

Go To Space THREEJS

[GitHub repo](#)

Release Version	Release Date	Contributors	Status
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A ThreeJS school project where you travel in space

Description

Not too long ago in a fairly close galaxy, the millennium falcon got lost...

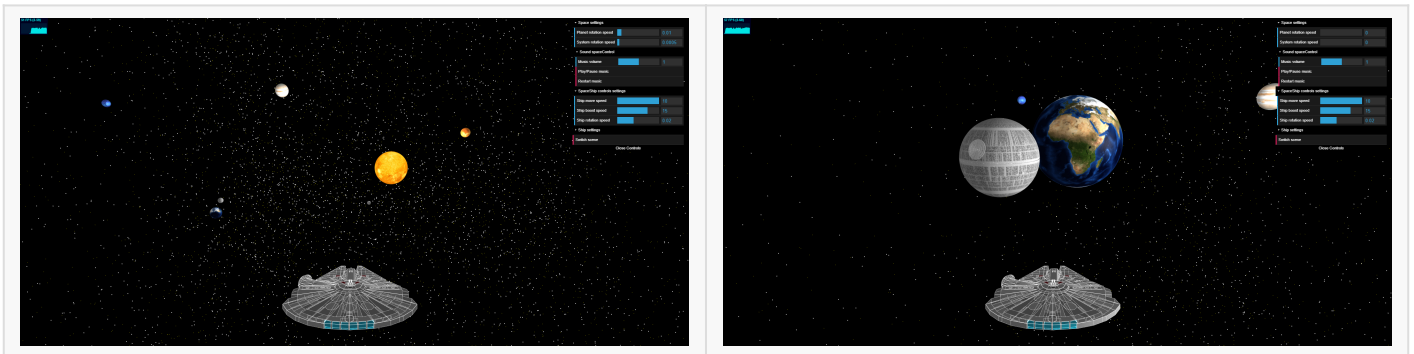
This world contains two scenes, one in space and the other inside the ship. You can adjust several parameters directly from the GUI.

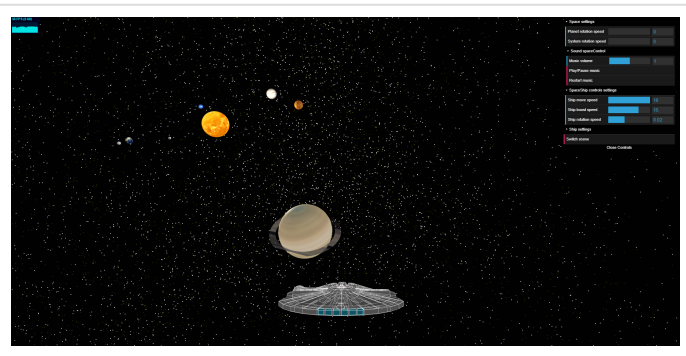
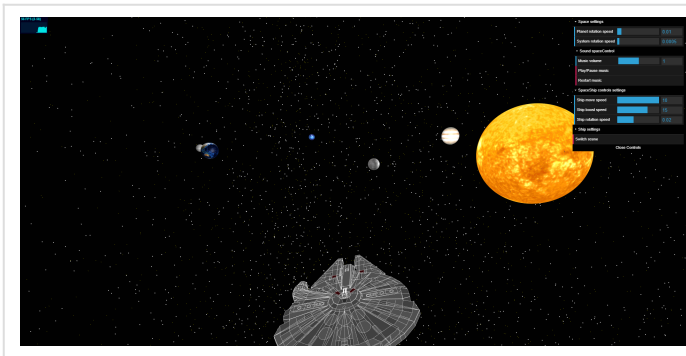
If you have an xbox controller, you can use it !

- **Space scene** : This is the main scene where you spawn at the beginning. You will find there the planets of the solar system. This is not the true scale but we recognize the planets quite easily.
- **Ship scene** : It's sort of a bonus scene that we've added for fun. There are some stormtroopers in a kind of warehouse (tip: launch the music of the ship from the GUI).

