

# Final Assessment Research Project

\*\*TEAM 3\*\*

Alaa Gamal  
alaagamal.98@gmail.com

SEC: 1 BN: 15 Email:

Salma Hamza

SEC: 1 BN: 38 Email: salmahamza108@gmail.com

Marwa Adel  
marwaayosiif@gmail.com

SEC: 2 BN: 27 Email:

---

```
g++ -o main SBE306B_Spring20_Project_Group_03.cpp imageloader.cpp glm.cpp -IGL -Iglut -IGLU -Im
```

---

## Loaded objects

we used 4 objects, Ball ,Football goal, dumbbell and Bench

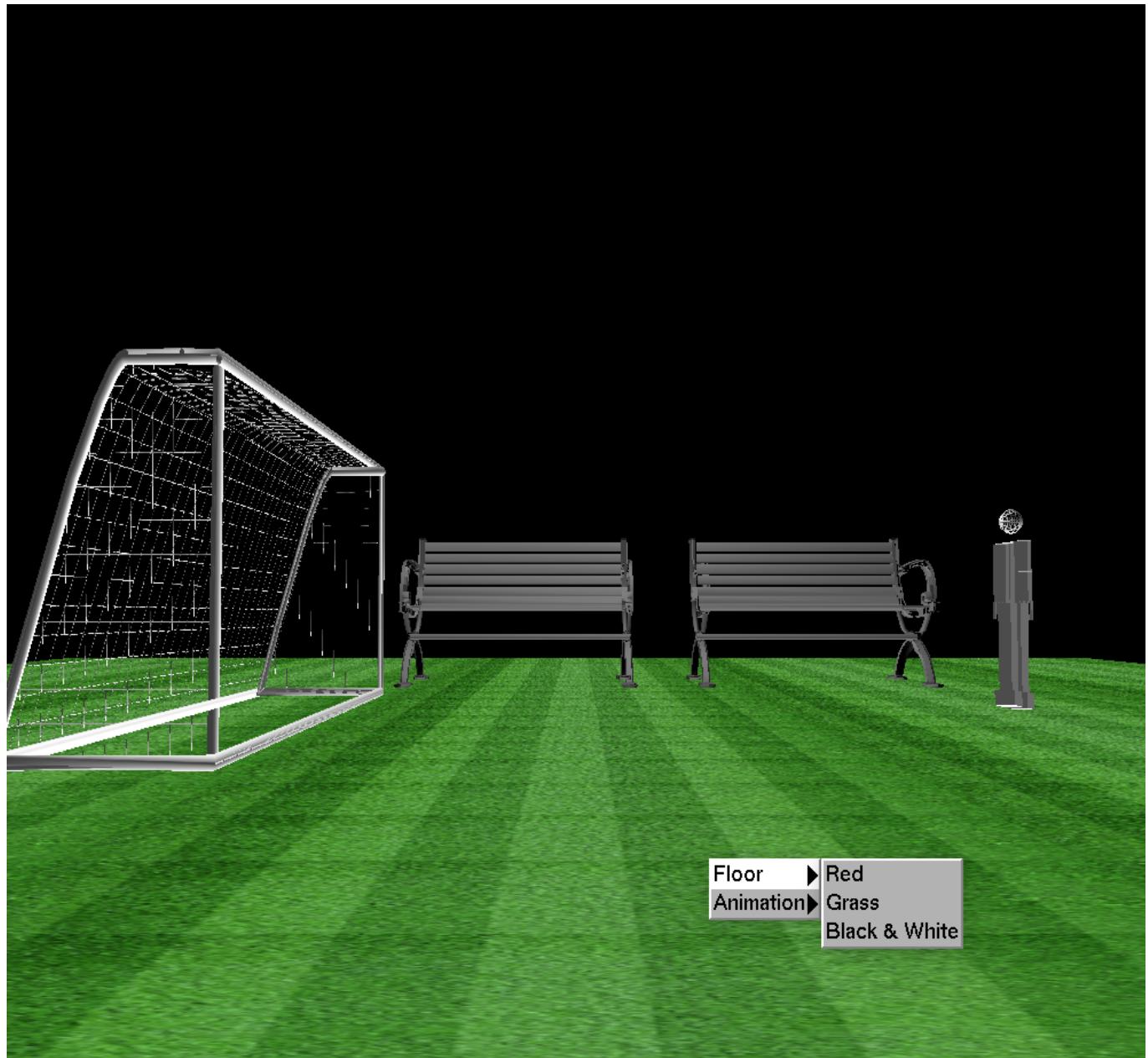
## Results

### - Drop menu

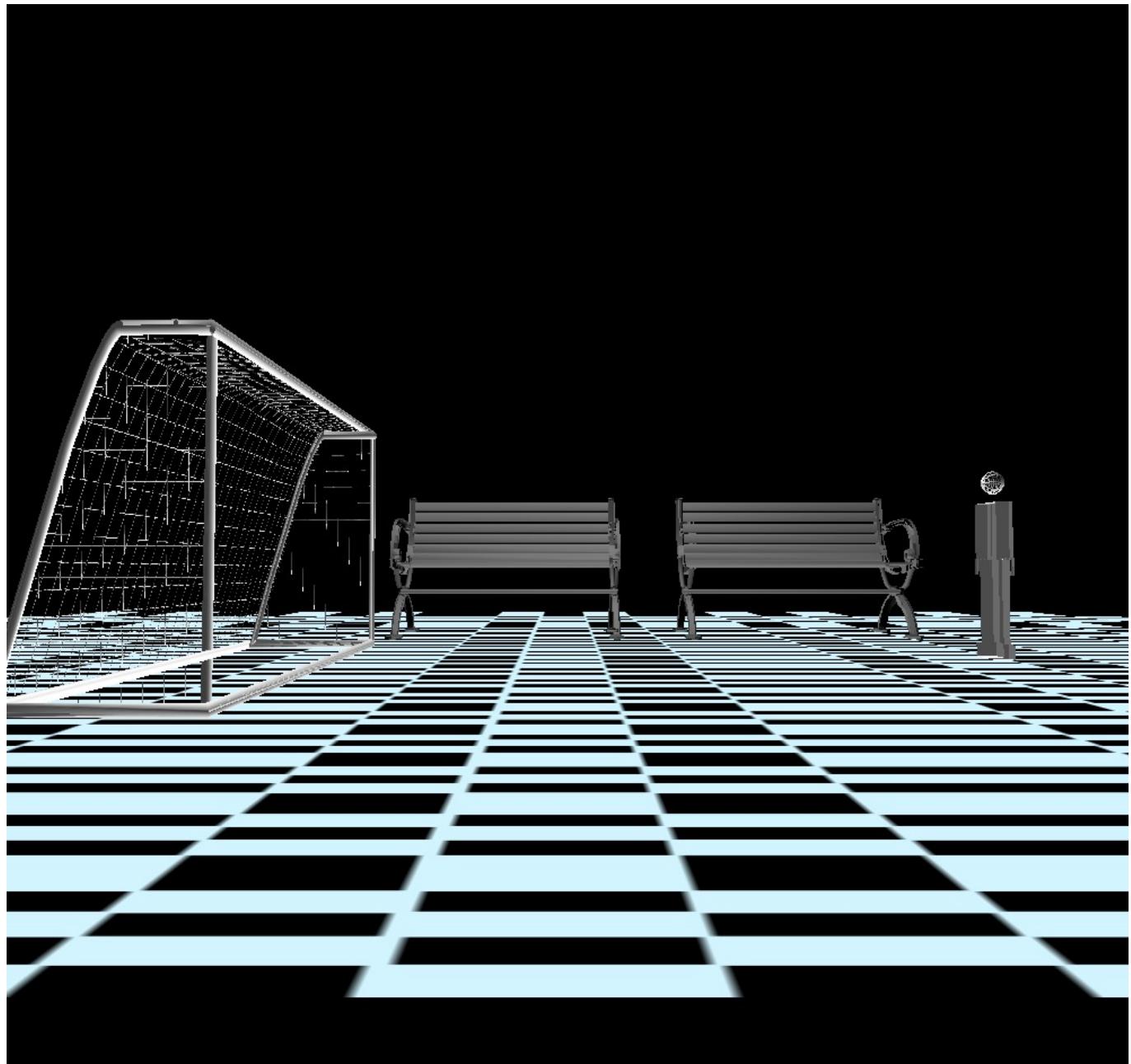
Here we made two submenu, One to choose the texture mapping acting on the floor and the other to choose the animation you want to display



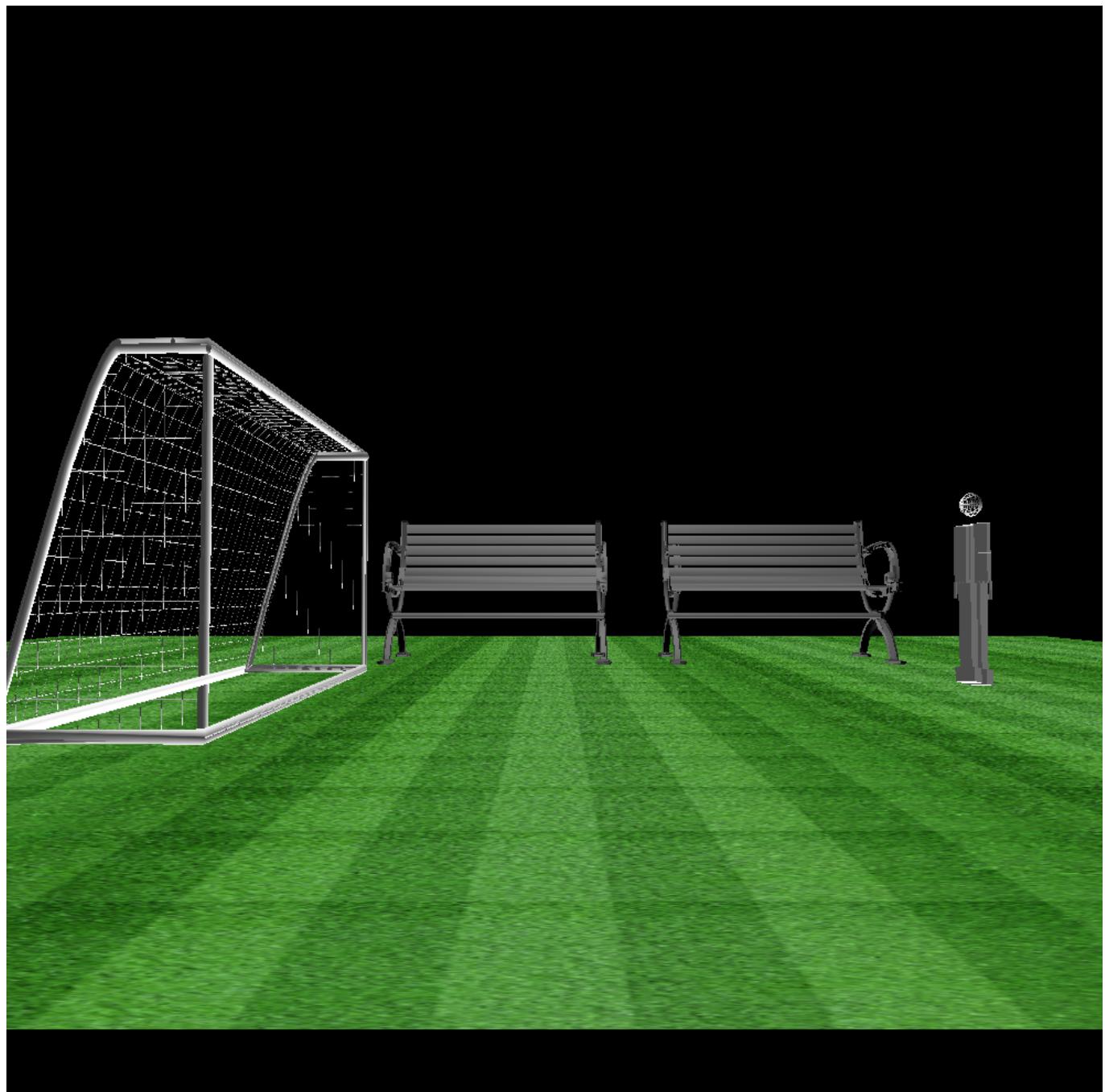
- Texture Mapping options.



