

Team Paragon

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Project Proposals

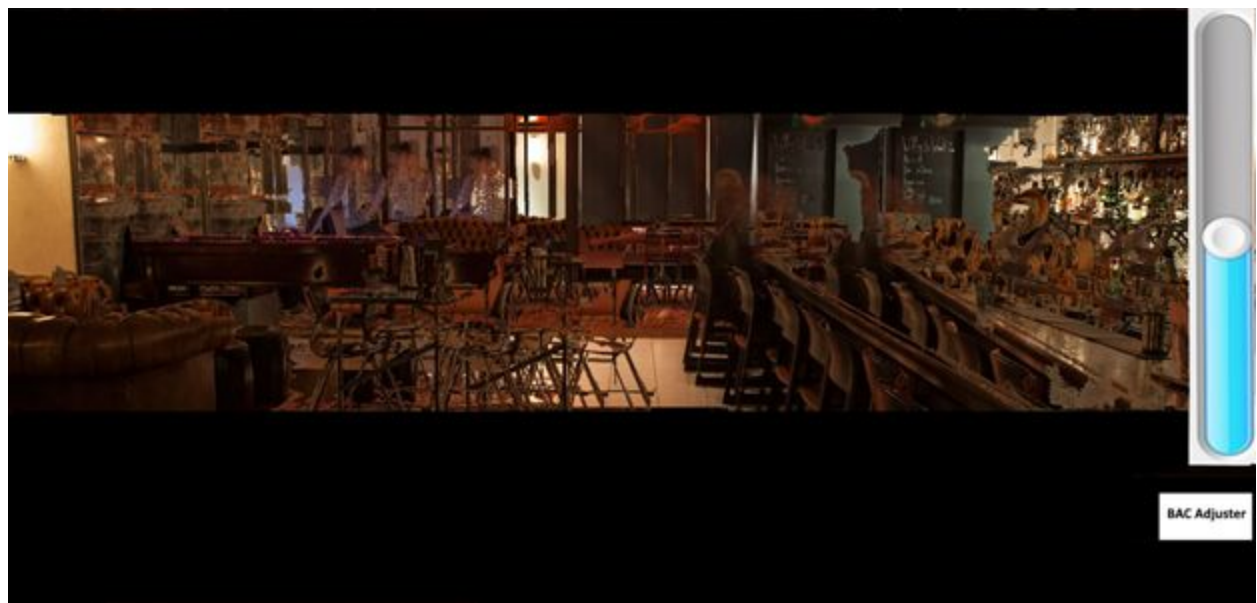
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Drunk Goggles

The aim of this project is to use graphics and camera orientation and movement to simulate the vision and movement of a person that is intoxicated. The user's vision and movement will be changed (impaired) according to the level of their Blood Alcohol Content (BAC). In this project the BAC can be manually adjusted by the user. A person's BAC is directly related to specific behaviors that will be studied and attempted to replicated using the camera. Simply put a change in the BAC causes a change in the simulation. The user will be in a bar and is tasked to walk from one end to another.

Mock Up





The Four Seasons

The goal of this project is to display a time-lapse of trees within a park throughout the year. It is meant to show a scenery of different trees lined up left and right through a middle road influenced by various degrees of wind and other weather patterns. The effect would have the leaves of the trees falling depending on the wind intensity and other external factors. It would be further enhanced as the season changes. The trees would show effects of change as the year goes by ie Winter, Spring, Summer and Fall. The trees would wither, grow, change in colour and decay. The project aims to experiment with dynamics and to a smaller effect kinematics. A further maybe unreachable goal would be to influence the trees based on natural disasters such earthquakes, hurricanes and floods.

Mock Up



Sample Park



Expected Outcome

Bowling

A bowling alley coded in OpenGL and Modelled in Blender to show the physics of a ball of set weight moving across different surfaces and colliding with pins of different weights at different speeds. The aim of this particular project would also be to showcase some of the particular capabilities of both Blender and OpenGL.

Mock Ups



