CS360 Computer Graphics

Project Report

Section: 6C4
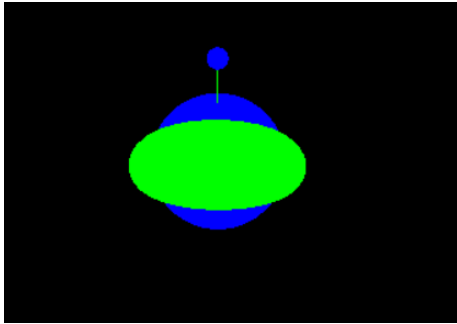
Group ID: 5

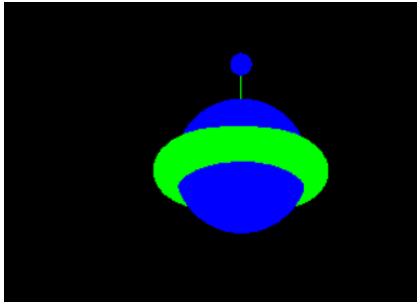| Student Names:	ID
Mjd Alamri	443007585
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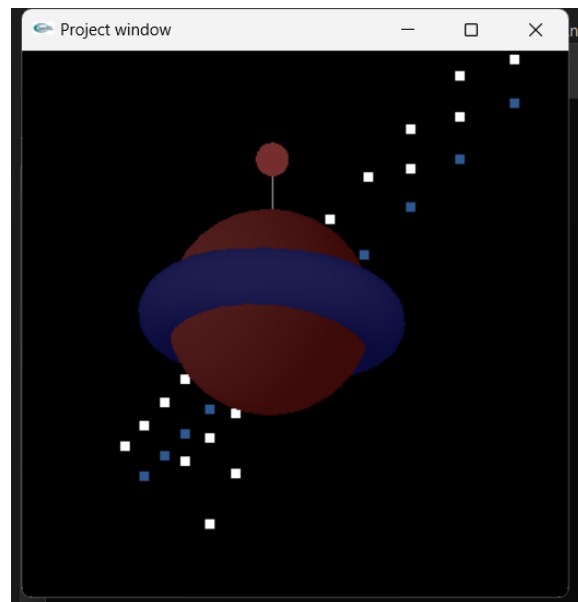
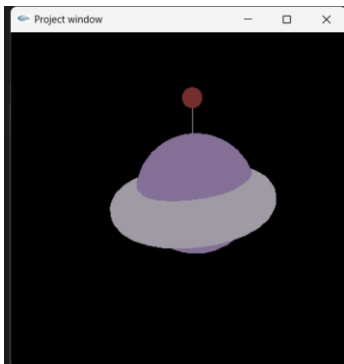## Screenshots showing the work progress step by step:
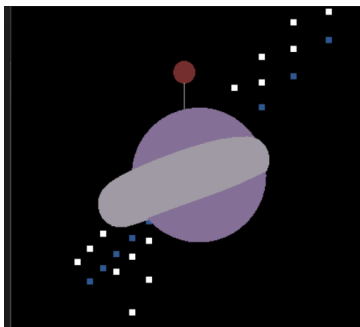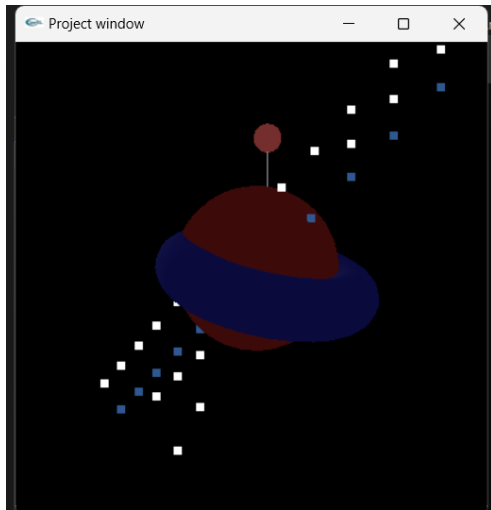
First drawing:

Second drawing:

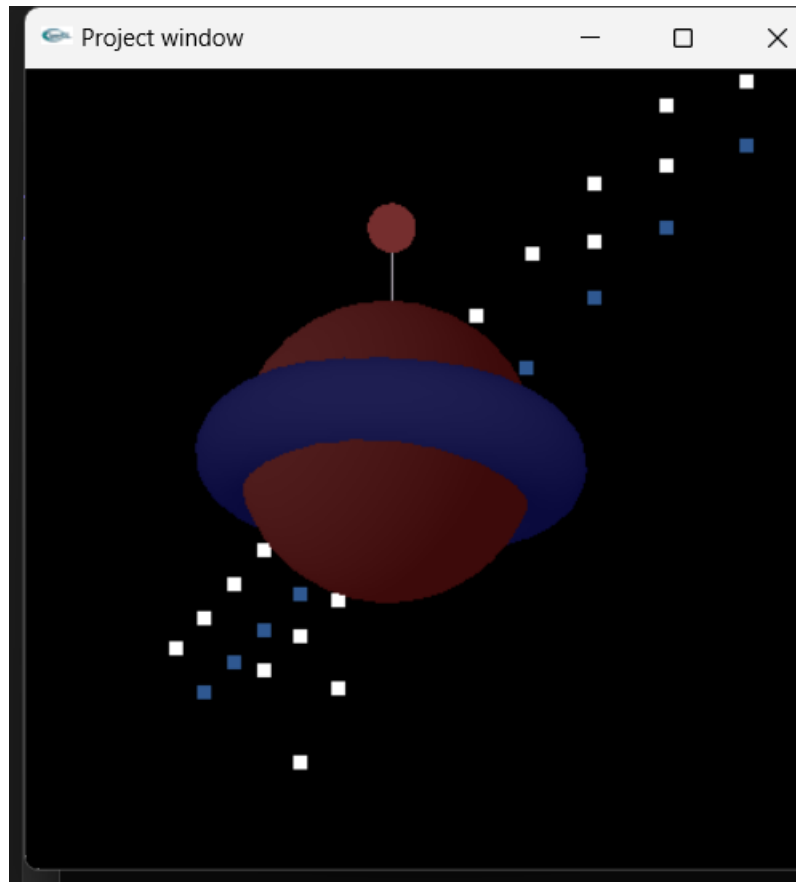Added animation: (we changed the color)