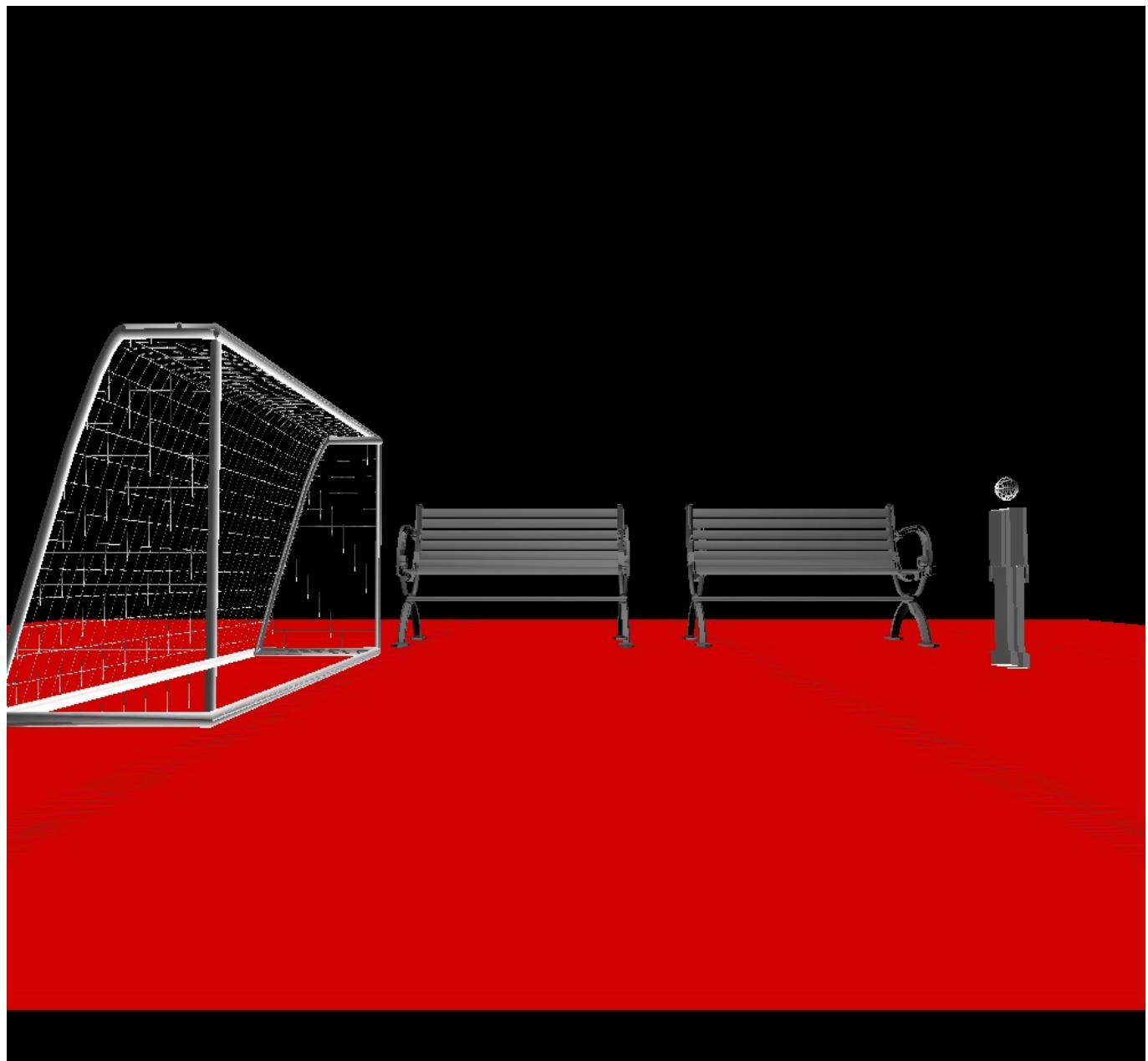
**1- This is when we choose Black & White**

