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Video Link: https://media.oregonstate.edu/media/t/1_msfk6w6a

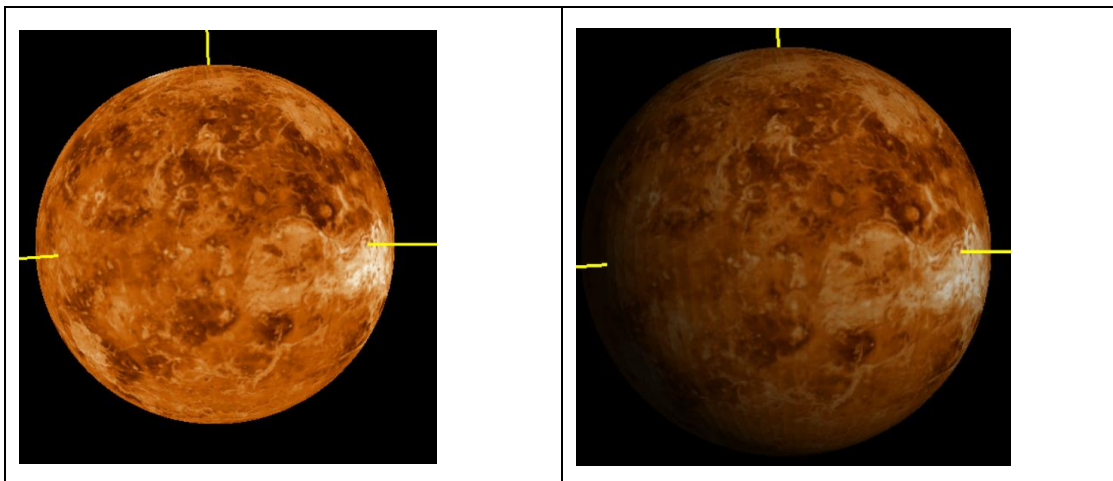
CS 450/550 -- Fall Quarter 2024

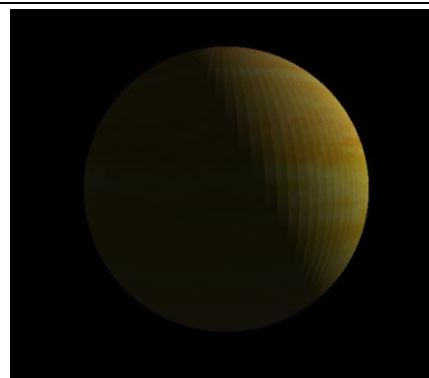
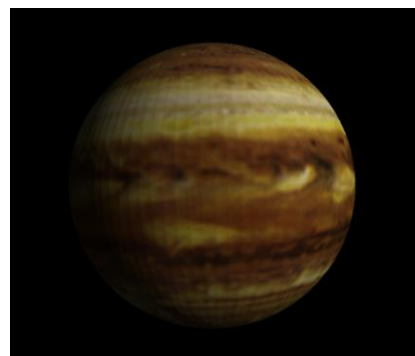
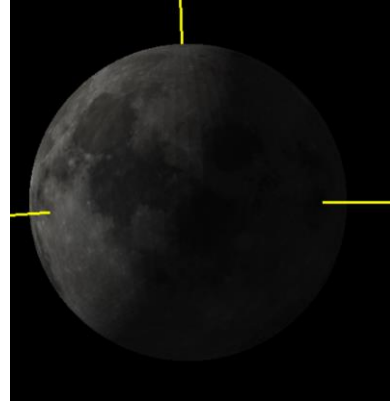
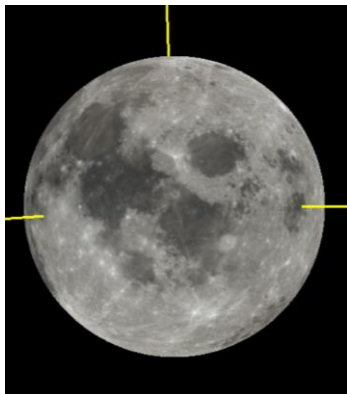
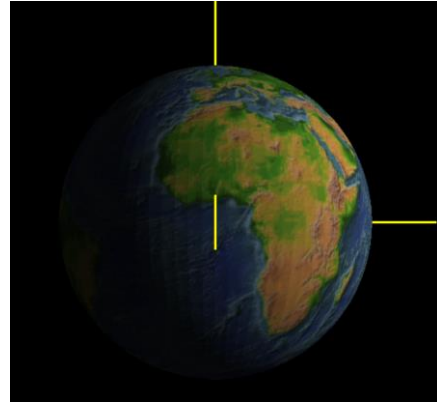
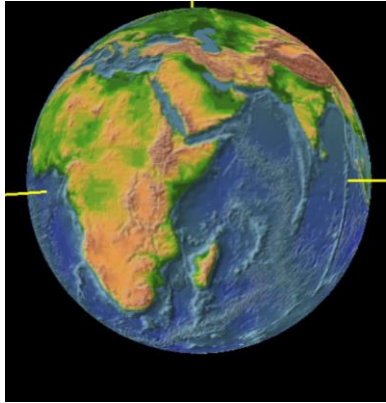
Project #5

