

HW 2 REPORT

For making the solar system I started with the program "Prog04_4_matrixStack" as a model.

I started putting the sphere class given in class with the matrix stack method. I put mars and earth around the sun with one moon each, I had various problems with this, and I couldn't correctly visualize the whole scenario, but at the end I could fix it. Even though is the easiest part of the project, for me it was the most complicated.

After this, I created the pentagon, I have already done something similar before, so it was quite simple to code the class Pentagon. In it we initialize the vertices and I calculate the texture coordinates.

To move the camera, I used the same code given in class for it, and I extracted the code to a method called initCamera. I have extracted the code to different methods so it would be easier to read for next uses.

For the axis, after many hours trying I decided to not finish it due to my health and lack of time. I will submit the code with my function doAxis equal to false, so it doesn't execute.

