**CS580 Final Project**

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1. **Goal:** To add on features to the renderer we worked on in class all semester. We ended up implementing **Stereoscopic 3D**, **Cube Mapping**, and **Cel-Shading**.
2. **Folder Content:**

*README.docx* – This file

*CubeMapping* [folder] – Folder that stores cube map textures

*.git* [folder] – Folders scattered all over the place because we used git for source control

*CS580FinalProj.sln* – Solution to the project

*CS580Presentation.pptx* – Power point of the presentation

1. **How to run:**

There are **4** modes: Normal, Cube, Stereo, and Cel.

1. Normal is running the default HW5 except it draws the Stanford Dragon.
2. Cube runs cube mapping. [line 1388 is the start of GzLoadCubeMaps function which you can change between using textures that begin with 1 or not. Check the **CubeMapping** folder to see the textures]
3. Stereo runs Stereoscopic 3D.
4. Cel runs Cel-Shading.

Comment/Uncomment the lines on 28 – 31 in **ApplicationFinal.cpp** to change modes.

Sometimes the renderer runs and would display a black screen. This is a memory with the default renderer which was present since HW1. It is not of our doing.

1. **Sources:**
2. <http://nehe.gamedev.net/tutorial/cel_shading/25001/>
3. <http://www.gamedev.net/page/resources/_/technical/graphics-programming-and-theory/cel-shading-r1438>
4. <http://http.developer.nvidia.com/CgTutorial/cg_tutorial_chapter09.html>
5. <http://www.reindelsoftware.com/Documents/Mapping/Mapping.html>
6. <http://www.humus.name/index.php?page=Textures>
7. <http://www.codemonsters.de/home/content.php?show=cubemaps>
8. <https://docs.google.com/viewer?url=http%3A%2F%2Fitee.uq.edu.au%2F~comp4201%2Fenvironment_mapping.pdf>
9. <http://developer.nvidia.com/book/export/html/86>
10. <http://www.noeol.de/s3d/>
11. <http://www.tav.net/3d/3d_stereo.htm>
12. <http://www.cafedownloads.com/reviews/r13/3dstereo.html>