

3D INTERACTIVE MULTIMEDIA ON ENDANGERED AND THREATENED WILDLIFE

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ABSTRACT

This project aims to create awareness towards endangered and threatened wildlife. In order to grasp hold of the understanding on endangered and threatened wildlife, a research was conducted to collect some valuable information. Basically, wildlife is categorized in mammals, birds, fishes, reptiles, amphibians and invertebrates. 3D modeling and animating is important to the design of 3D interactive multimedia. Because of that the author also looked into them and conducted an analysis. Various methods of 3D modeling and animating will be introduced in the documentation. Study on two 3D software, 3D Studio Max and Lightwave is essential for the author to create 3D animals. The author's aim is to make the application to become 3D based as much as possible. She looked into every single item in the application and tries to make them appear in 3D form.