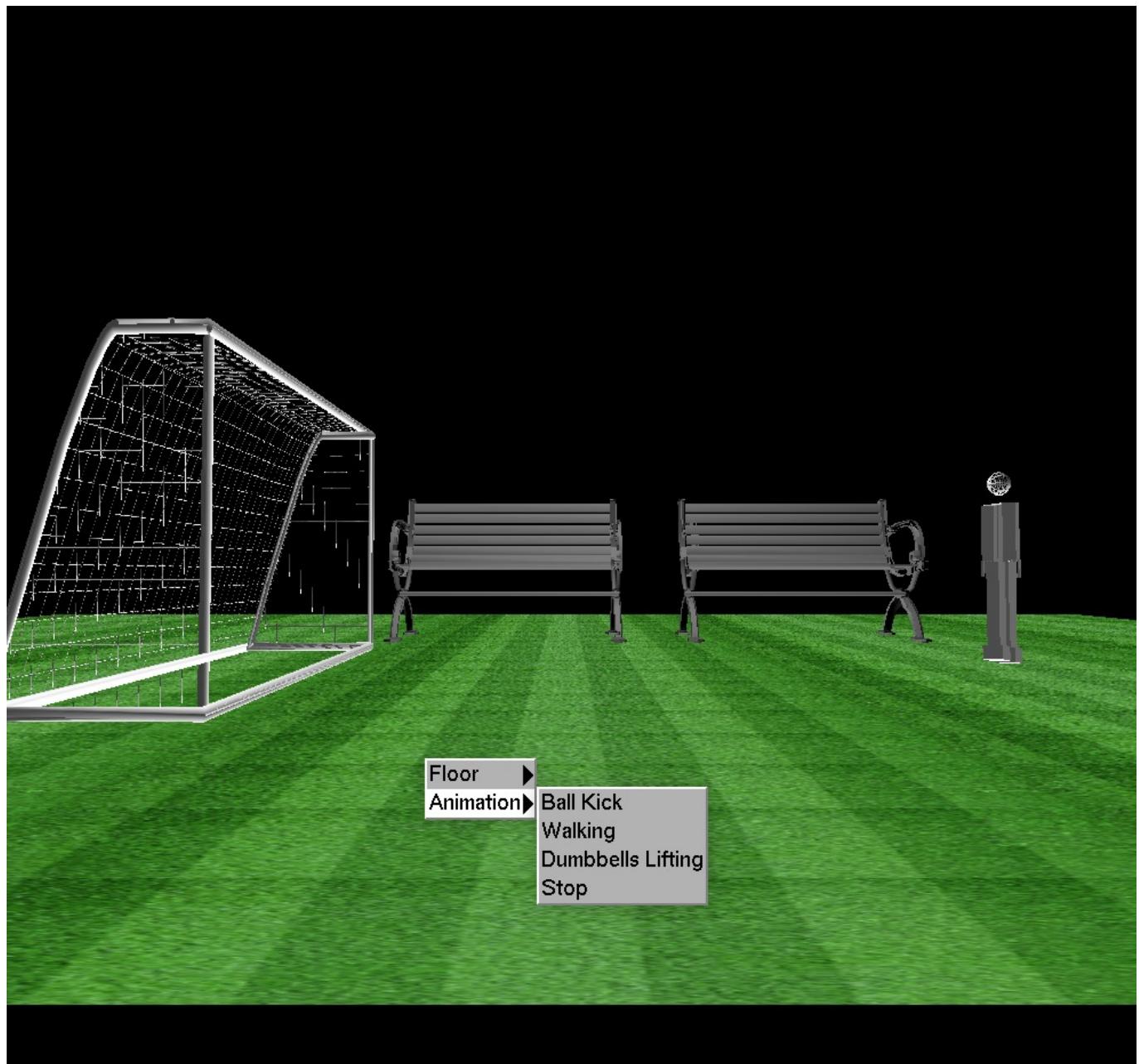


**2- This is when we choose Grass**



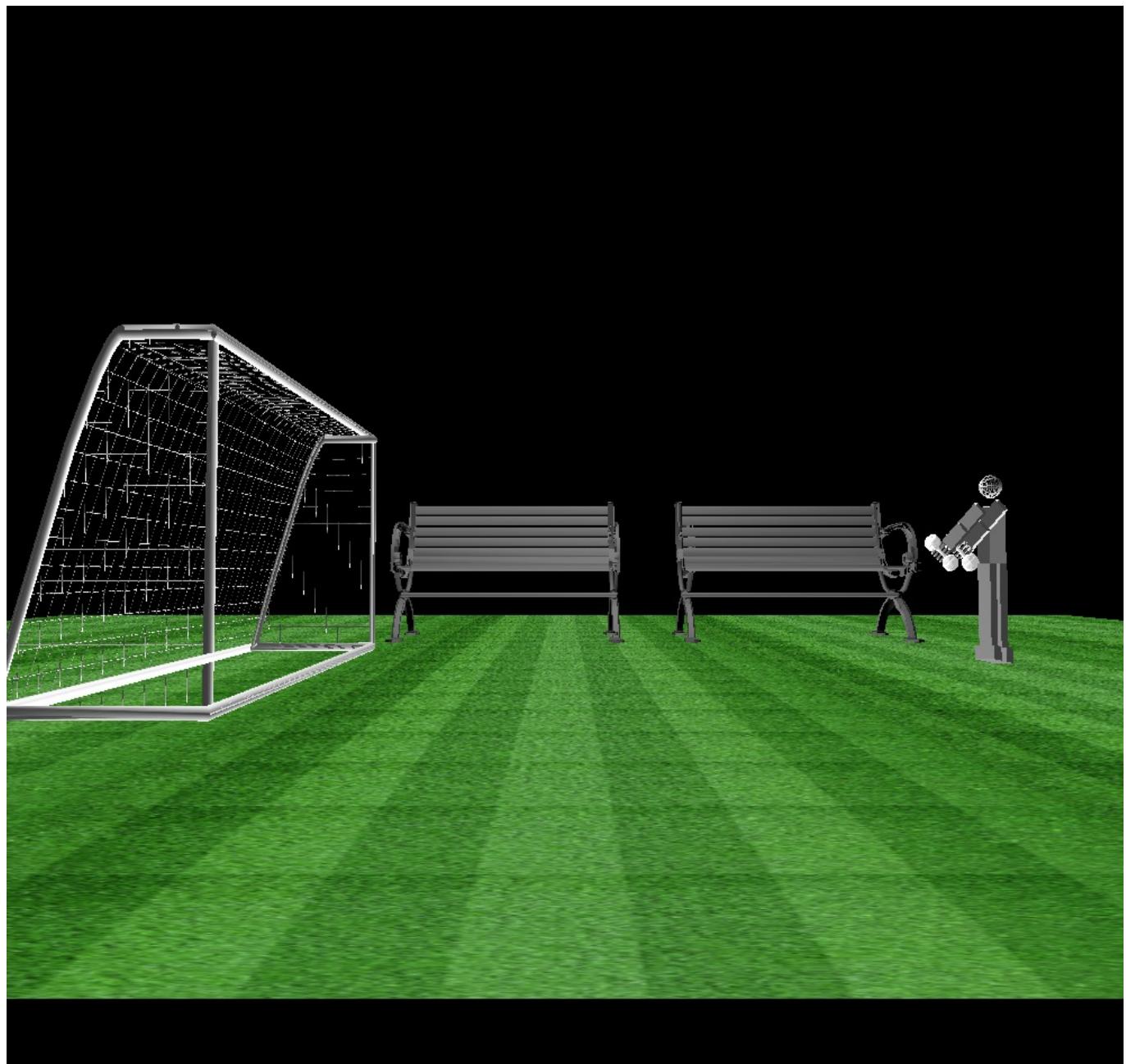
**3- This is when we choose Red**

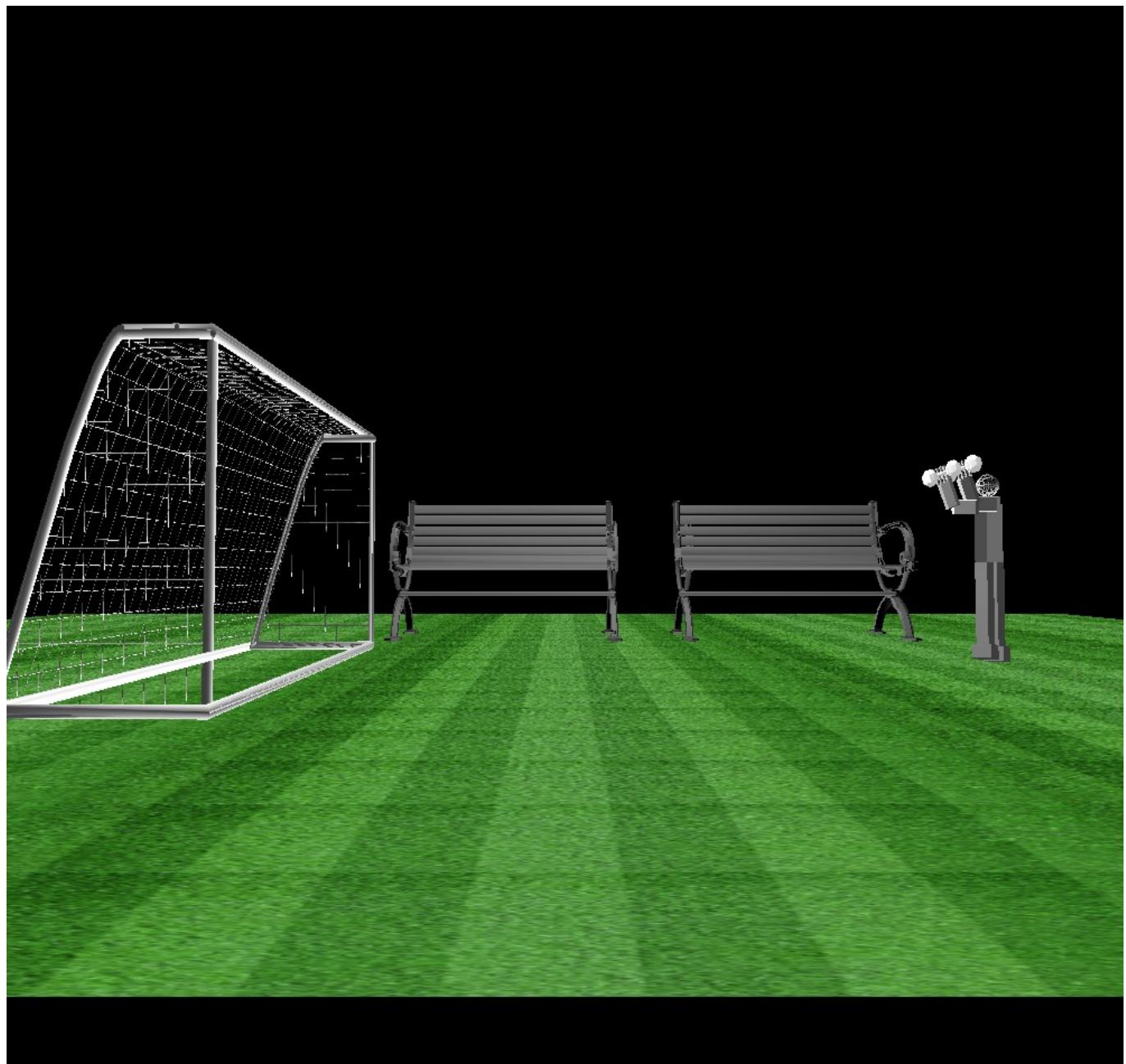


