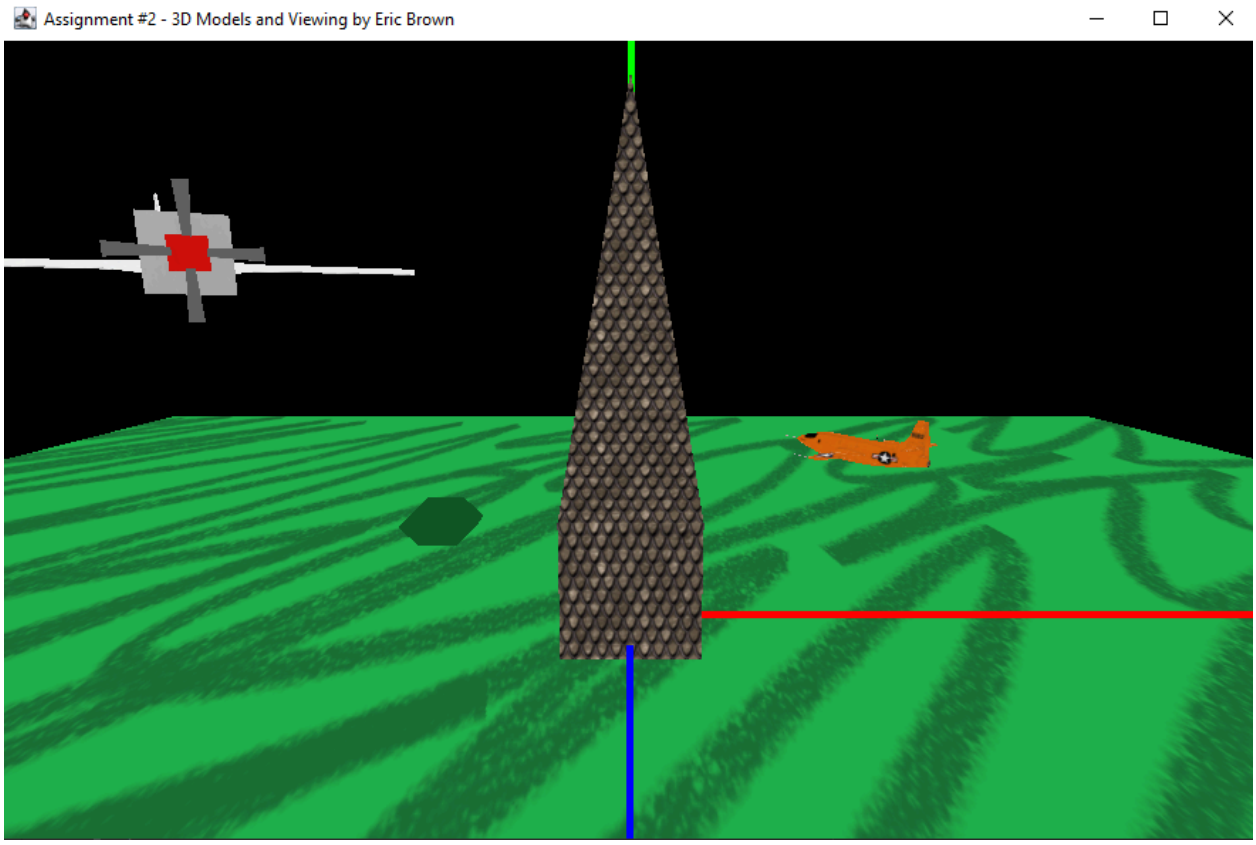
CSC 155-02

Assignment 2 - 3D Models and Viewing

Eric Brown

Spring 2024

1. 

2. **Hand-made objects:**
    a. There are two objects made by hand. The first is the tall object in the center of the world which is supposed to represent a castle and is textured with ***castleroof.jpg*** from the book's examples.
    b. The second object is the hexagonal dark-green bush to the left side of the castle near the center of the world.

3. **Moving, Rotating and Tiled Objects:**
    a. The castle in the center of the world uses tiling for its pointy roof (for the vertical axis).
    b. The white plane both rotates and moves as it flies around the castle.
    c. The orange plane both rotates and moves as it flies around the castle.

4. **Unimplemented Program Requirements:**
    a. There are no unimplemented requirements.

5. **Texture and Model Sources:**

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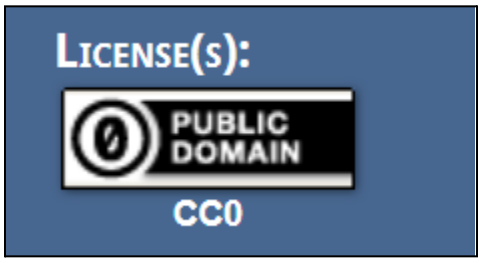
a. ***ground.png*** is made by me in MS Paint while ***ground.jpg*** is made by me in Blender (just the default plane primitive).
b. ***plane1.jpg*** and ***plane1.obj*** can be found on the Smithsonian Museum's website at https://3d.si.edu/object/3d/bell-x-1:6c69a6bb-55e6-4356-8725-120ff7f8d652 under the CC0 license. The license is found at the bottom-left corner of the model preview and is pictured below.
c. 
d. ***plane2.jpg*** and ***plane2.obj*** can be found at OpenGameArt.com at https://opengameart.org/content/low-poly-cartoon-plane also under the CC0 license. The license is found on the left side of the page and is pictured below.
e. 

f. ***bush.png*** was made by me in MS Paint.
g. ***castleroof.jpg*** comes from the textbook's provided textures.
h. The castle object and bush were manually defined by me and can be found in *ManualObjects.java*.

6. **My code is tested and working on lab machine MYST.**

Notes:

- The scene I was going for was some planes flying around an old German castle in the green hills like you might see in a WW2 movie.
- The camera uses local yaw instead of global yaw (pan) as specified by the assignment. The code for global yaw is commented out in the camera class yaw() function and makes the camera a little easier to control.