ICT289 Computer Graphics Principles and Programming

Assessed exercise 2

Internal students need to demonstrate the solution to their tutor during the lab sessions of 2019/05/17 or 2019/05/24

External students need to submit their solution (a running program + a short description of the solution) via LMS or by email to the Unit Coordinator (H.Laga@murdoch.edu.au) by 2019/05/17

In this exercise, you are required to extend the program you wrote for Exercise 4.2 as follows;

1. Replace the ball by a 3D object represented as a set of vertices and faces. Use the 3D bone model provided in the previous labs. You can also use the additional 3D models, which are available on LMS.
2. Make the 3D model fall from a certain height (due to gravity) and bounce on the floor.
3. Through the model in a certain direction and make it bounce on the floor.

Optional question

- Make the 3D model rotate around itself.

In this exercise, you are required to reuse the program codes that you have written in the previous labs. You are allowed to use the solutions that have been provided on LMS (e.g., loading a 3D object from a .off file).