

Computer graphics assignment 2 report

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Presentation

This project had for objective to display on screen several textured spheres we will refer as “planets”, and to make them move in orbit around other spheres (all planets around the sun and the moon around the earth).

The goal was also to have text displayed to have complementary information on screen. Notably help for using the program and the names of the displayed planets above (or below) their 3D representations.

Those objectives were accomplished for this assignment as shown in the demonstration video.

How to compile

The project is packed as a visual studio solution, it uses the external libraries GLAD, GLM, GLFW and SOIL, it is needed to include them in order to compile the project.

Usage

Here are the keyboard controls bound for the usage of the project:

Right / Left arrows: increasing or decreasing the speed of the planet's orbits

H disable / enable help

N disable/ enable Planet names

How it looks like

