

CV 804: 3D RENDERING & GEOMETRY PROCESSING

WEEK 2 / EXERCISE 1: HEIGHT FIELD

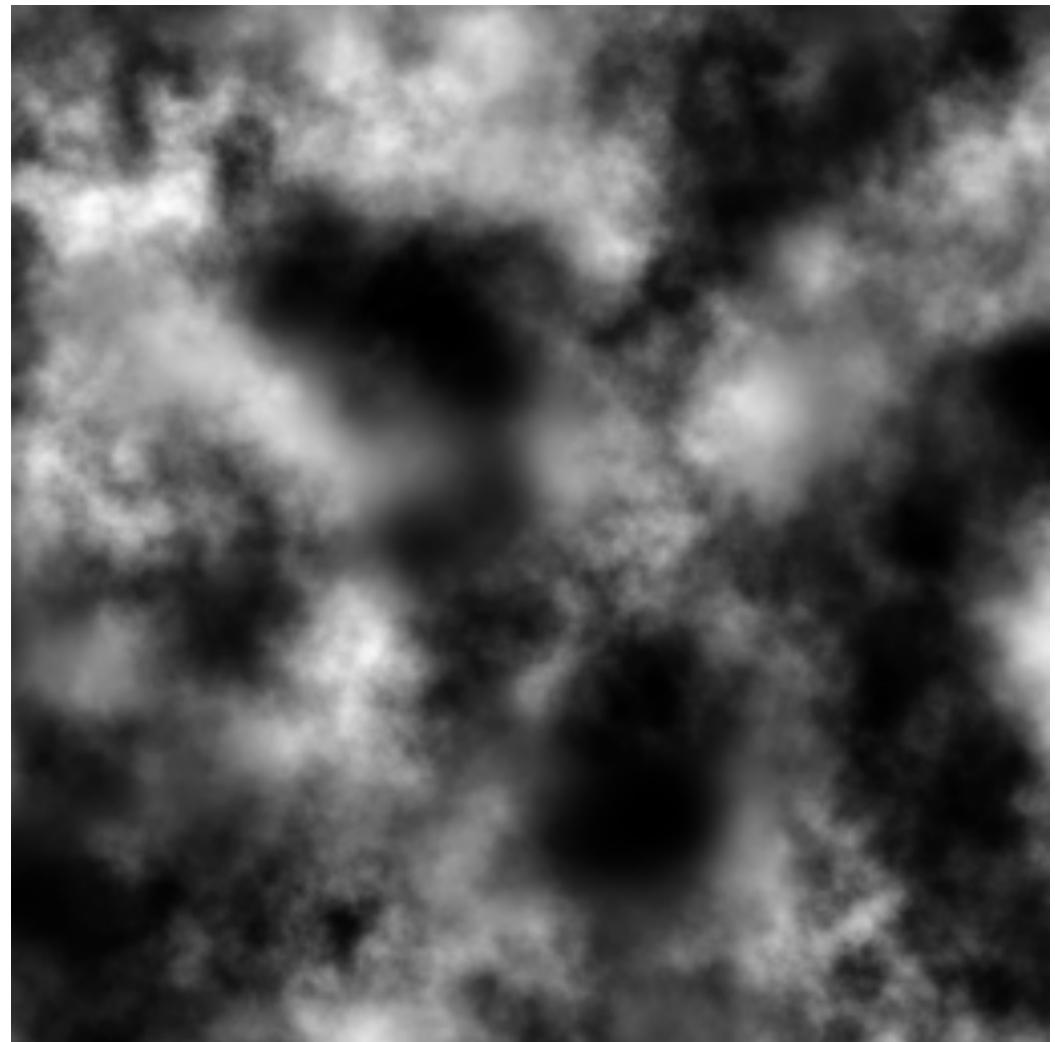
HAO LI

Height Field



Height Field

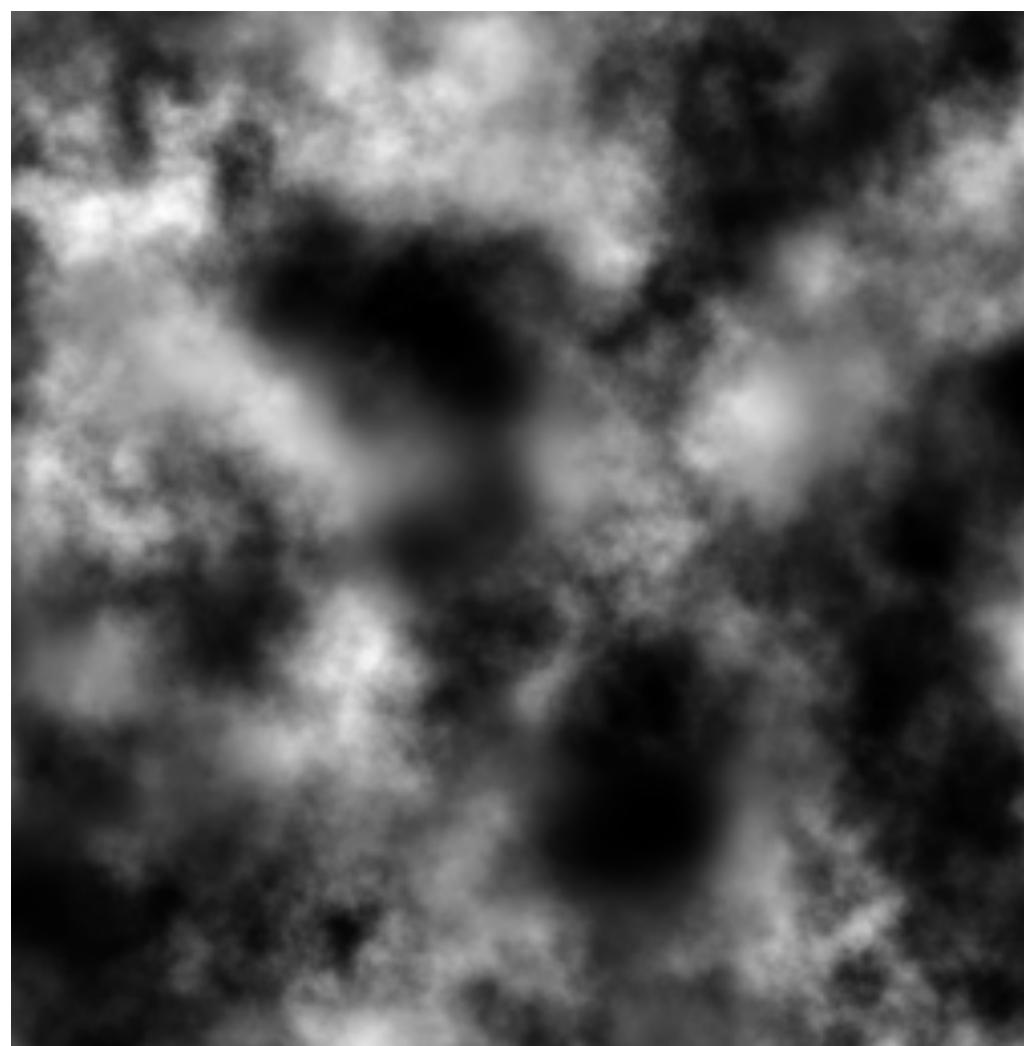
- Interactive 3D Heightfield Viewer and Fly-through!



