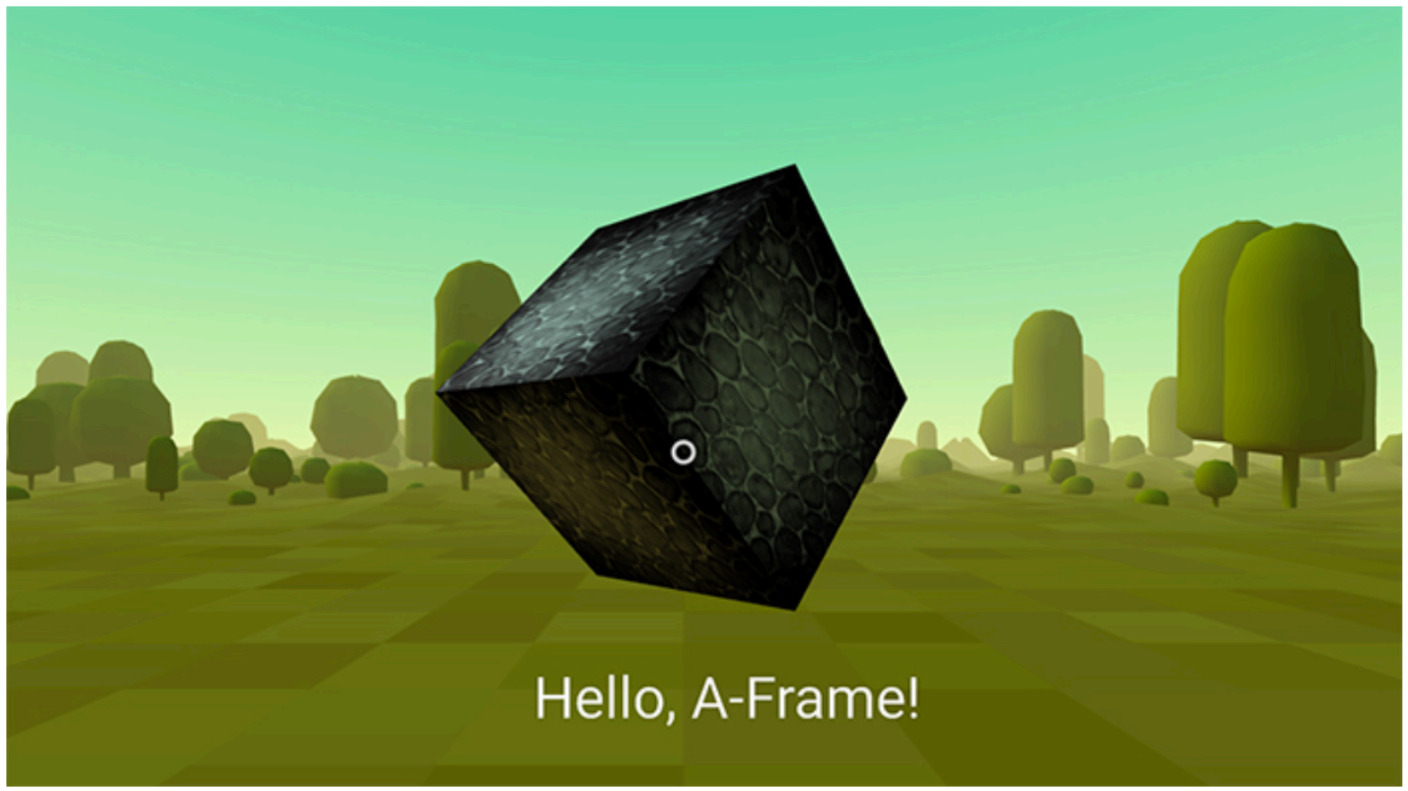
Alina’s Final Project

‘Forest from the Trees’

Building a Basic Scene



Let's start by building a basic A-Frame scene. For this, we will need a basic understanding of HTML. We will learn how to:

- Add 3D entities (i.e., objects) with primitives
- Transform to transform entities in 3D space with position, rotation, scale

