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CSCI-4229 Computer Graphics

Final Project Progress Report

So far I have made the following progress on the final project. Since this project is much more complex than any of the homework assignments, I have been working in C++ rather than C. I have coded most of the .cpp and header files for the classes representing the 3D objects that I will be using. Additionally, I have sourced most of the textures that I will be using for the project sourced and properly applied to all of the objects that I have created so far. I have about three C++ classes to go in terms of objects to use in the final project, and in the next few days I will be testing to make sure that the normals/lighting on the objects I have created are functional and correct.

Once the lighting is correct and I have finished the remaining C++ classes, I will plan out the environment, and where to place all of the objects that I have made. Once the objects are coded, tested and placed in the environment, I will begin working on collisions (hopefully in about a week). While I am working on the collisions, I will also be performing optimization passes on my C++ classes to reduce the amount of work that the display function will have to perform each time it is called. The paragraph below is a more detailed summary of what is done so far.

In the project proposal, I had stated that I would be creating a large scale 3D

environment with a forest theme. So far I have created C++ classes to draw the trees, shovels, axes, the ground and a cabin. I have also created a Camera class to handle player movement (first person perspective projection). These classes draw watertight objects, and apply the textures correctly so far. However, the lighting and normals have not been tested and they are currently all placed in the center of my environment so that I could check that the shapes and textures were drawn correctly. I am in progress creating C++ classes for drawing the skybox, tents, chainsaws, and possibly a few more different objects should time permit. Later this evening I will be writing a basic tester program to make sure the normals for all of the objects created so far are correct. Additionally, provided the testing goes well, I will begin the planning process to map out the environment and placing my objects in the environment. Once this is done, I will begin working on collisions.