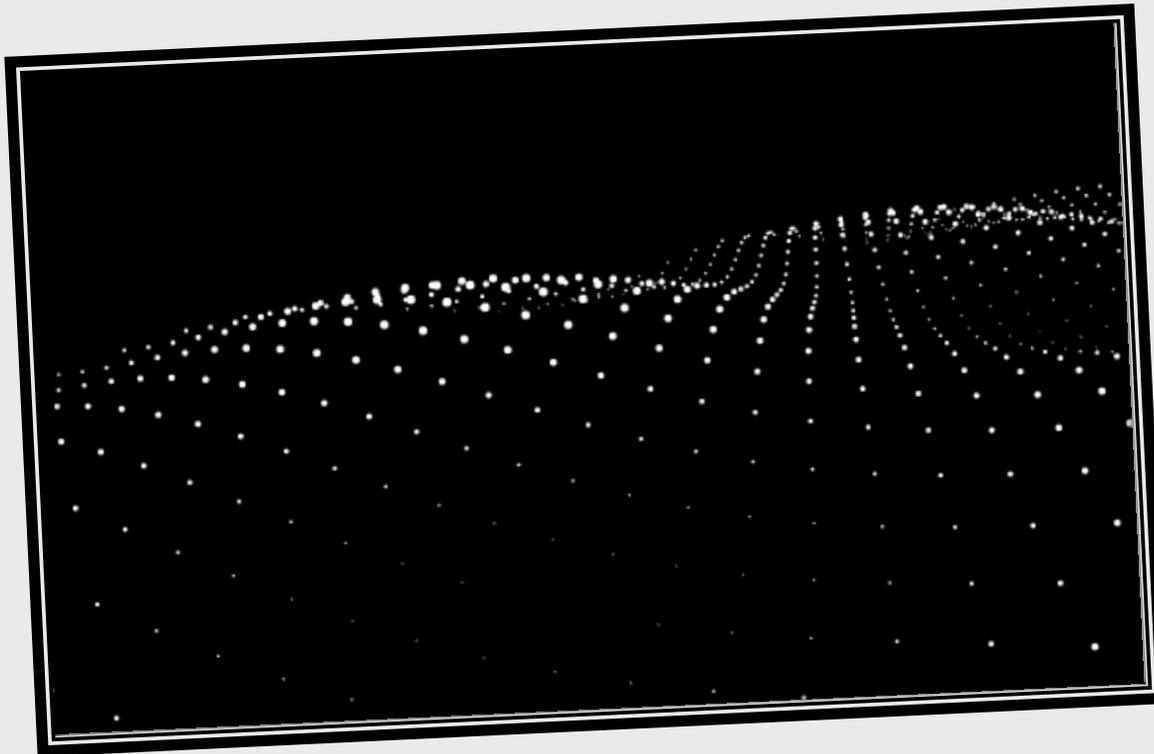
Neon Waves

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Getting started

- ▶ Go to the section 'Project Demos' in Lesson 3.7 Learning Goal Project at www.milweevideogames.com and grab the zip file for DEMO #2

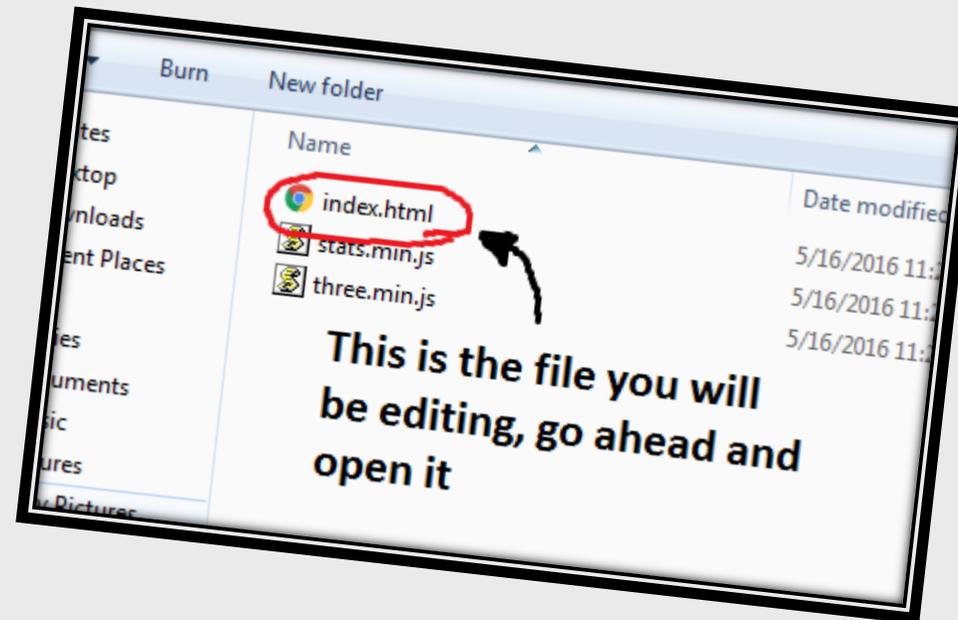
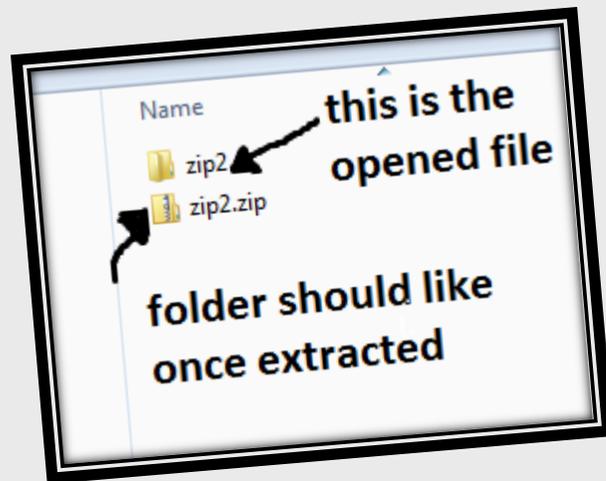
Make sure you extract the zip file, so you can edit.



