Computer Graphics
Final project

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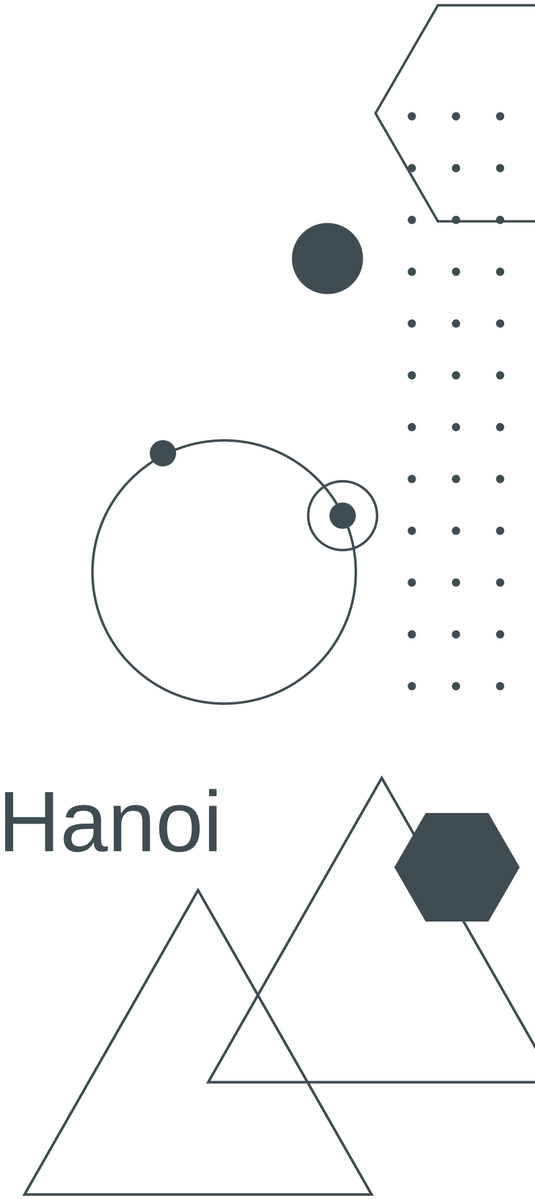
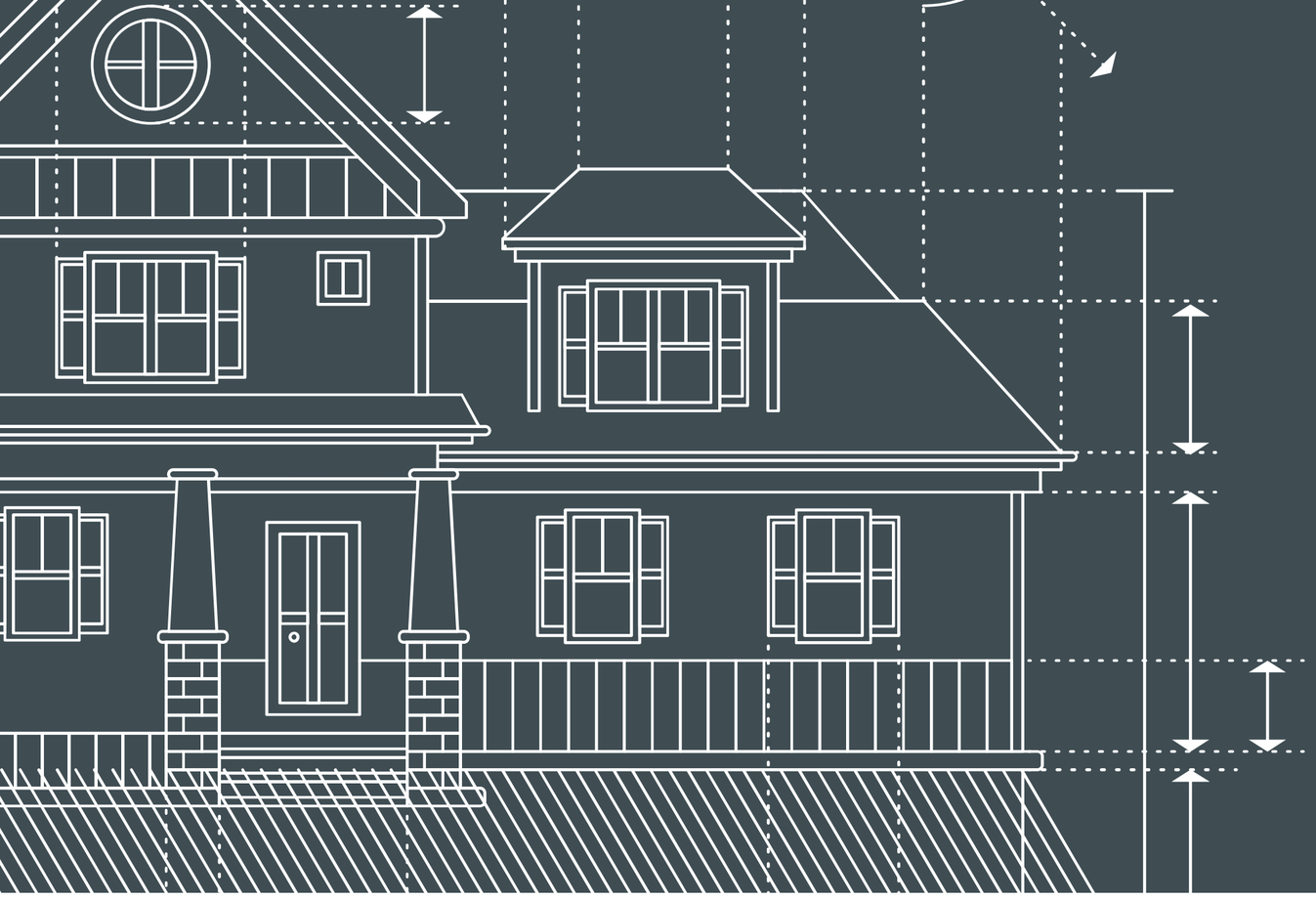
01. Mini Game - Endless Game

