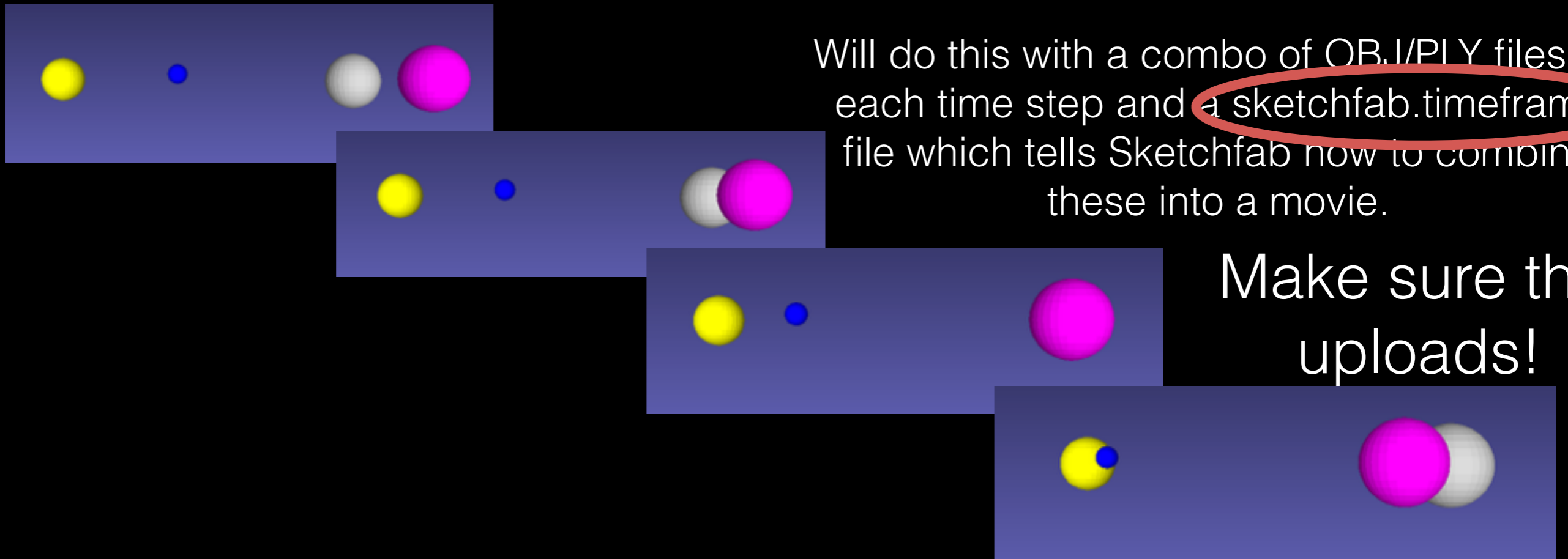


# 3D Interactive Movies! Hurray!



Essentially we are doing stop motion animation... but interactively and in 3D



Will do this with a combo of OBJ/PLY files for each time step and a sketchfab.timeframe file which tells Sketchfab how to combine these into a movie.

Make sure this uploads!

# 3D Interactive Movies! Hurray!

Before diving into the website, some things to consider:

What sort of story do you want to tell about your system?

How well your simulation is capturing this system?

Do you want to compare two or more systems?

Feel free to use a combination of 2D plots (trajectories, energy...) and 3D plots.

## Some tips and tricks:

Start with outputting not that many OBJ/PLY files so you can test more quickly on Sketchfab

Start with initially large dt\_movie's so that the movies go slowly so you can debug them

Compare 2D movies with 3D movies as a sanity check (how typos are found! :) )



# VR tips and tricks:

TAKE BREAKS!

Also, try not to run into things.

Navigate to the center of your model, and THEN put your phone in the cardboard glasses.

BRING TOMORROW: phone charger.