Model Dicer

Model Decomposition for Enhanced Manufacturability

# Goal

My research is centered on breaking a complicated model into smaller pieces, each of which can be manufactured independently. They may be manufactured using the same process, or different processes.

# Implementation

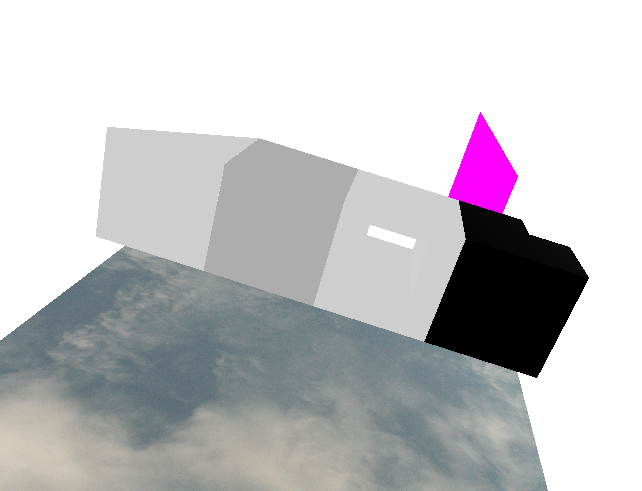
## Modeling

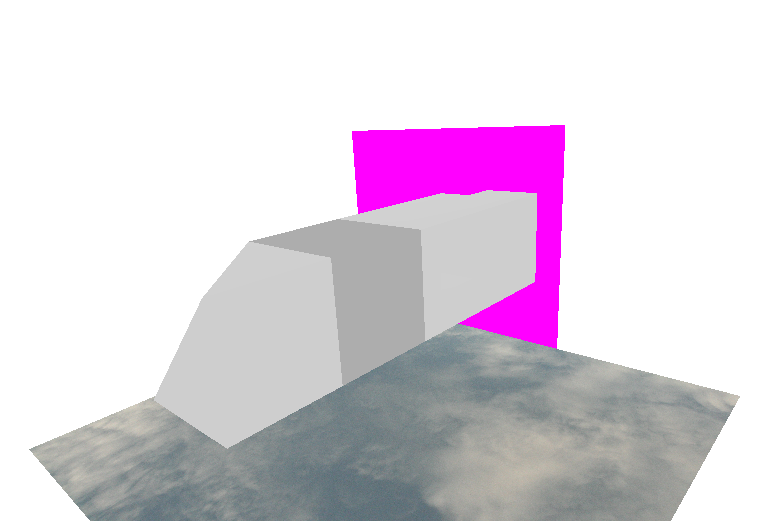
I generated a model in Blender and broke it into 4 objects, each of which were exported as .obj files.

## Light

## Appearance (Material)

I was trying to avoid an artifact when OpenGL cannot determine which item is in front of the other. I attempted to disable the GL\_DEPTH\_TEST when rendering the plane, but found the results to be strange.





## Navigation/Interaction

## Keyframe Animation

# Lessons Learned

# Data Sources

Cloud texture - <http://www.texturemate.com/image/view/1095/_original>

Table texture - <http://www.texturemate.com/image/view/5584/_original>

# Rubric

