



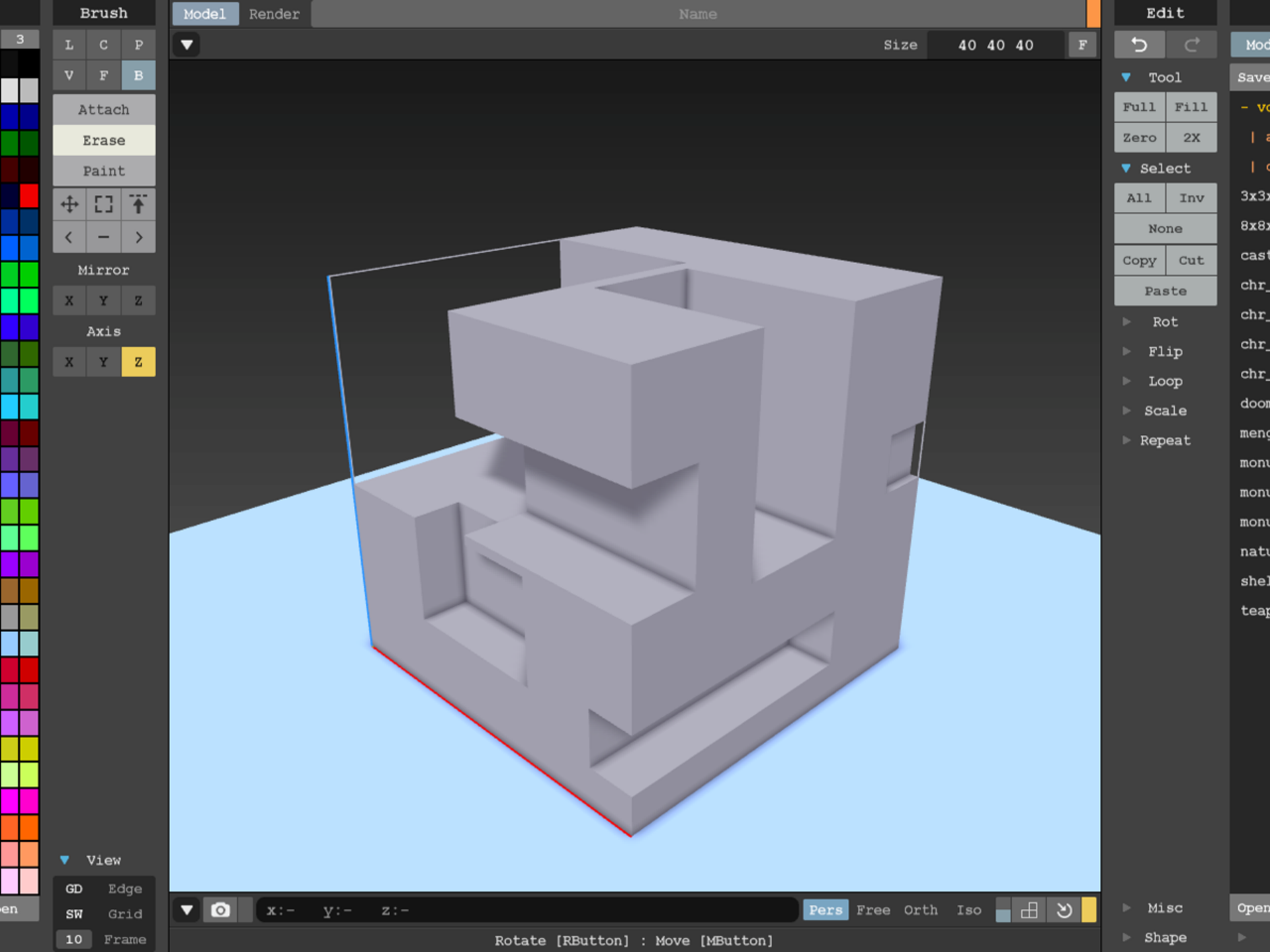
MineCube

计算机图形学

期末项目

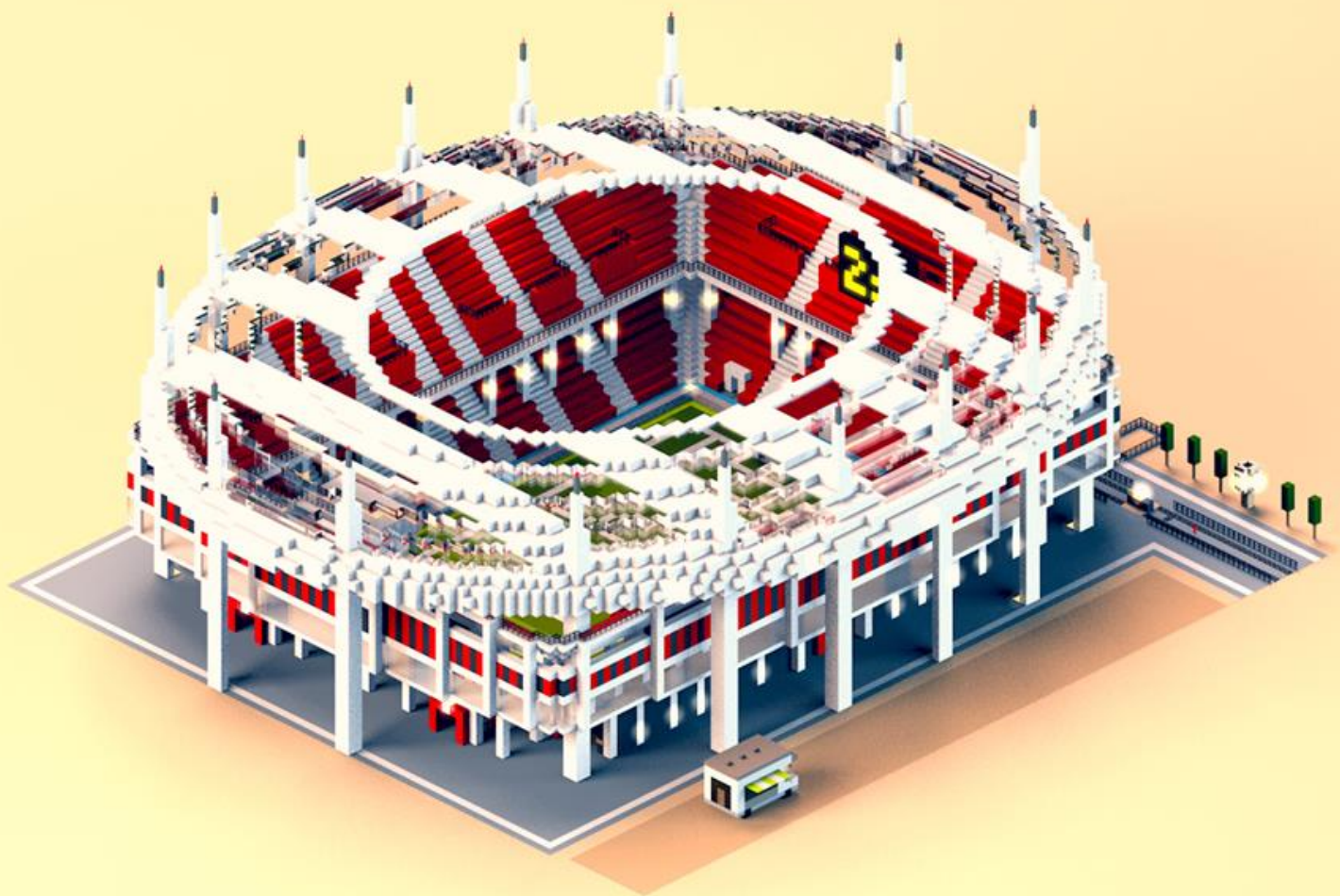
项目介绍

我们的目标



VEDIO TIME







成员分工

CG五人小队

团队成员及当前分工



MineCube

王治鋆

15331304

把已完成作业所用到的技术整合到本次项目中

罗剑杰

15331229

仓库创建
Cmake实现
多平台合作

吴博文

15331310

实现通过一个小的立方体模型生成一个大的立方体模型

徐海洋

15331260

ImGui交互界面设计与实现

邱兆丰

15331260

PPT
展示准备

当前进度

刚开始呢

- ▼ MineCube
 - ▼ 3rd_party
 - ▶ glad
 - ▶ glfw
 - ▶ glm
 - ▶ imgui
 - ▶ build
 - ▶ docs
 - ▼ include
 - Camera.hpp
 - CraftManager.hpp
 - Global.hpp
 - Gui.hpp
 - Shader.hpp
 - stb_image.h
 - ▼ src
 - ▶ Shader
 - Camera.cpp
 - CraftManager.cpp
 - demo.cpp
 - Global.cpp
 - Gui.cpp
 - Shader.cpp
 - stb_image.cpp
 - .gitignore
 - CMakeLists.txt
 - LICENSE
 - README.md

A sample voxel editor based on OpenGL 3.3+

22 commits

2 branches

0 releases

1 contributor

MIT

Branch: dev ▾

New pull request

Create new file

Upload files

Find file

Clone or download ▾

This branch is 21 commits ahead of master.

[Pull request](#) [Compare](#)

Ace-0 Now we can change colors with GUI

Latest commit a78070f 5 hours ago

[docs](#)

change docs/ name for supporting Github Page

2 days ago

[include](#)

Now we can change colors with GUI

5 hours ago

[src](#)

Now we can change colors with GUI

5 hours ago

[.gitignore](#)

dev2: Add Cmake support, windows can run; Update README.md and .gitig...

2 days ago

[CMakeLists.txt](#)

dev2: Add Cmake support, windows can run; Update README.md and .gitig...

2 days ago

[LICENSE](#)

Initial commit

9 days ago

[README.md](#)

添加Mac下编译的方法

a day ago

[README.md](#)

MineCube

A sample voxel editor based on OpenGL 3.3+, inspired by [MagicaVoxel](#).

1. Dependences

1. OpenGL 3.3+
2. [GLAD](#)

From [LearnOpenGL](#):

Go to the [web service](#), make sure the language is set to C++ and in the API section, select an OpenGL version of at least 3.3 (which is what we'll be using for this repo; higher versions may be fine as well). Also make sure the profile is set to *Core* and that the *Generate a loader* option is ticked. Ignore the extensions (for now) and click *Generate* to produce the

接下来的安排

理想状态