Visuals

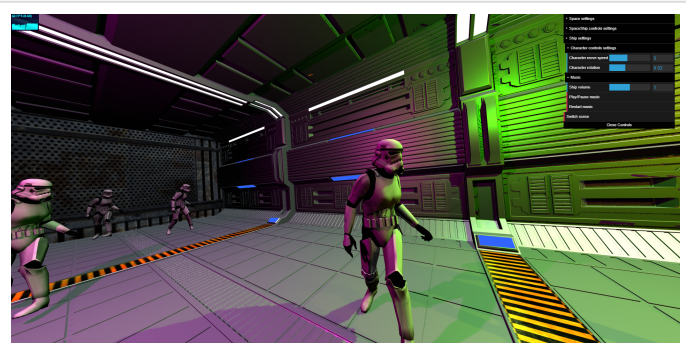
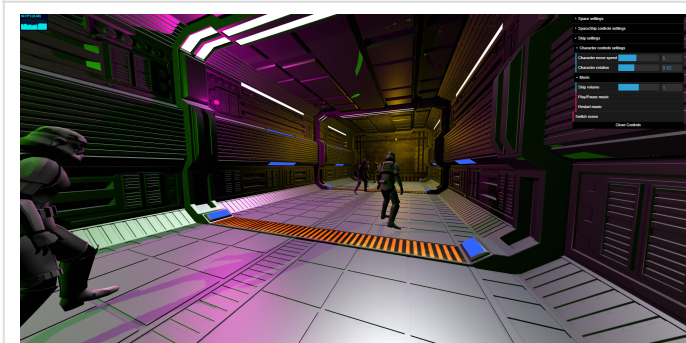
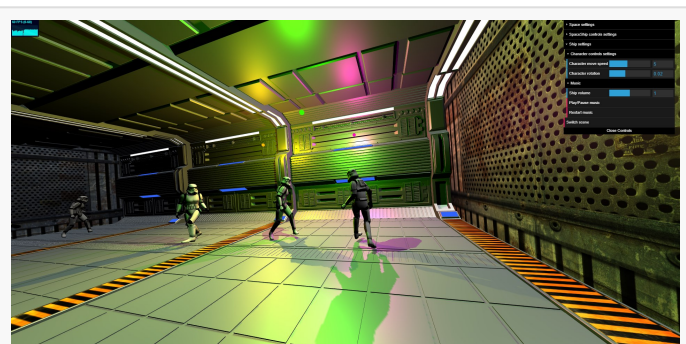
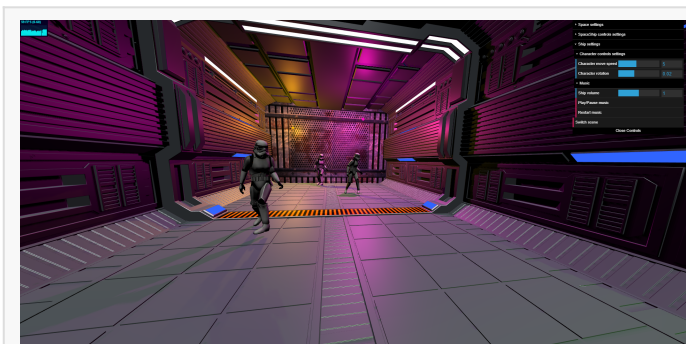
Space :





alt-space-gif

Ship :



alt-ship-gif

Usage

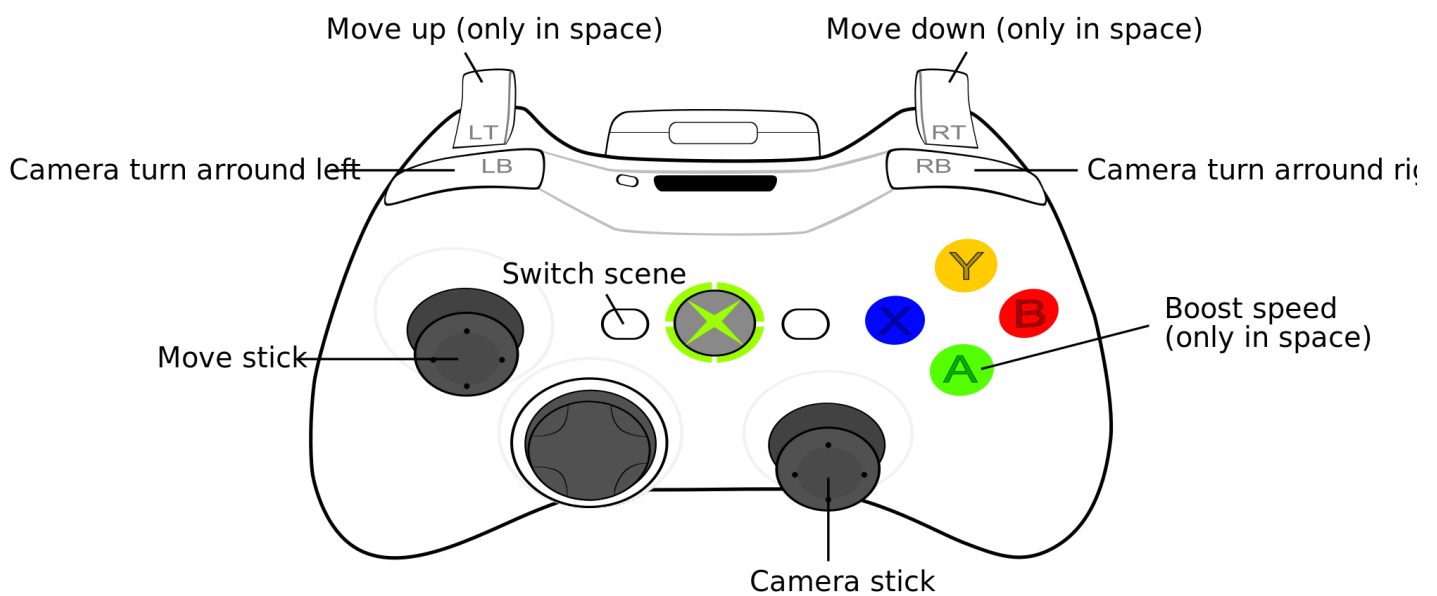
If you play on keyboard, you might use `azerty` layout :fr:.

