

CS308 2021/22
Individual Project
Mid Progress: S/18/338

List of objects/components identified from the scene
<p>Scene: Creating Olympic Stadium.</p> <p>Olympic Stadium</p> <p>Olympic Logo</p> <p>Olympic Lamp</p> <p>Flags with poles</p> <p>Structures for holding the Olympic lamp and Olympic logo</p> <p>Structure to project fire to the lamp, Ball</p> <p>Pole-like tall structures around the Olympic stadium.</p> <p>Stadium Chair sets</p>
Steps of your approach/methodology
<p>1. First I have set up the environment and then plan out the layout and components that I am using to create the scene using GLUT and SOIL2.</p> <p>2. I started by creating the land structure first and applying a texture on the land to make it visible like the background environment of the stadium. For creating the land I used Polygon structure of having (500x500) dimension.</p> <p>3. Then I started creating the stadium's base structure, consisting of four walls with four openings. For that first I created a front wall with a door opening then used that to create the base structure by doing translations and rotations. Then I use cylinder-like structures to build the top of the building which are placed above the base structure.</p> <p>4. Then I created the Floor structure of the stadium and applied Olympic track texture to it. For that I used Polygon and did the text wrapping giving the coordinates.</p> <p>5. I started creating the Olympic logo and the Olympic lamp and tall pole structures, for that I used torus, cylinders and spheres.</p> <p>7. Creation of fire shooting structure, creating chair structures, creating flags, and creating the inside environment of the stadium and the outside environment are the things that are left for me to do.</p> <p>8. For the outside environment I am planning not to apply any building structures around the stadium but to create a nature-like environment.</p> <p>9. For shooting fire, the structure I am planning is to create a robot-like structure so that when the structure hits the ball it will be shot to the lamp and then to start fire.</p> <p>10. Finally I have to apply textures, lighting effects, and animations for the scene.</p>