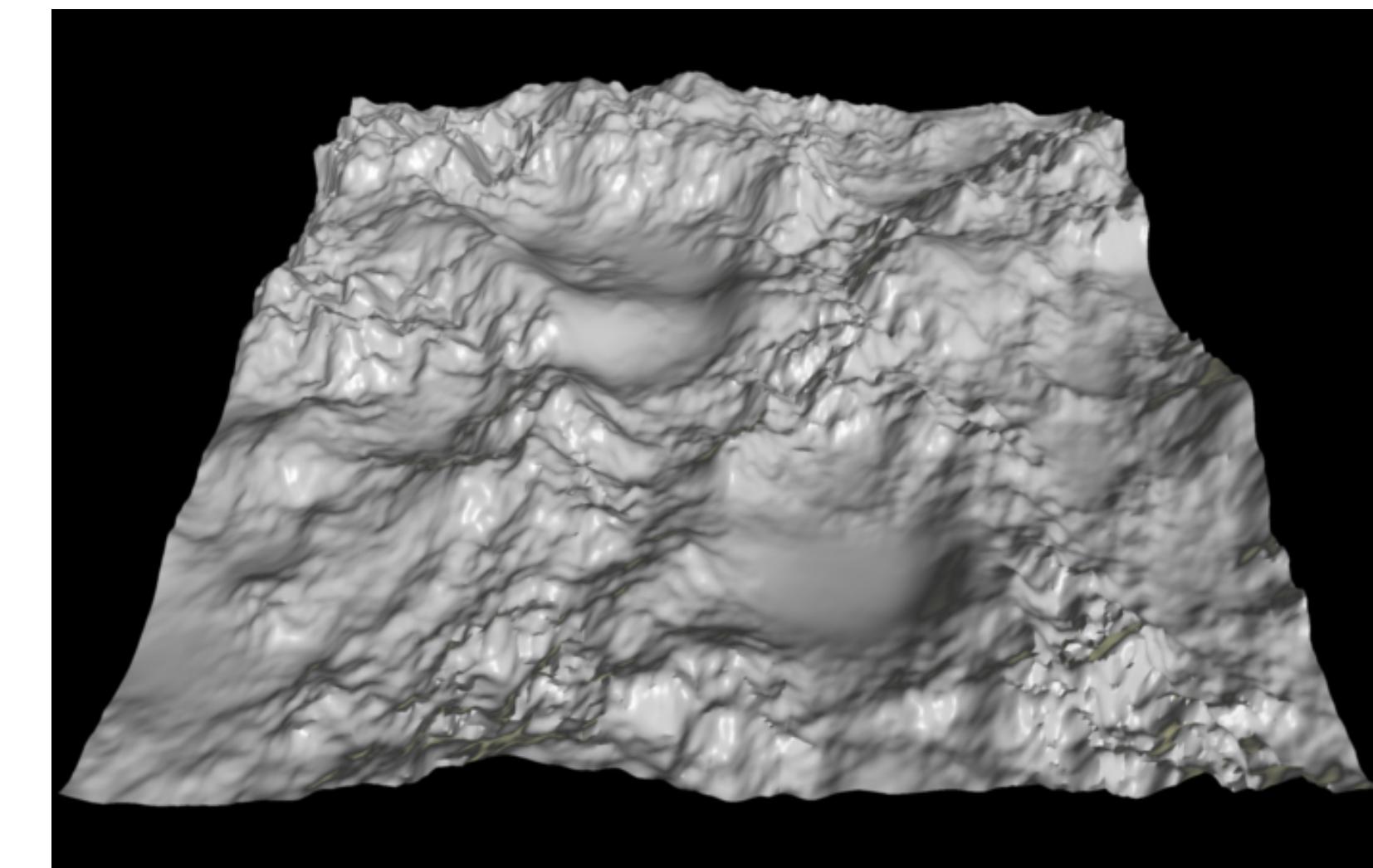
Input

Height Field

- Interactive 3D Heightfield Viewer and Fly-through!