This is what it should look like, once downloaded.

Extracting files

- ▶ Once you have extracted the file as shown to the left, go inside the file and open the Index.html file in the chrome browser.



Step One | First Variable

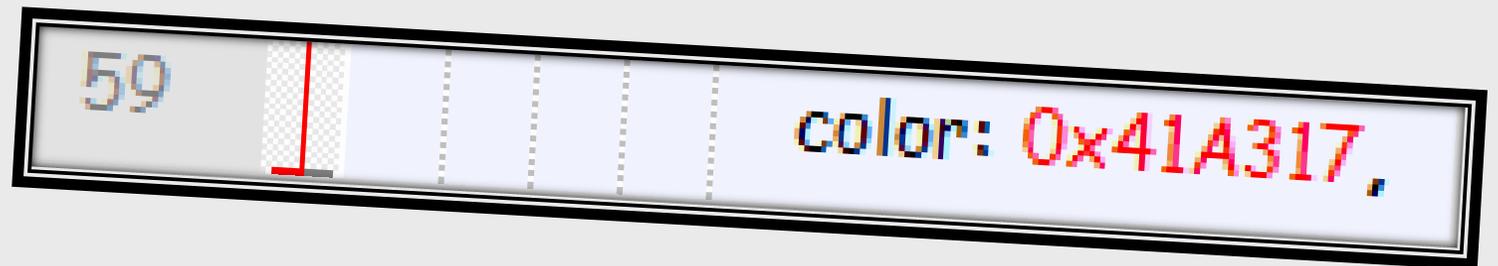
- ▶ The First thing we will be editing is the color variable, it can be found on line 59.



```
59 color: Oxfffff,
```

- ▶ Now go ahead and select the “ffffff” part and replace it with “41A317” Like below.

- ▶ This changes the color of the waves



```
59 color: Ox41A317,
```

Step Two | Second Variable

- ▶ We will be editing the speed of the dots now, it can found at the end of the code. Around “renderer.render” lines 184-186.

```
184  renderer.render( scene, camera );  
185  
186  count += 0.1;
```

- ▶ Go ahead and change the code on line 186 to “count += 1.1;” should be like this:
- ▶ This will speed up the waves

```
183  
184  renderer.render( scene, camera );  
185  
186  count += 1.1;
```

Step Three | Third Variable

- ▶ Head up a bit to line 177, we are changing the 1 “(Math.sin((iy + count) * 0.5) + 1) * 4;” to 10.

```
177 particle.scale.x = particle.scale.y = ( Math.sin( ( ix  
178 ( Math.sin( ( iy + count ) * 0.5 ) + 1 ) * 4;  
179
```

- ▶ This is changing the size of the dot. From a smaller size to a bigger one.

```
178 ( Math.sin( ( iy + count ) * 0.5 ) + 10 ) * 4;
```

Step Four | Fourth Variable

- ▶ Now we will make more dots, and expanding the area, go to line 29.

```
29  var SEPARATION = 100, AMOUNTX = 50, AMOUNTY = 50;
```

- ▶ It is normally 100, 50, 50. Set it to 100, 75, 75.

```
29  var SEPARATION = 100, AMOUNTX = 75, AMOUNTY = 75;
```

- ▶ This is editing the size of the wave and how it moves

Step Five | Fifth Variable

- ▶ Head to line 176, and locate “(Math.sin((iy + count) * 0.5) * 50);”.
- ▶ We will be changing the 50 to 500, so it will be like this.

```
176 ( Math.sin( ( iy + count ) * 0.5 ) * 300 );
```

- ▶ This also changes the size of the dots themselves

Step Six | Sixth Variable

- ▶ Head to line 175, and locate “particle.position.y = (Math.sin((ix + count) * 0.3) * 50)”.
- ▶ First we will be changing “particle.postion.y” to “particle.postion.x”.

```
particle.position.x = ( Math.sin( ( ix + count ) * 0.3 ) * 900 ) +
```

- ▶ Now like above, just change the “50” to “900”, and you should be good.

Step Seven | Seventh Variable

- ▶ Head to line 50, and find: "camera.position.z = 1000;"

```
50 camera.position.z = 1000;
```

- ▶ Now just set the "1000" to "-1000" and remember save your code.

```
50 camera.position.z = -1000;
```