Computer graphics 3d project

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GitHub link: <https://github.com/MariamMohamed01/3d-computer-graphics.git>

-**Shapes by built-in function**: cube, cone, sphere, and tours.

-**Shapes manually without built-in function**: cube and triangle.

**Animation**

* spheres on a tree drop on floor, by function:

void timer(int)

if (x<=1.5) {

x+=0.01;}, and in y axis put (-x).

* clouds move to the right of the page by spheres shape, by function:

void timer(int) {

step+=0.01;}, in x axis, put (+step).

* Stars rotated on different angles by cones shape.

By function: glrotatef (angle, x, y, z);

**Input**

* Keyboard inputs in Snowman, moving front, back, right, and left, by function:

void keyboard (unsigned char Key, int x, int y)

{

If (Key=='w') {cz-=0.1;} if (Key=='s') {cz+=0.1;}//forward and back

If (Key=='a') {cx-=0.1;} if (Key=='d') {cx+=0.1;}//left and right

glutPostRedisplay ();

}

In x axis, put cx and in z axis, put cz.

**Sketch for cube manually**

Diagram

Description automatically generated

**Output**

Icon

Description automatically generated with medium confidence