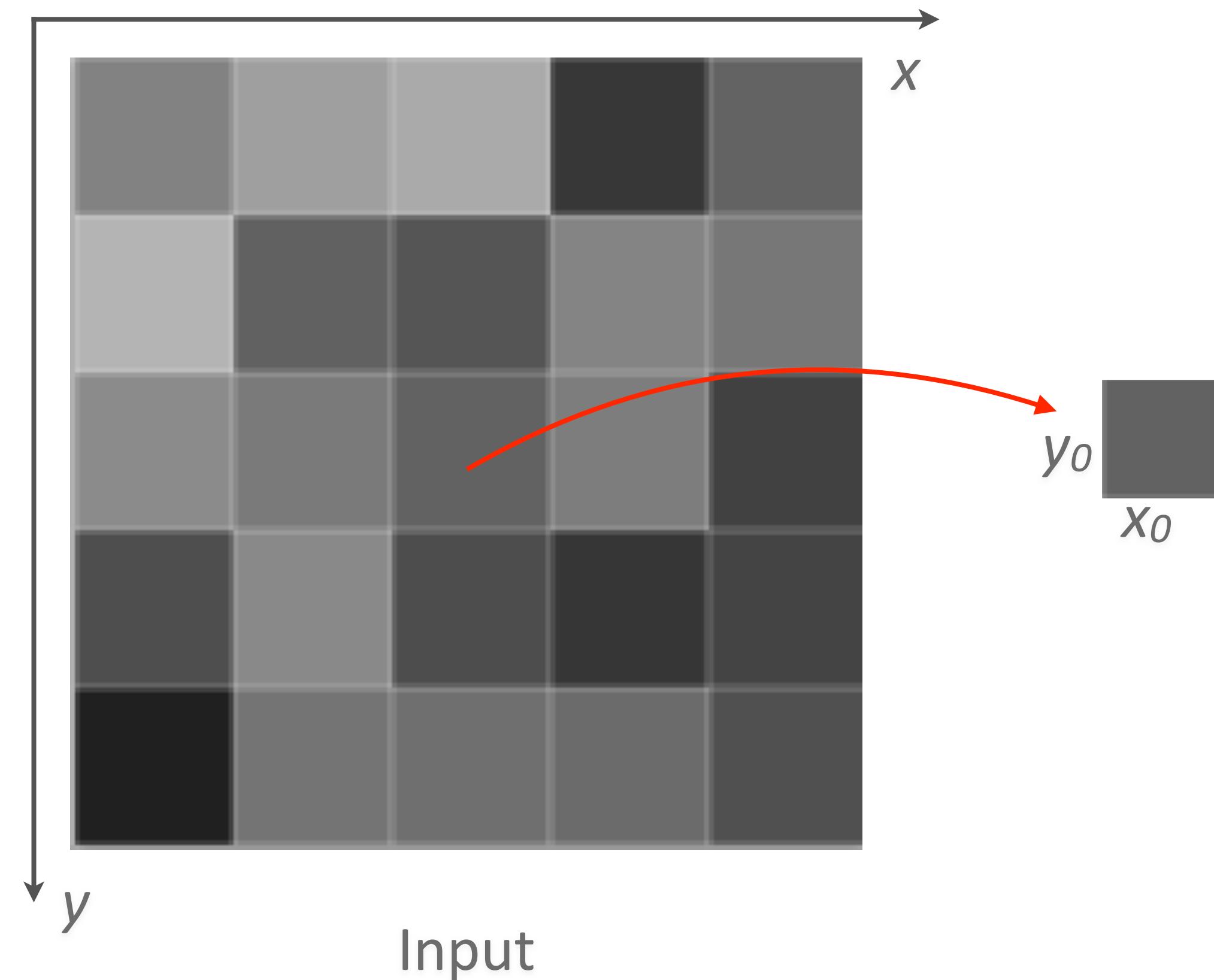


Input