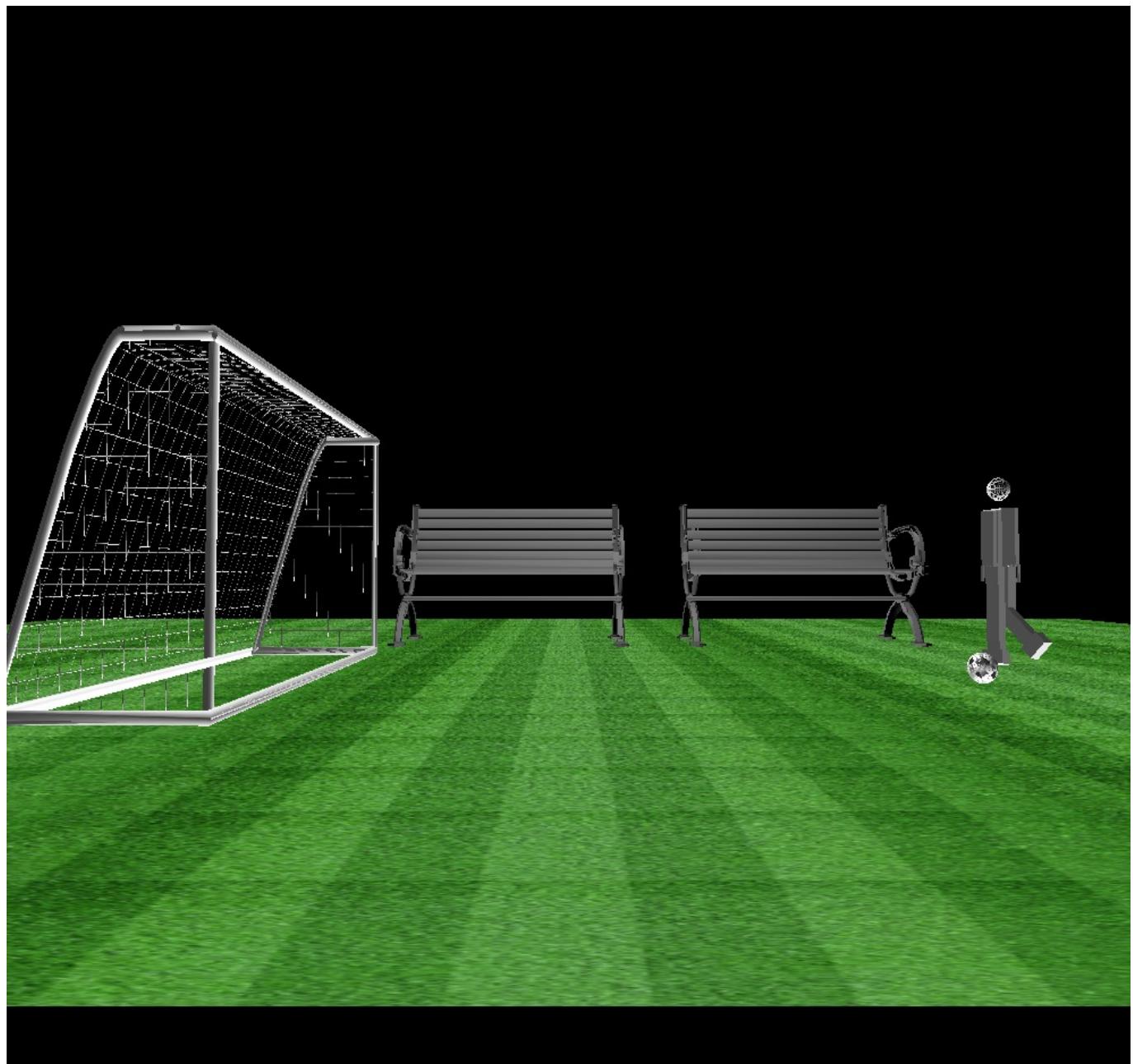


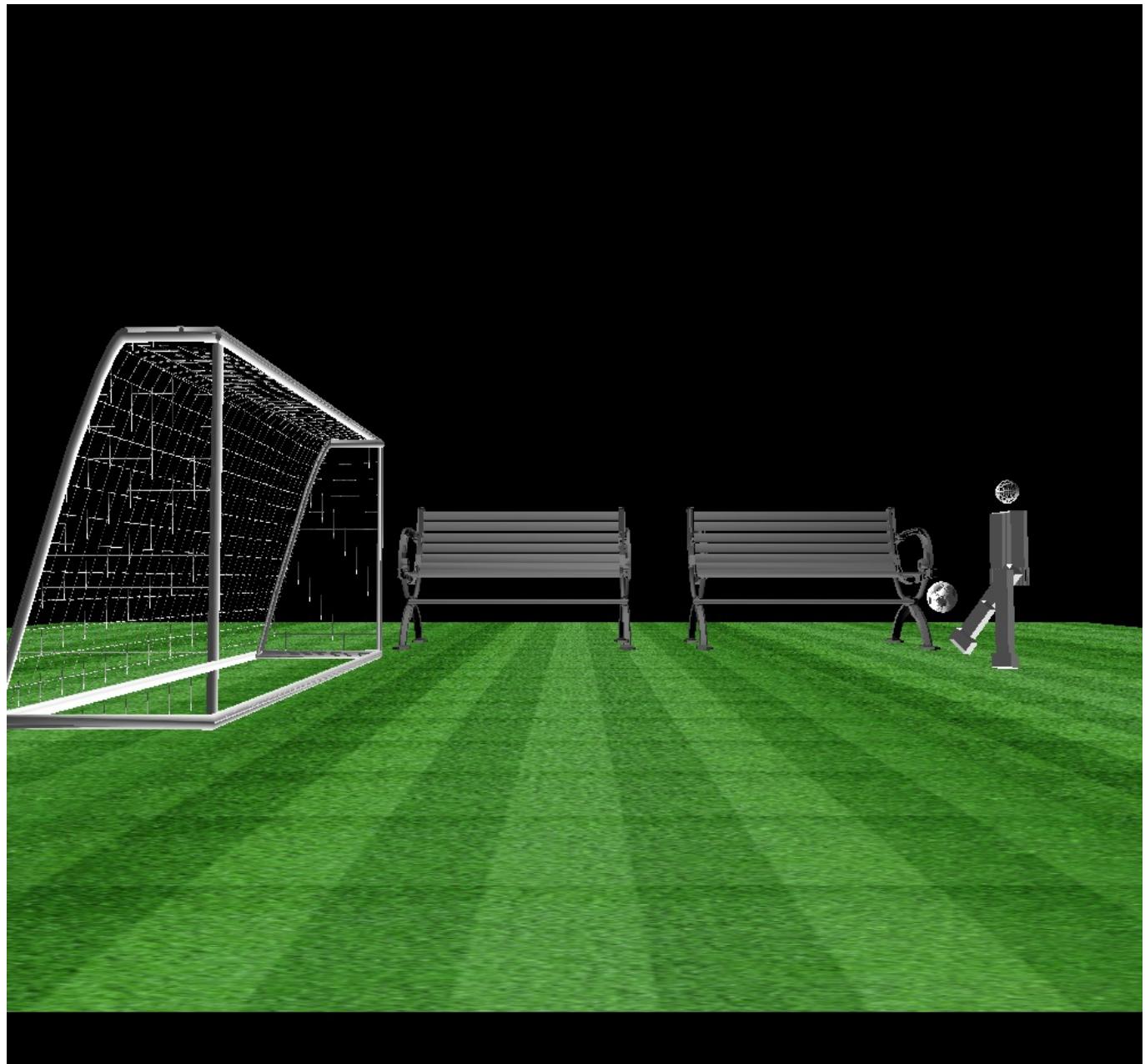
## - Motions

### 1- Move dumbbell

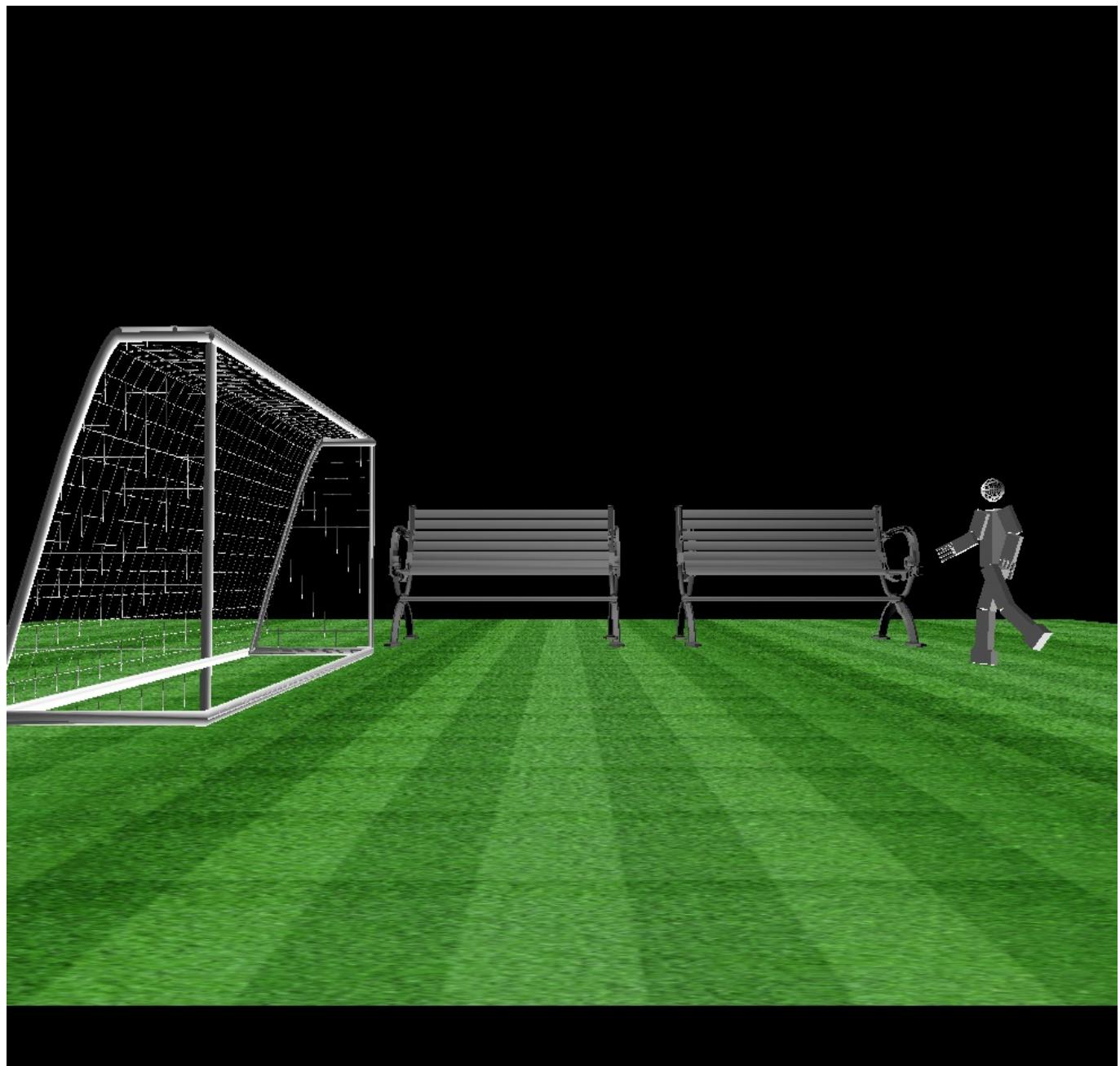


