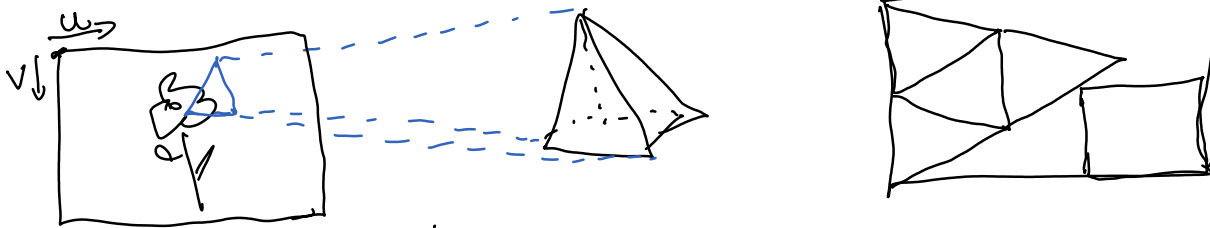


• Textures



LOD

- a 3D made copies made in 2D copy a co

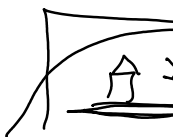


• Bump maps / Normal maps

- bump maps - images (grey scale) where the value of each pixel defines the height of the 3D point
- normal maps - RGB, each pixel color acts as a normal of that 3D point

Sky

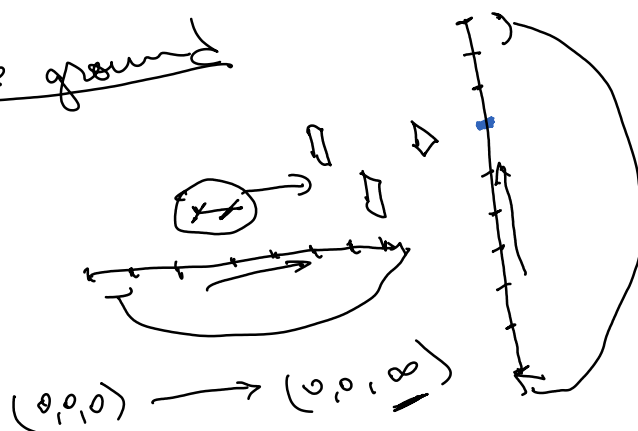
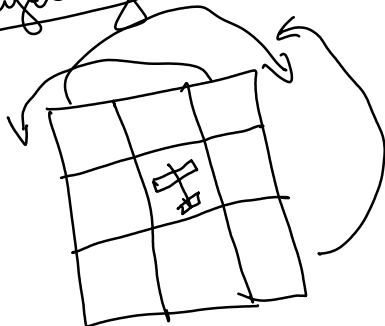
- easiest solution → scene background image
- box with sky texture around the entire scene



Ground

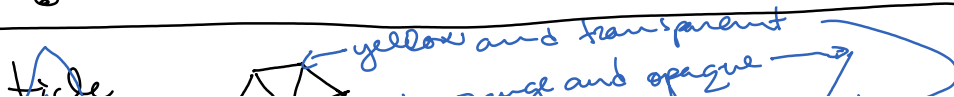
- easiest - a polygon with texture
- if too large → the texture will stretch a
- fix by using a tilable

Flying over infinite ground



Ref

Space phenomena (smoke, fire, rain, ...) → partic



- fine par



Physics

- engine moves objects according to the laws of physics
- objects controlled by the physics engine must have a center of mass

Project 3

1. Build a wall made of bricks (boxes?)
2. A cannon will shoot projectiles (spheres?) to wall to demolish it
3. Behind the wall there is a bell hanging 10 having a metal clapper
4. When the projectiles hit the bell, the bell swings, and sounds either when hit by projectile or the clapper

↑
joins