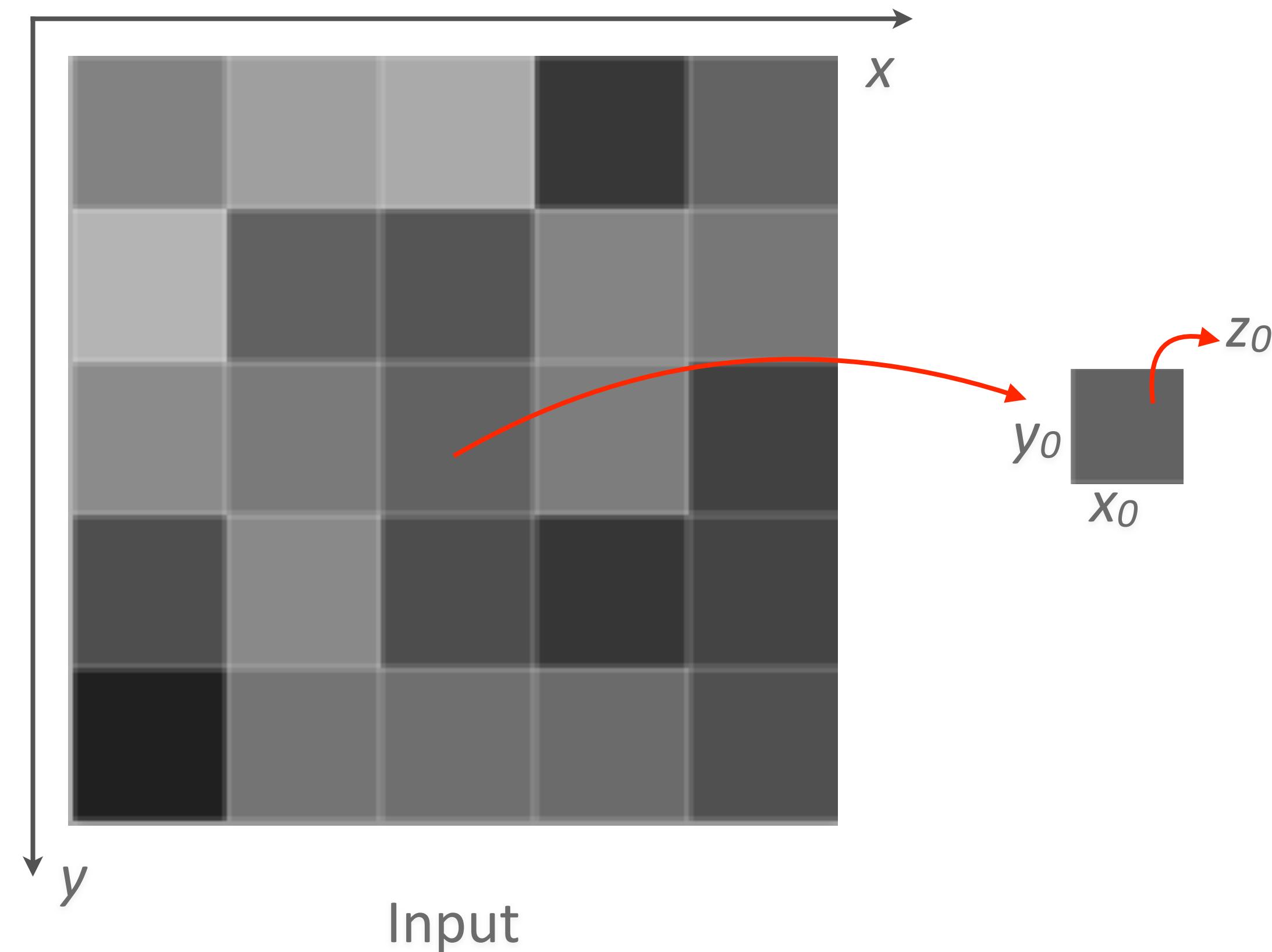


Output

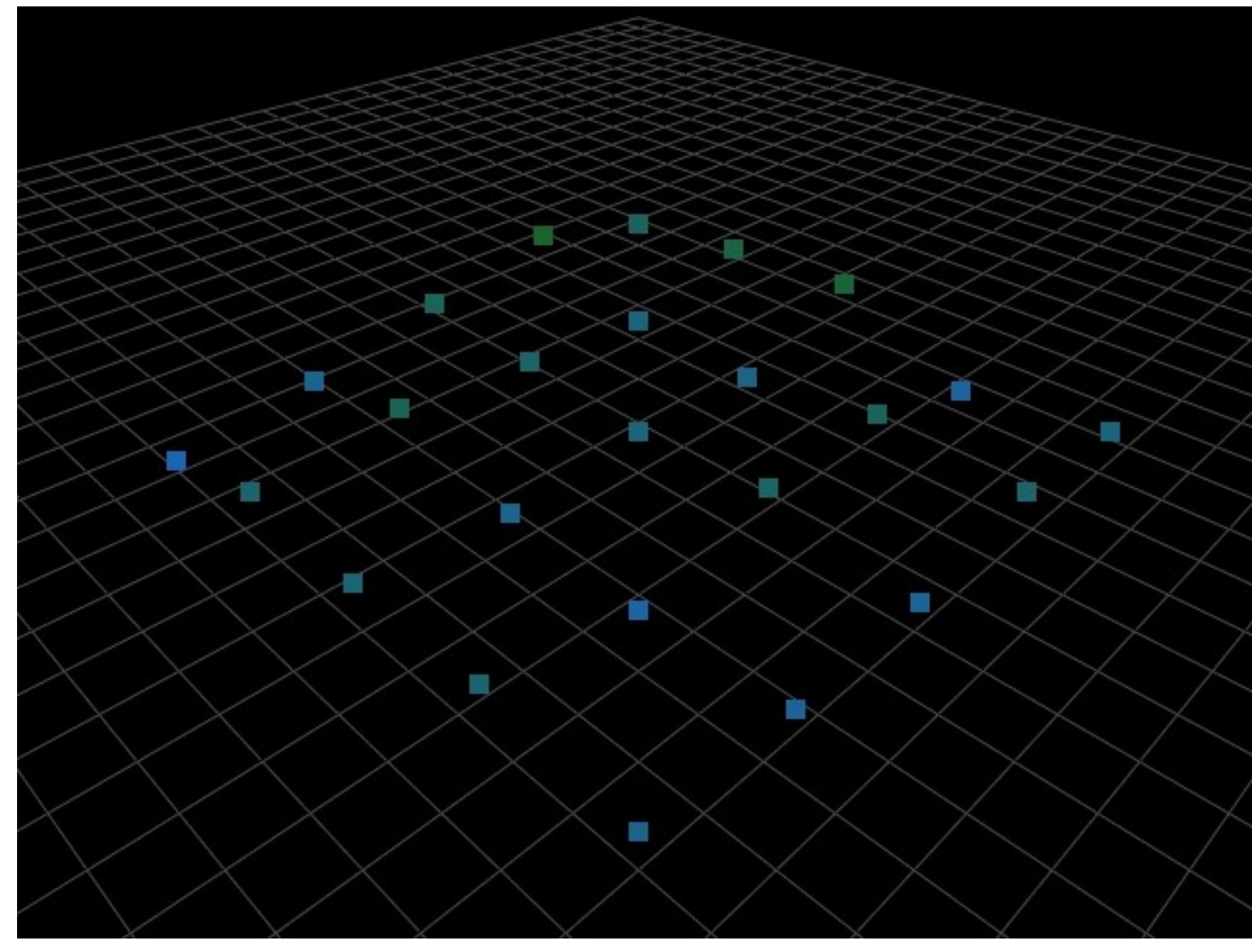