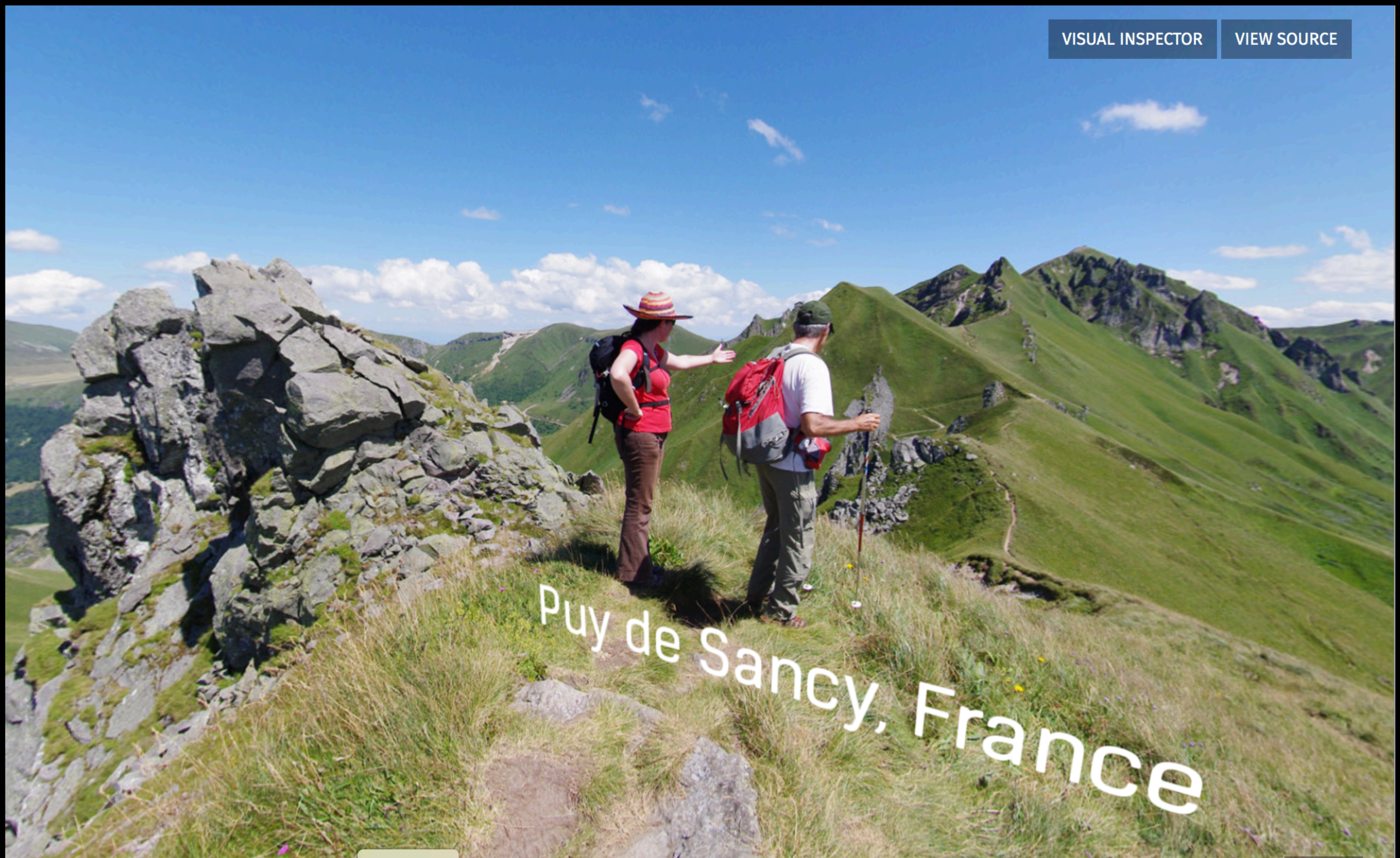
A-Frame

360 Images and AFrame entities will populate the main page to provide an interactive experience.

Created in Photoshop

Test Spherical Images

Website will have an opening image with text and clickable areas that lead to other images.