02. Mini Game - Breakout

03. Tower of Hanoi





Mini Game - Endless Game

01

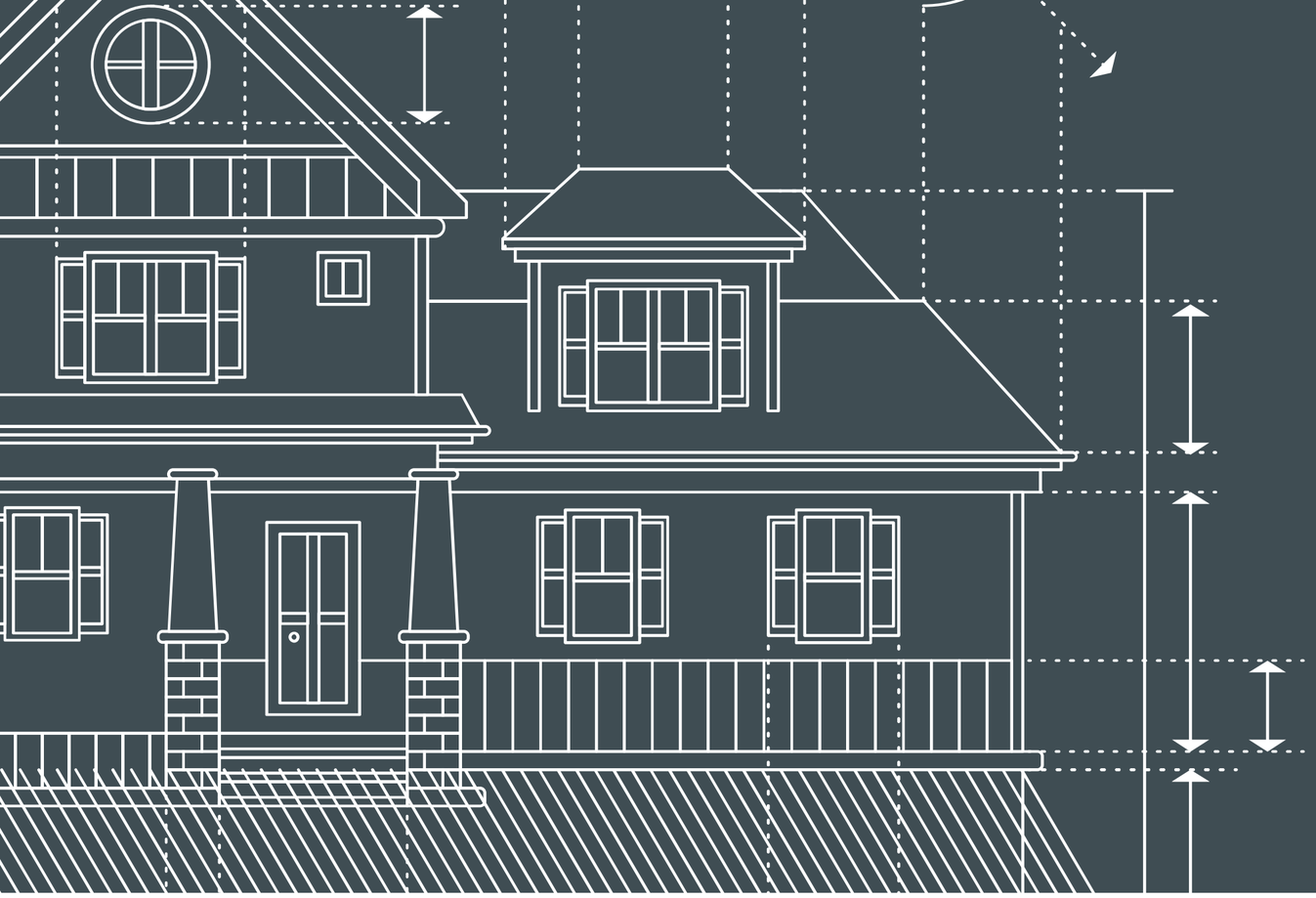
5214
11

OpenGL / GLUT(2D)