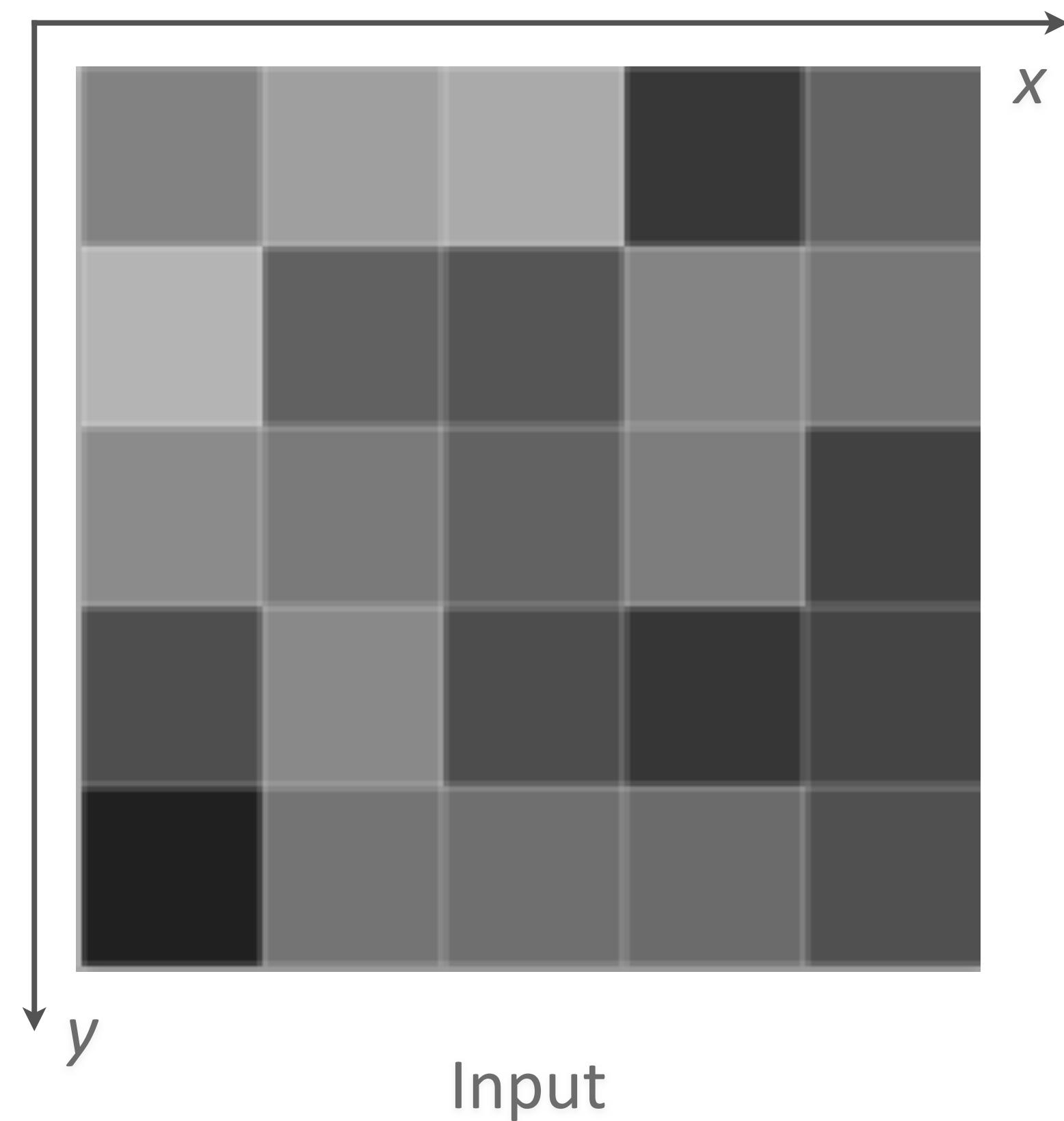
Height Field



