

CSS 450 Final Project Proposal

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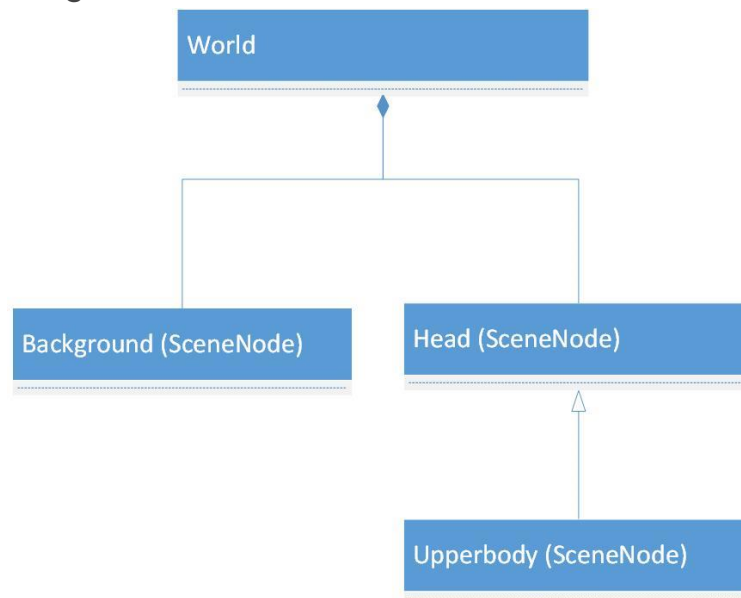
Background

We decided to make an app that would not only fulfill the project requirements, but also be a useful app that we would want to show off and use outside of the class. Our app is called “Try it Before You Buy it”, and it lets the user see what they would look like with different objects on. This app can be very useful if the user wants to buy sunglasses online, but still want to see what they would look like with them on. All they’d have to do is upload an image of their face and body then choose the style of glasses from our dropdown menu, then drag them onto their face. The user will be able to directly manipulate the transform of their face and body as well as any objects they add to the canvas, guaranteeing a perfect fit.

Technical Requirements

The picture of a face that the user uploads will be the parent SceneNode, the UpperBody SceneNode will be the child, there is also a SceneNode for the background, which will include different renderables for the different backgrounds that the user can change. We will have two viewports, 1 for the entire canvas and, 2 for the zoom. The user will be able to change the position and size of the viewport as well as the position and size of the WC Window. The user will also be able to change the zoom amount of the zoom viewport. An LMB click on the center of a SceneNode will display a manipulator that will allow the user to change the translation, rotation, and scale of the object selected.

Domain Model Diagram



Structure of SceneNode

Head (SceneNode)

this.mSet

Face

Sun glasses

Hats

Facial hair

Child - UpperBody (SceneNode)

this.mSet

T-shirt

Sweater

Tanktop

Background (SceneNode)

this.mSet

Sunny

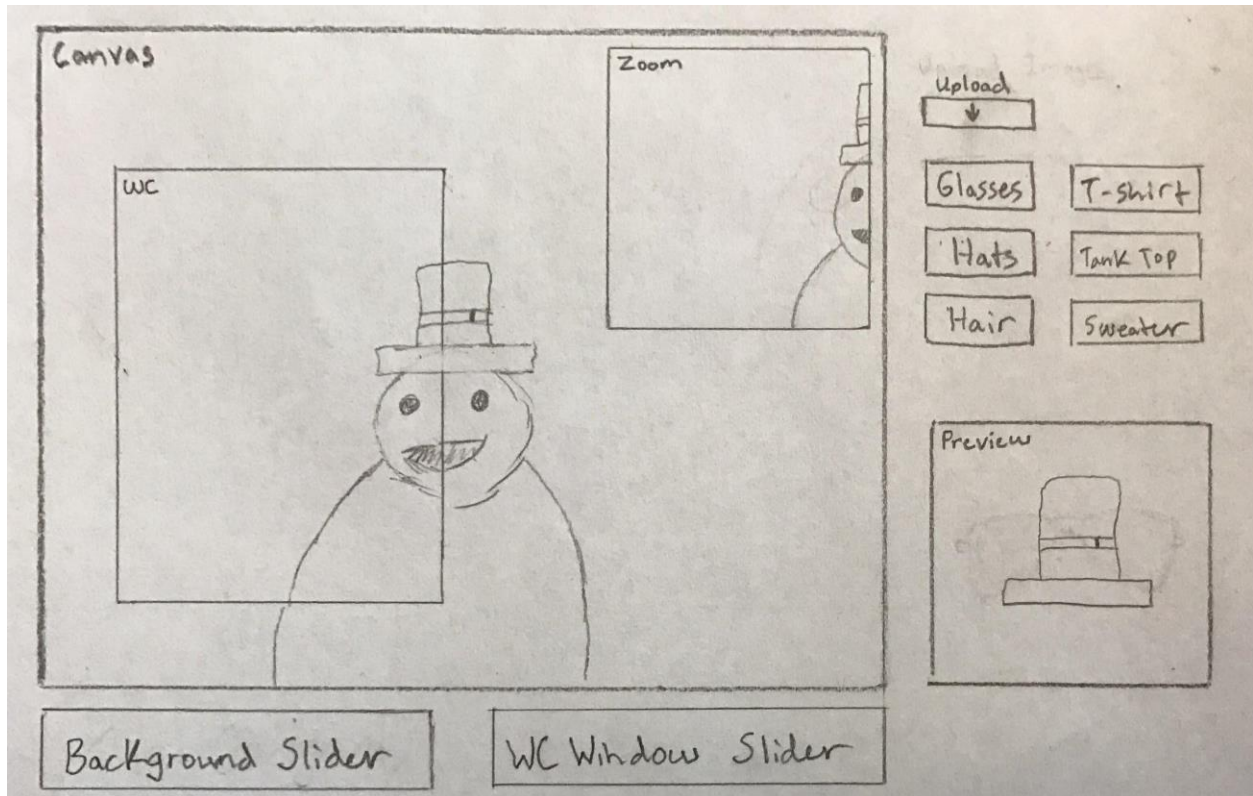
Rainy

Cloudy



= Renderable

UI Layout



Time Schedule

11/17/2016	Present and submit the proposal for our concepts
11/25/16	Integrate MP4 and MP5, add "upload image" functionality
11/29/16	Make a simple UI and add the ability to choose objects to add to the screen. Present our Demo to class
12/5/16	Finish manipulation of SceneNodes functionality
12/10/16	Add extra object choices
12/15/16	Finish the UI and give final presentation

Base on the time schedule provided, we're confident to finish the entire project by the due day.