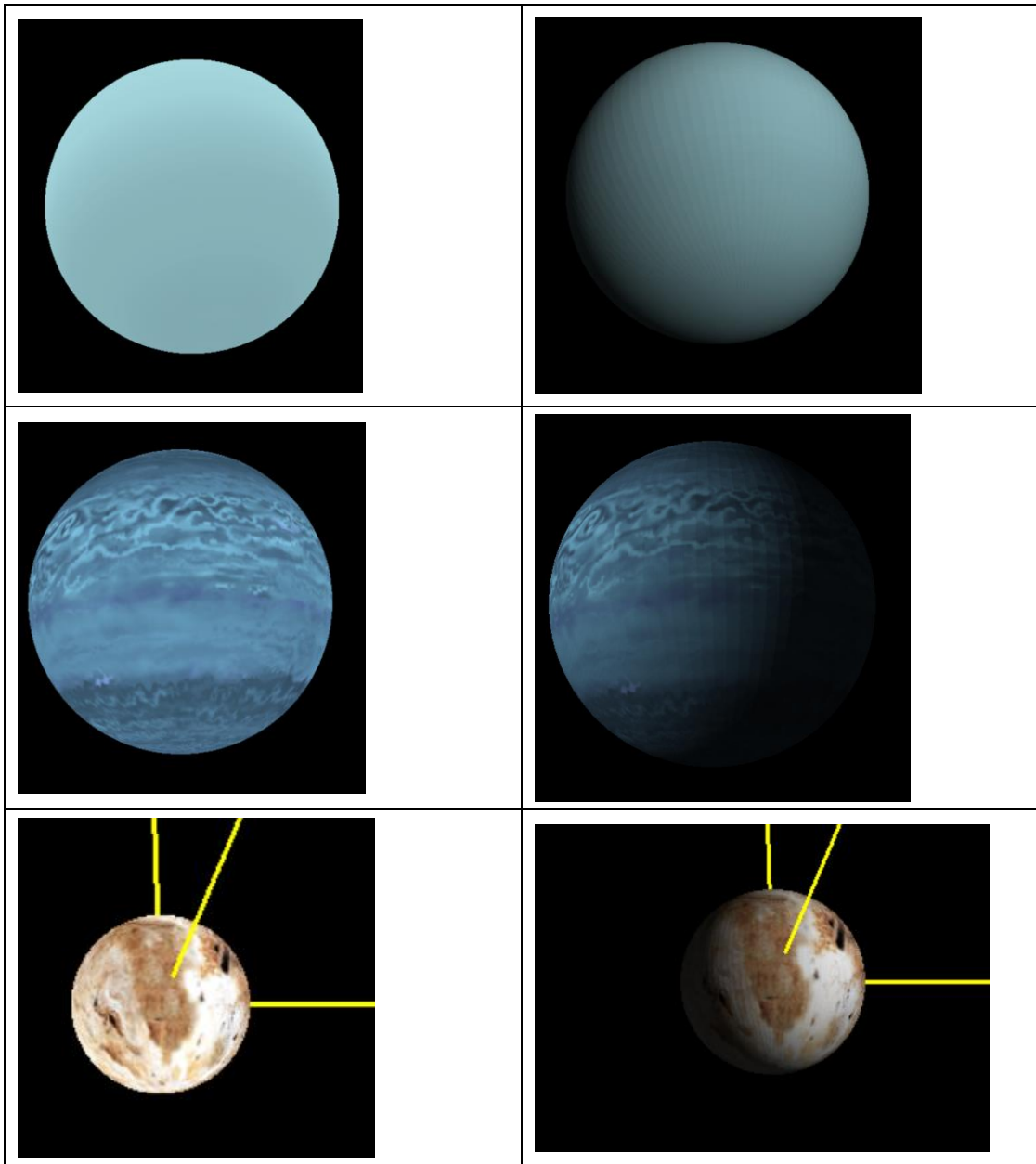
Texture Mapping

Description:

In this project, I implemented a 3D planetary display, showing each planet with the correct proportions and textures. First, I read and process the planet textures from the specified file, using OpenGL texture objects to store and display these textures. Next, an OpenGL display list was created for each planet, including commands for drawing and scaling the sphere. Lighting and texture effects can be switched through the keyboard, realizing two rendering modes: GL_MODULATE and GL_REPLACE, and enhancing visual effects through dynamic lighting. Planet selection and perspective changes can be controlled through the keyboard and mouse.







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