Height Field

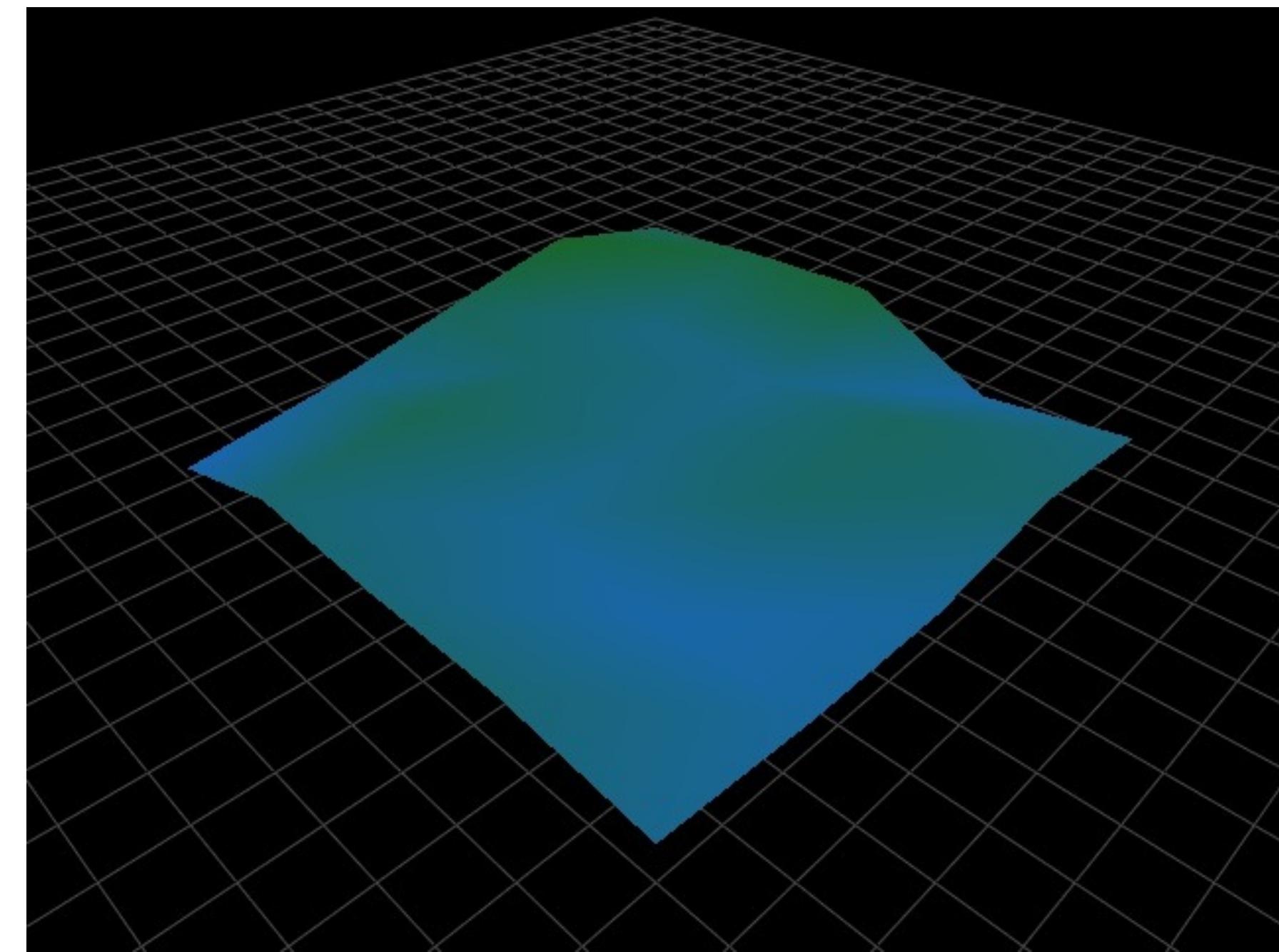
