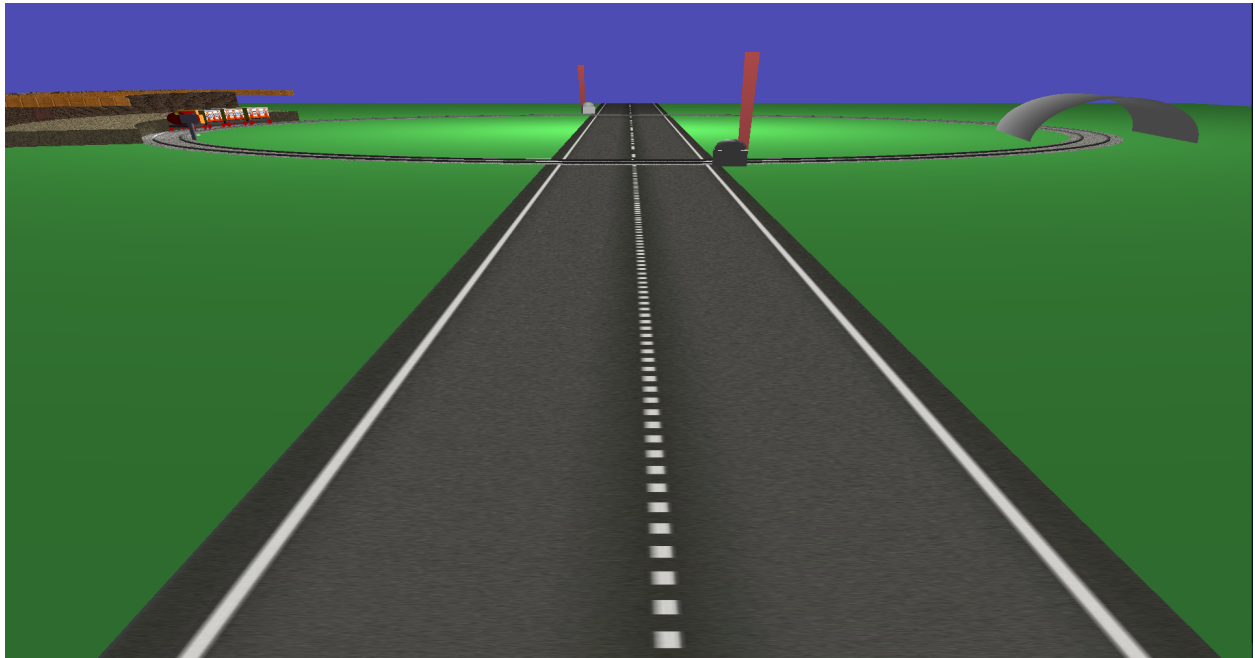# Cosc363 Assignment 1 Report

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The scene consists of a railway track, a train that follows along the track featuring an engine and 4 wagons, a railway station with a platform, roof and door, a railway tunnel, two barrier arms, a road, a set of traffic lights, and a floor plane.

The barrier arms are created with glut solid cubes and solid spheres for the base, and the arm is a simple quad that is timed to rotate about the z axis. The traffic lights were also created with solid cubes and spheres, and a boolean variable triggers which light is a dark shade and which is a bright shade.

Left and right arrow keys control the camera horizontal orientation, up and down arrow keys move forward and backward, and page up and page down keys increase and decrease the camera's height respectively, the end key will start and stop the train but this will ruin the animation syncing.

Unzip the folder using WinRAR and build using the CMakeList.txt file provided, QT Creator is recommended.

Textures were taken from texturelib.com which provides free textures for non-commercial and commercial use as long as they are distributed as an integral part of the product.