

# Computer Graphics OpenGL Coursework

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## 1 Assessment Criteria Catchment

### 1.1 Ship Model

The ship model itself was created using the free 3D modelling application Blender, which also handled vertex normal and UV coordinate calculation. The finished model was then exported as a Wavefront OBJ (.obj) file, which could then be imported into my application using a parser written by myself.

The model is split into several groups, which I have called ‘Face Groups’ within the application. The purpose of the groups was to allow different parts of the ship to have different material effects; and in the case of the outboard motor and propeller, to have a different transformation applied before rendering.