

UNIVERSITY OF ST ANDREWS

COMPUTER GRAPHICS

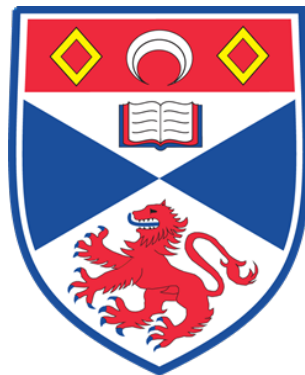
CS4102

Ring-Based Distributed System

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Goal

The aim of this practical is to understand the key principles behind various techniques frequently used for the rendering of 3D objects, and to get hands-on experience with their implementation and manipulation.

1 Running the Program

The project uses `maven` for lifecycle and dependency management. `LWJGL` was used for this project, which provides a way to use `OpenGL` from Java. `OpenGL` *may* be a cause of compatibility issues when running, but an early and forward compatible profile was used to minimise the risk of this.

Usage: `java -jar FaceModelling-jar-with-dependencies.jar`
`-d,-drop` Include if this node should trigger a database refresh.

Table 1: Arguments for running application.

2 Implementation

2.1 Loading Mesh Data

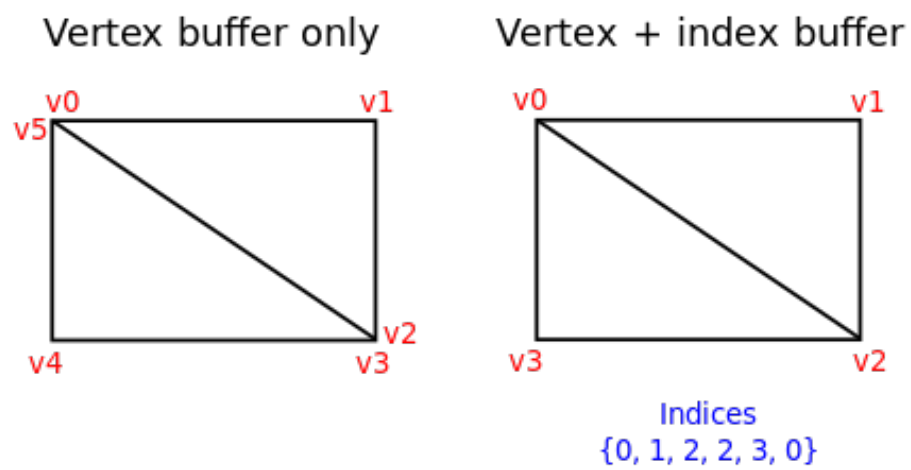


Figure 1: How indices are used when describing meshes.