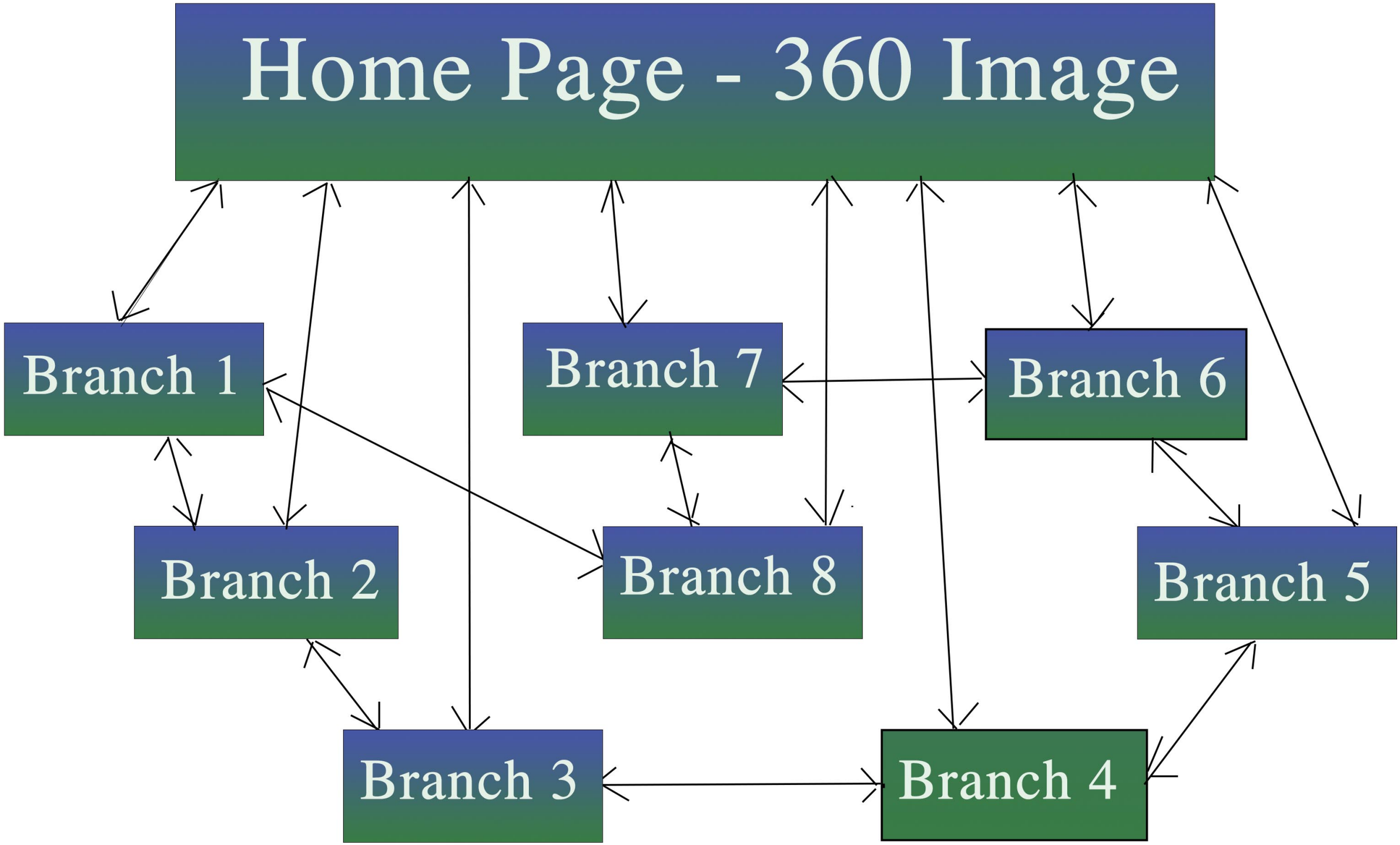


Forest and Trees

- The project is designed for people who like non linear storytelling.
- As you go through the opening image you will have an option to click and find new information about a character's life.
- Multipage design. Pages will link to other pages so you don't always have to go back to home page.

Research

- A Frame website contains documentation, tutorials and links to sample code and open source assets.
- Continue to work with Coding Train videos.
- A Frame works in conjunction with three.js
- Other non-linear fiction storytelling sites including eliterature.org


Home Page - 360 Image
Branch 1
Branch 7
Branch 6
Branch 2
Branch 8
Branch 5
Branch 3
Branch 4