Keyboard :keyboard: :

- Move forward : Z
- Move backward : S
- Move left : Q
- Move right : D

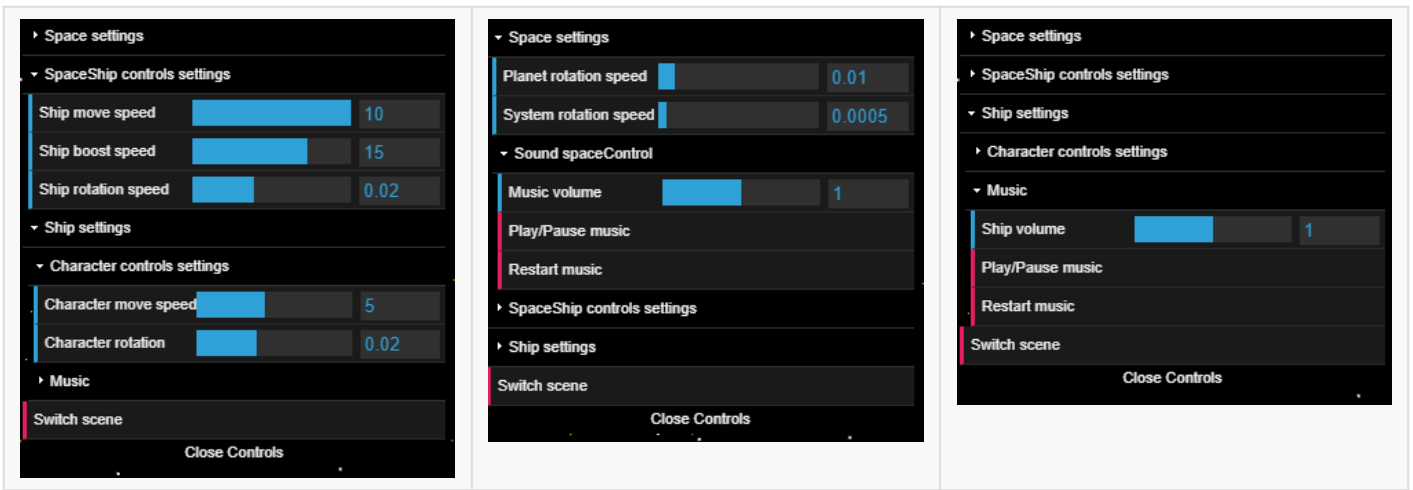
- **Camera up** : Up arrow :arrow_up:
- **Camera down** : Down arrow :arrow_down:
- **Camera left** : Left arrow :arrow_left:
- **Camera right** : Right arrow :arrow_right:
- **Camera right** : Right arrow :arrow_right:
- **Camera turn around left** : A
- **Camera turn around right** : E
- **Move up (only in space)** : Space bar
- **Move down (only in space)** : Left Ctrl key
- **Boost speed (only in space)** : Left Shift key

Xbox controller :




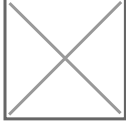
GUI Settings :

We can adjust several settings directly from the GUI like the precision of the camera, the movement speed, the rotation speed of the planets, the music:



Authors

This project was carried out in a group of four people, myself included.

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More Documentation

Here are the main sites / resources used during the development of our project

- ThreeJS library [threejs](#)
- Gamepad Control [html5gamepad](#)
- Solar system textures [solarsystemscope](#)

- 3D objects [turbosquid](#) [open3dmodel](#) [sketchfab](#) [cadnav](#)
 - 3D animations [mixamo](#)
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Revision #2

Created 2022-05-10 17:12:28 UTC by Noé Larrieu-Lacoste

Updated 2022-05-10 17:19:16 UTC by Noé Larrieu-Lacoste