ECE 150/251 Assignment 4

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App description:

There are 2 activities in this app. The first activity shows the dice which is drawn by OpenGL ES. The dice is a cube, and it has six different faces. Each of them is textured using the six numbers of the dice. There are 2 buttons on the screen, a “Rolling” button and a “3D Face” button. If the “Rolling” button is clicked, a randomly chosen face will show on the top face of the dice. Similarly, if you shake the phone, the dice will also roll. On the other hand, if the “3D Face” button is clicked, the user will be brought to the second activity.

In the second activity, a 3D face is shown on the screen. This face consists of 20144 vertices and 37787 surfaces. The face are rotating so that you are able to see the whole face. There is a “Dice” button, if it is clicked, the app goes to the first activity.

Video Clip Link:

<http://youtu.be/e5-JXg6CtoI>