Added the background:

Added lighting and shading:
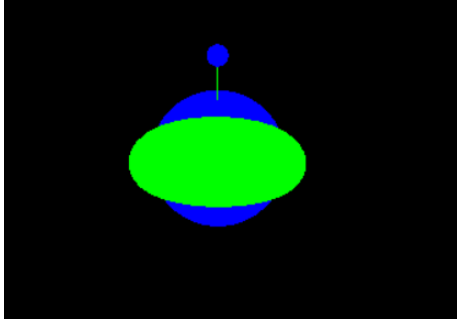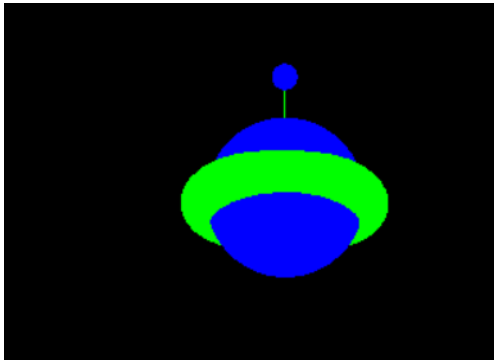
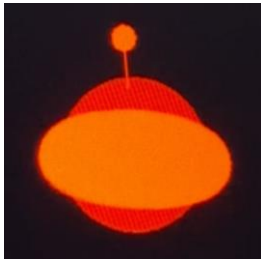**Screenshots of the final output:**

Difficulties that we have faced:

1-When we first started drawing the spaceship we could not make the torus to go through the sphere

But then we discover that we can solve it using GL_DEPTH_BUFFER_BI

2- When we started animating and shading/lighting the ship we noticed that it is a little odd and does not look clean or good
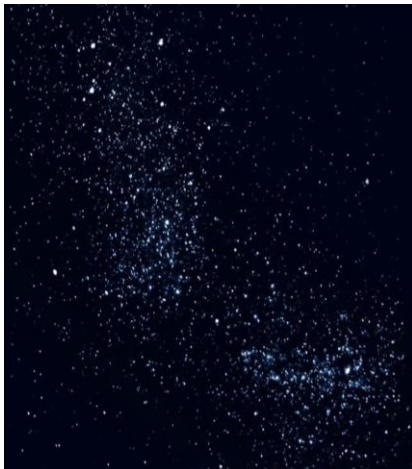

but thanks to our skills we played with the coordinates and numbers until we were satisfied with the result.
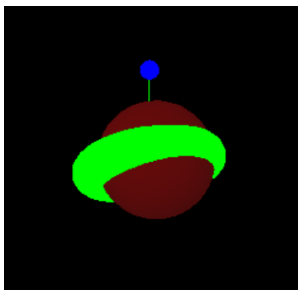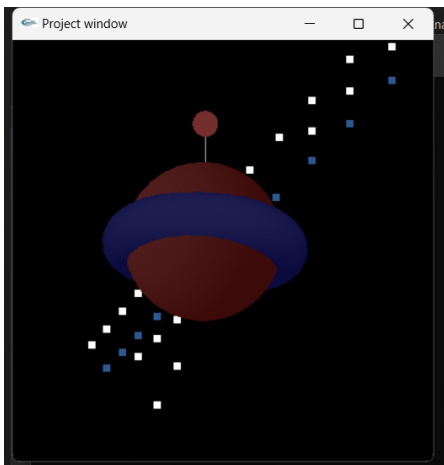
3- the background, it was not very easy to determine where to put the start and what size it should be, this was the first version.
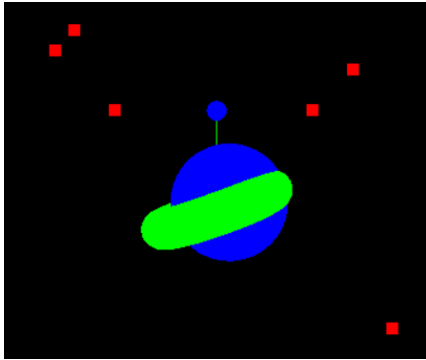
We had an inspiration from this photo:

The result after fixing the stars:

Student Names	ID	The part of the project the student worked on
Mjd Alamri	443007585	This file, the spaceship itself.
Fatima Alturaifi	443007624	Background.
Rahaf Almojadh	443007560	Animation.
Abeer Almutairi	443007781	Shading/lighting.