Parsing

first things to do

how calculation and modification works

-> data base

-> parsing

Calculation

Calculation rendering	Calculation preview
scale camera and viewport ray touch wich shape? colors, lights, shadows, textures hard shadows ..... Reflexion here!!!!!	scale camera and viewport ray touch wich shape? colors juste 1 lights. or juste ambiant light? every 2 or 3 pixel?

Data struct

scene

pointer to array of object type

scene->plan = pointer on a array **plan
scene->cylinder = pointer on a array **cyl
scene->ambiantlight = just intensity and colors

scene->sphere[1]->d;
scene->light[3]->r = 34;

coordinates scene cs
coordinate cam cc

sphere->cc->x
sphere->cs->x

pixels:

***pix: pointer on arrays[x][y] of struct *pix so we can use threads easily in bonus.

mlx_screen_size ?

color

closer object

point to scene

point on lights?

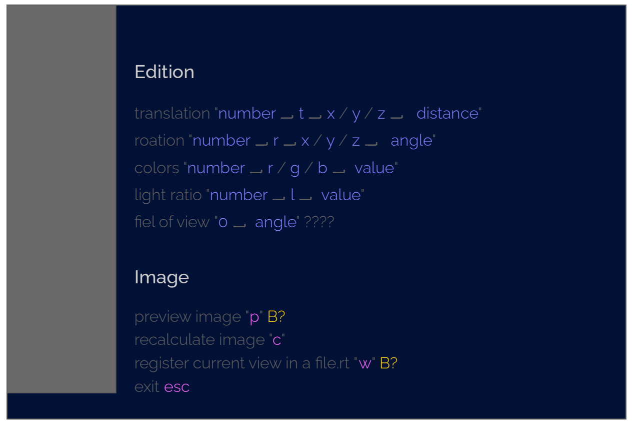
In mandatory / bonus?

modifications in data base with mouse / keyboard

mandatory part	bonus
how to select objects? mouse? change **sphere diam cylinder diam and hight** **translation** (vector xyz) **rotations** (center of rotation and angle) move object in camera axes? camera translation and rotations ...	modify colors add objects or lights (what size, color?) modify cone, hyperboloid, paraboloid,... ...

add objects by clicking. always white and same dimensions at 0,0,0

allocate memory for 2-3 more objects. Reallocate if way more



Edition

translation "number ⎵ t ⎵ x / y / z ⎵ distance"
roation "number ⎵ r ⎵ x / y / z ⎵ angle"
colors "number ⎵ r / g / b ⎵ value"
light ratio "number ⎵ l ⎵ value"
fiel of view "o ⎵ angle" ????

Image

preview image "p" B?
recalculate image "c"
register current view in a file.rt "w" B?
exit esc