

## CSC 155: Assignment 2

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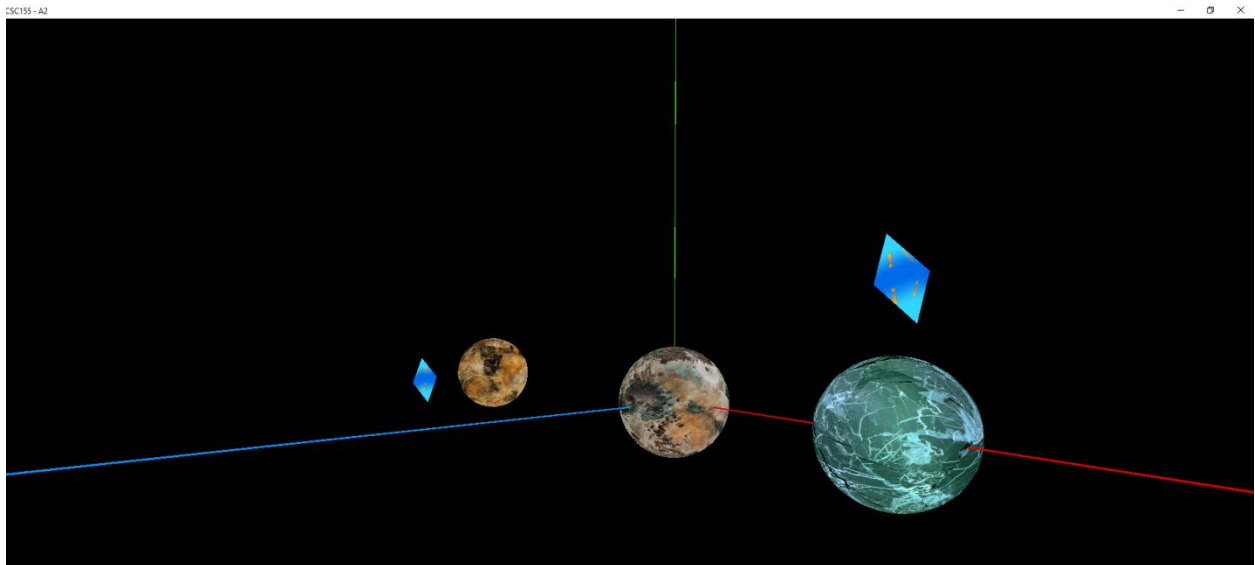
**Object I Created:** The 2 'moon' objects rotating about the planets are diamond shaped objects I made myself by specifying each of the vertices by hand. I also created the texture for them using Photoshop. The design for the object exactly mirrors an object I created for my CSC165 final project game.

**Source Information:** The 3 planet textures I used are free and can be found on the following site: <http://freebitmaps.blogspot.com/>

Near the bottom of each page it is stated that the files are for free use.

**Things I Did Differently:** The only instruction that I may not have followed entirely relates to the movement of the camera. Whenever the commands to move the camera forward/backward/left/right are pressed, the camera will always move along the X or Z axis in the world system. For example, pressing 'w' will always move the camera towards the negative Z direction of the world system, as opposed to forward in the direction that the camera is currently facing.

**Screenshot:**



**How to run from command line:** Unzip the submitted folder, and go into the “src” folder. Copy the file path from this directory. Open the command line and change the directory using the path you just copied. The following 2 commands will compile and run the program:

```
javac a2/*.java
```

```
java -Dsun.java2d.d3d=false a2.Starter
```

If this doesn't work, included directly within the src folder are 2 batch files that can also compile and run the program.

**RVR5029 Machine Used:** The program was tested on the computer labeled 'MYST', which is the leftmost machine in the front row.

### **CONTROLS:**

w – move the camera forward a small amount (i.e. in the positive-N direction).

s – move the camera backward a small amount (i.e. in the negative-N direction).

a – move the camera a small amount in the negative-U direction (also called “strafe left”).

d – move the camera a small amount in the positive-U direction (also called “strafe right”).

e – move the camera a small amount in the negative-V direction (“move down”).

q – move the camera a small amount in the positive-V direction (“move up”).

LEFT and RIGHT arrow – rotate the camera by a small amount left/right around its V axis (“pan”).

UP and DOWN arrow – rotate the camera by a small amount up/down around its U axis (“pitch”).