**2- Kick the ball**

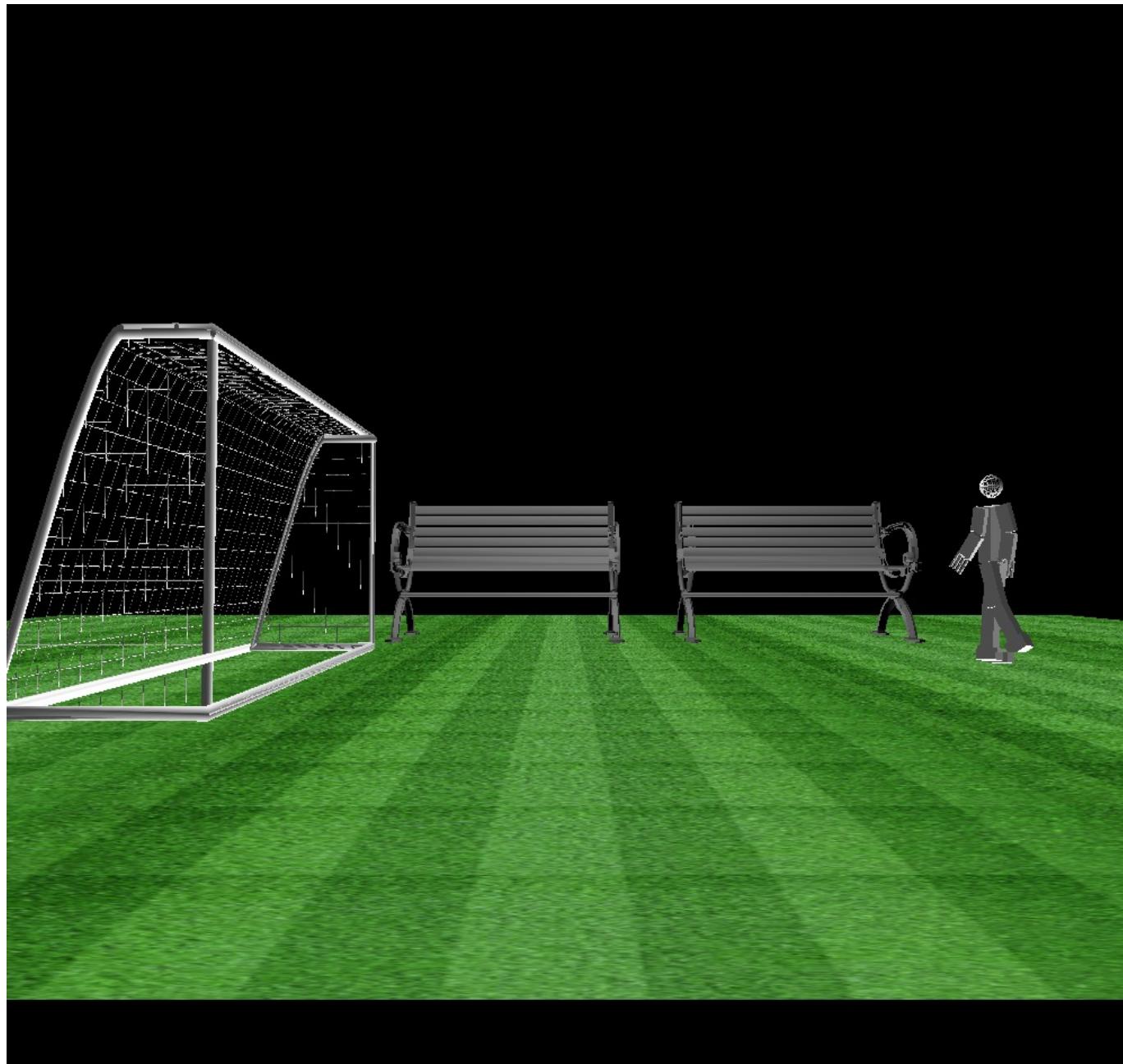




### 3- Walking







---

## Application of this project in the Biomedical fields

- we can use it in rehabilitation.

## Issues

- we faced some problems at the first to create animation and the robot was move in wrong way and we solve it after watch the section video.
- The lighting was not good at all and we change the constants that control the lighting and solve it.
- The football goal was moving wrong when we move the camera backward or forward and it was a mistake in the position of the object in the display function.