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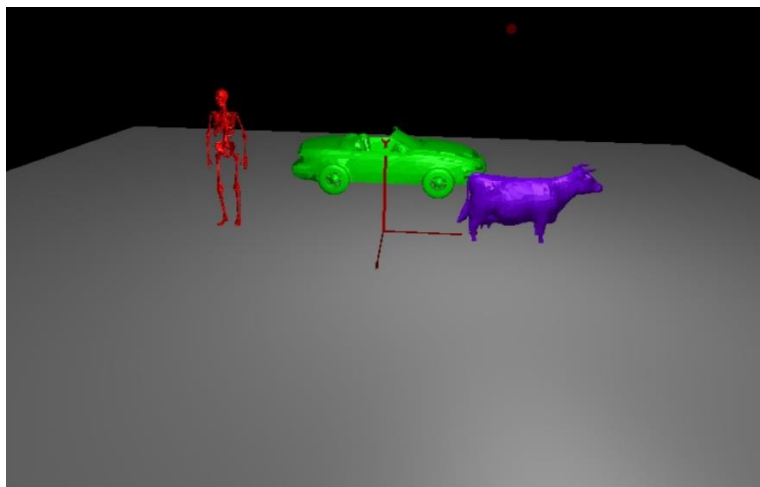
Project 03 : Lighting

Description:

In this project, I have developed a 3D scene using OpenGL, where I incorporated several distinct objects, including a car, a cow, and a skeleton. These models are strategically placed in the scene to demonstrate the use of spatial arrangement and lighting. Each object has been assigned a specific color to enhance its visual clarity and make the scene more vibrant. The car is rendered in green, the cow in purple, and the skeleton in red.

Additionally, I have utilized a variety of colors, such as red, green, blue, cyan, magenta, and white, to demonstrate the versatility of color manipulation in the 3D environment. The lighting setup is designed to create dynamic effects, allowing the colors to stand out while casting realistic shadows and highlights. This project showcases my ability to use OpenGL for rendering complex objects, manipulating colors, and implementing effective lighting techniques to create an engaging 3D visual scene.

Output:



Kaltura link : https://media.oregonstate.edu/media/t/1_m32ikm8k