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|  | | Implementation Log – Graphics II | | | | |  | |
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|  | | | | Sam Croft100485878 |  | | | |
|  | | | | 04/11/2019—5CC510: Graphics II— |  | | | |
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# Starting Point

Leading up to this point, we were provided with a basic Direct3D 11 framework in which to begin adding code and utilizing overrides of Initialise, Update, Render and Shutdown methods.

# Week 3 – commencing 11/02/2020

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| Date | Implementation | Problems found | Solution |
| 11/02/2020 | Collection used to store Scene Nodes. Vectors are efficient at accessing specific elements, like arrays and are dynamically allocated, reducing complexity. However, usually allocate extra storage and thus use more memory. Lists have better iterators, but also can consume more memory. |  | Chosen to use a vector for simplicity and reasonable efficiency |
| 11/02/2020 | Implemented SceneGraph.cpp containing methods of Initialise, Update, Render, Shutdown, Add, Remove & Find. |  |  |
| 11/02/2020 | Included a class, inherited from SceneNode, which creates a cube. |  |  |
| 16/02/2020 | Added SceneNodes with seperate transforms in update method to animate a cube robot in order to test. |  |  |
| 07/04/2020 | Introduced a Resource Manager and the ASSIMP library. |  |  |
| 08/04/2020 | Created a TerrainNode Class with a method to generate a terrain grid. | Not finished | Need to create vertex and index buffers, build shaders to generate |
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