Computer Graphics Project

Recreating Nether Earth

Team 2

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# Introduction

# Project Design

## Logic

**LevelRenderer:** Class containing the layout of the level and the logic to draw the different tiles.

## Model

**Model: Base class that all models must inherit and define the render() method.**

## Material

**Material:** Base class that every material inherits. It controls the reflection, shininess and the diffuse properties.

**DefaultMaterial:** The default material that is applied to all models none is provided. It is a normal material with no reflection and no shininess.

**MetalMaterial:** Gives a metallic look by being very shinny.

**OrganicMaterial:** Applies to object such as grass by giving a higher tint of green.

**RockMaterial:** Applies to object such as rock and walls by giving a higher tint of brown.

## Player

**AntennaModel:** Defines the vertices for the small cylindrical object that is on top of the player.

**PlayerModel:** Defines the vertices for the player model.

## Static

**FenceModel:** Model for the fence that is around the map.

**GrassModel:** The model that represents the floor.

**MountainModel:** Model containing 3 peaks to represent mountains.

**TeamNumberModel:** Model of our team number. It is often reused on other models.

## Helper

**AntTweakHelper:** Helper class to help setup AntTweak and bind variables from the game.

# User Manual

# Appendix