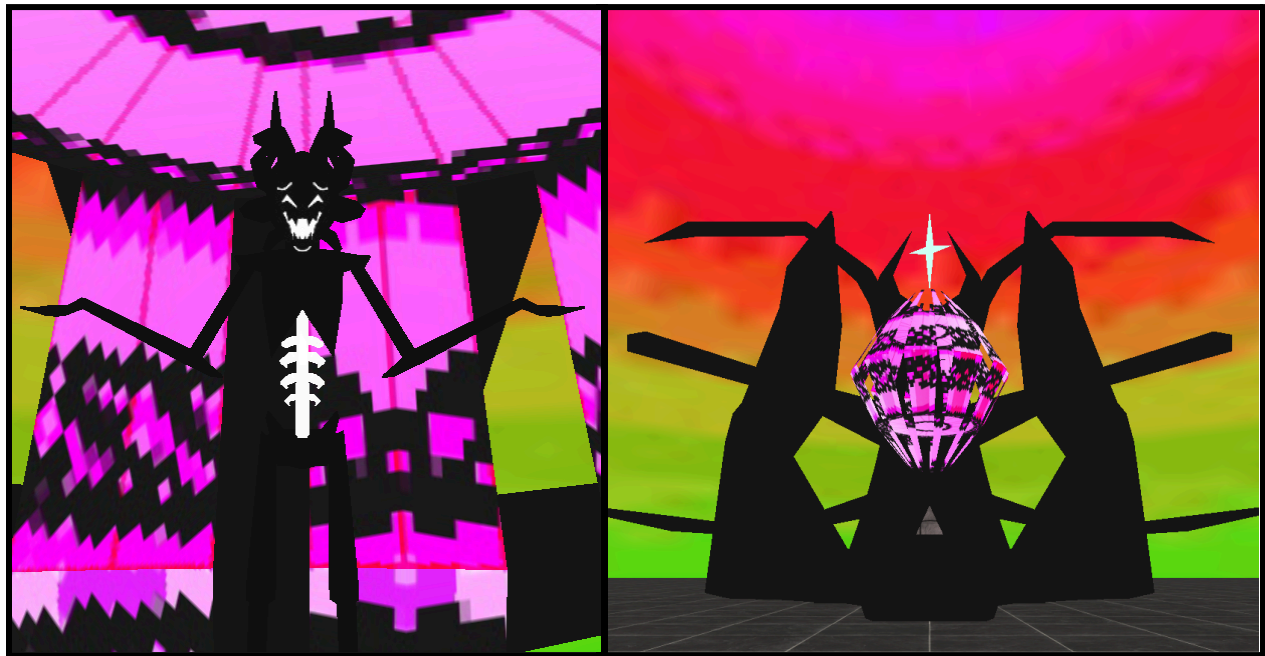Hunter Brown

Prof. Gordon

CSC 155

13 Mar. 2025

Lab #2 Documentation

1.) Hunter Brown, Assignment 2, CSC-155, Section 02, Spring 2025

2.) Screenshots

3.) I was able to implement all of the requirements (as far as I am aware).

4.) I created the ground for my world; it's a rectangular prism that only has its texture on the top and also

   stretches out by tilingAmount (>= 1.0f) in its java class, which allows OpenGL to tile/repeat its texture

5.) Description of objects:

    a.) Moving Object: The character in the middle, "Ghoul," hovers up and down in respect to a cosine function

    b.) Rotating Object(s):

        i.) The inner chamber that Ghoul is inside of rotates continuously CCW around the Y axis

        ii.) The star above the chambers rotates continuously CW around the Y axis

    c.) Tiled Object:

        i.) The ground for the world repeats its texture and with image source of textures/ground.jpg

6.) Sources for Objects/Textures:

    a.) Objects (all are customly made by me this time around):

        i.) Ones I modeled myself using Blender 4.1:

            (1) Chamber.obj

            (2) Cone.obj

            (3) FakeSkybox.obj

            (4) GHOUL.obj

            (5) Sanctum.obj

            (6) Star.obj

b.) Textures:

    i.)   Ones I created myself using paint.net:

        (1) Chamber.jpg

        (2) FakeSkybox.jpg

        (3) GHOUL.jpg

        (4) Sanctum.jpg

        (5) Star.jpg

        (6) X.png

        (7) Y.png

        (8) Z.png

    ii.)   Ones I did NOT create myself:

        (1) brick1.jpg - Source: From the book's ancillary files

        (2) ground.jpg

            Source: https://www.poliigon.com/texture/square-slate-raw-tile-texture-black/7657

            Royalty-Free License: https://help.poliigon.com/en/articles/8749749-asset-use-licensing

7.) My code works on the "ECS-TEKKEN" computer in the RVR-5029 lab

in which I tested my code on.