Computer Graphics : Assignment 6

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(MT2013008)

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1 Prerequisite Libraries

1. OpenGl (Mesa libraries)

2. Qt5 libraries

2 Build Steps

1. Change directory to folder MT2013008_Assignment6/Src

2. Run the following command

   qmake MT2013008_Assignment6.pro -o ../Build/Makefile

   This will generate the Makefile in the Build folder.

3. Change directory to folder MT2013008_Assignment6/Build

4. Run the following command

   make

   This will build the complete project and generate and executable in the Build directory.

5. To start the application, go to build directory, execute following command
   ./MT2013008_assignment6

3 Usage

Note: To enable keyboard controls, left-click on the left side of the screen.

1. Use 'q','e','w' keys to move arm 1.

2. Use 'a','s','d' keys to move arm 2.

3. Use 'z','x','c' keys to move arm 3.

4. Use 'i' key to make box move.

5. use 'p' key to move robot arm to belt 1.

6. use 'o' key to move robot arm to belt 2.

7. use 'k' key to pick box.

8. use 'l' key to drop box.

4   Issues with implementation

1. Implementing the program logic by adding more than one child to a node is giving some errors. More time to be spend on push-pop matrix concept.

5   Pending

1. Multiple light sources.

2. Multiple view points.

3. Collision detection.