

PhononVisualization

state:

tiling

const:

maxTiling

RangeSliders

state:

x y z

Contains state for tiling

CrystalToolkitScene

props:

maxTiling

tiling

how can updates in tiling trigger Scene changes???

Scene

traverseTiles

maxTiling

creates

loops through calls to Traverse Scene

traverseScene

latticeOffset

Generates Three.js Scene

updateTiles

tiling

updates

Dynamically controls which tiles are shown to the user

Changes to CrystalToolkit:

- add a top level `lattice` parameter
- no added tiling parameter

updates

Three.js Scene

SceneGraph



newRoot



SceneJson

New Scene Graph



...



SceneJson



SceneJsonContents



Tile 1



Tile n

SceneJsonContents