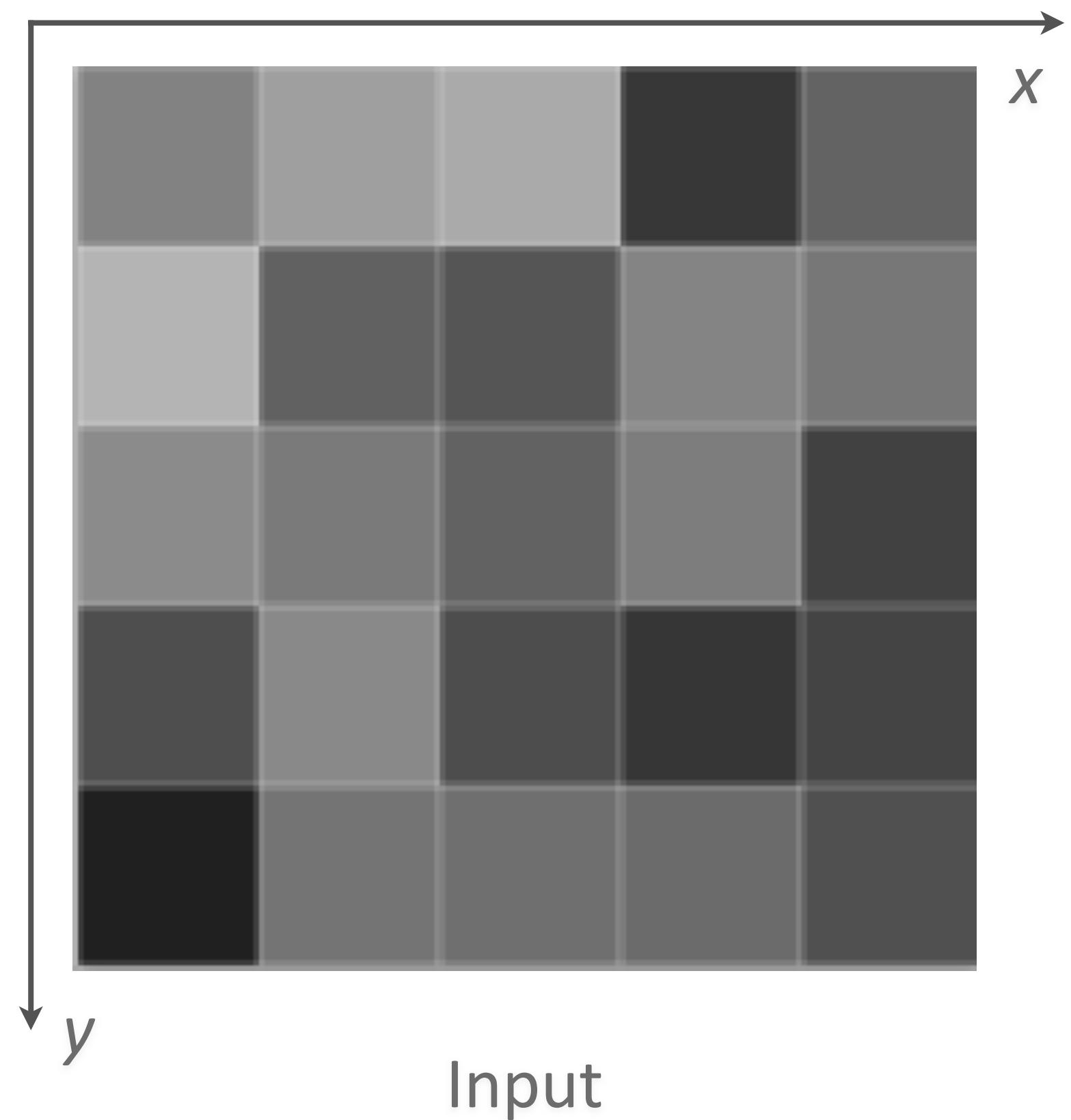


Height Field

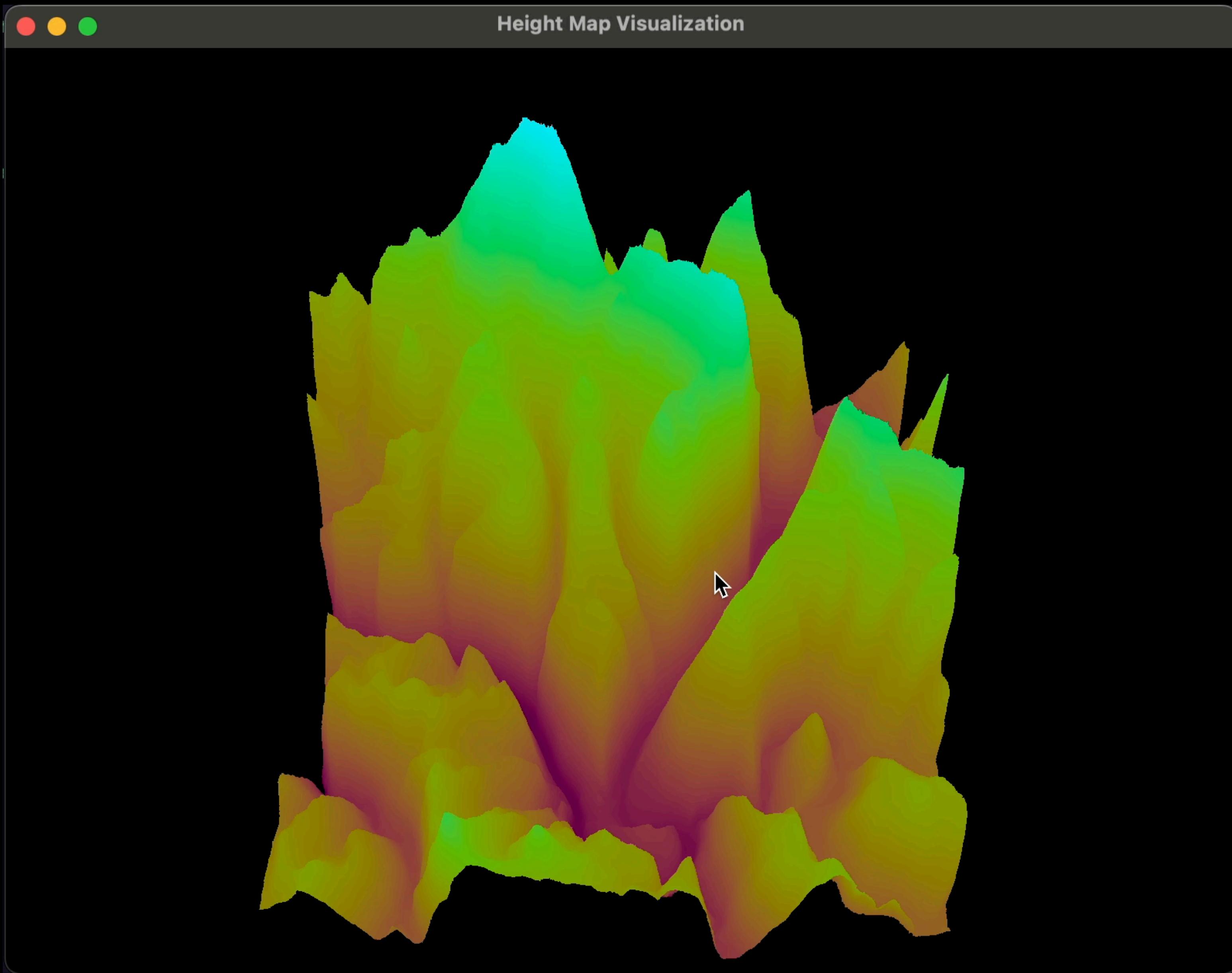


Output

Height Field



Demo



Start coding ...

- OpenGL Tutorial: <https://www.opengl-tutorial.org/> (C++)
- Python Binding Examples: <https://github.com/amengede/getIntoGameDev/tree/main/pyopengl%202024>

Submission

- Deadline: **Sunday 26th Jan, 11:59 pm**
- Follow submission instructions on Ex.1 webpage:
 - Upload a .zip compressed file named “Exercise1-YourName.zip” to Moodle
 - Include your code with comments
 - Include a readme file
 - Include JPEG frames or a video

Contact

INSTRUCTOR

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- Office: Building 1B, 1st floor (please schedule first)

TEACHING ASSISTANTS

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OFFICE HOURS

- * Office Hours: TBD, will be posted soon
- * Emails (include “CV804” in title)



QUESTIONS?

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THANKS!



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