- Orthographic projection
- 以多邊形定義道路邊界
- Dynamic objects、Static Objects
- Movement
- Crash
- glutSpecialFunc()
- glutTimerFunc()

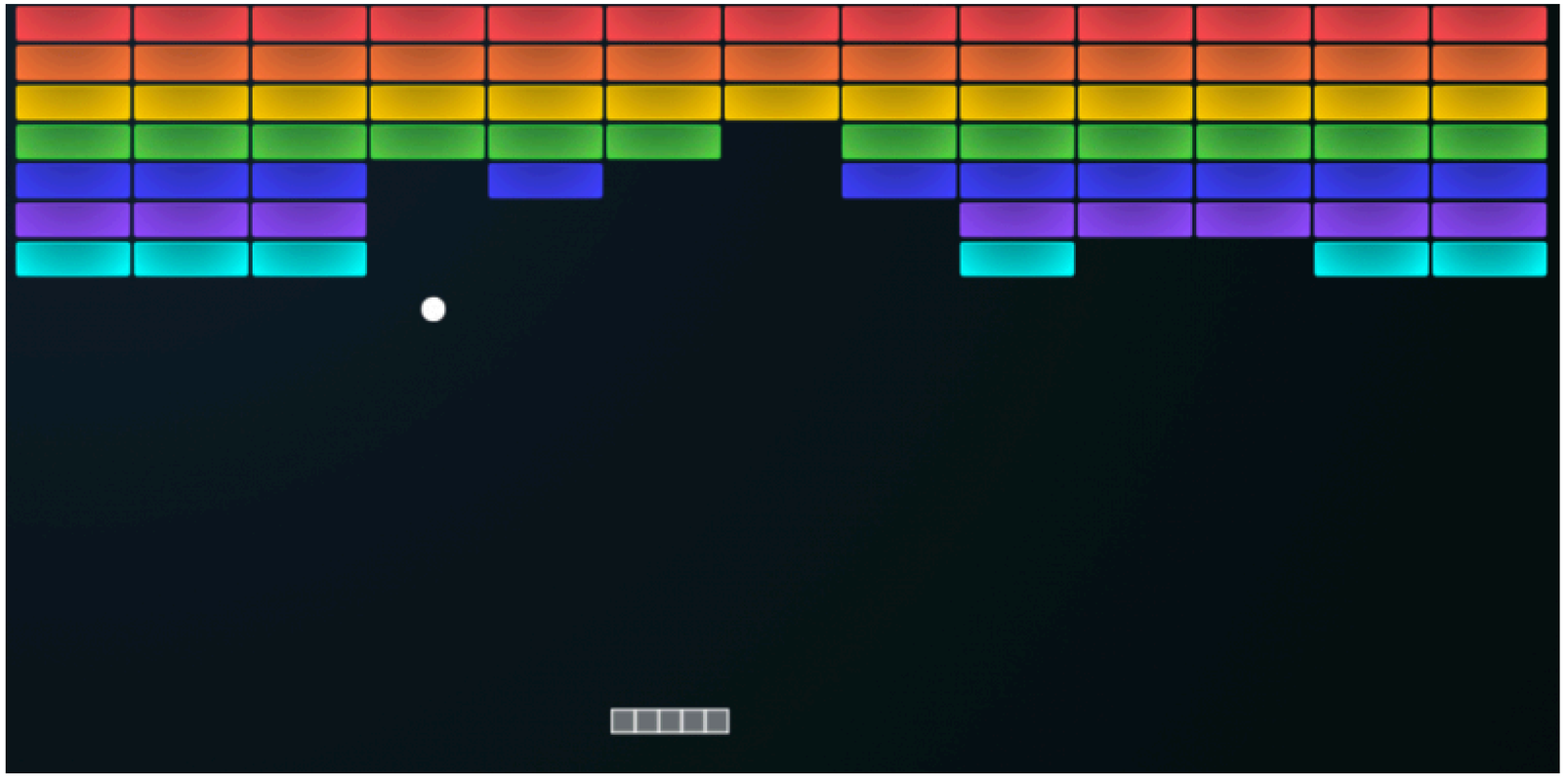
OpenGL / GLUT(3D)

- Perspective projection
- glutEnable()
- 長方體、圓柱體等
- 第三人稱視角
- 添加紋理與光照效果(材質屬性)
- (DisplayList / Vertex Array)



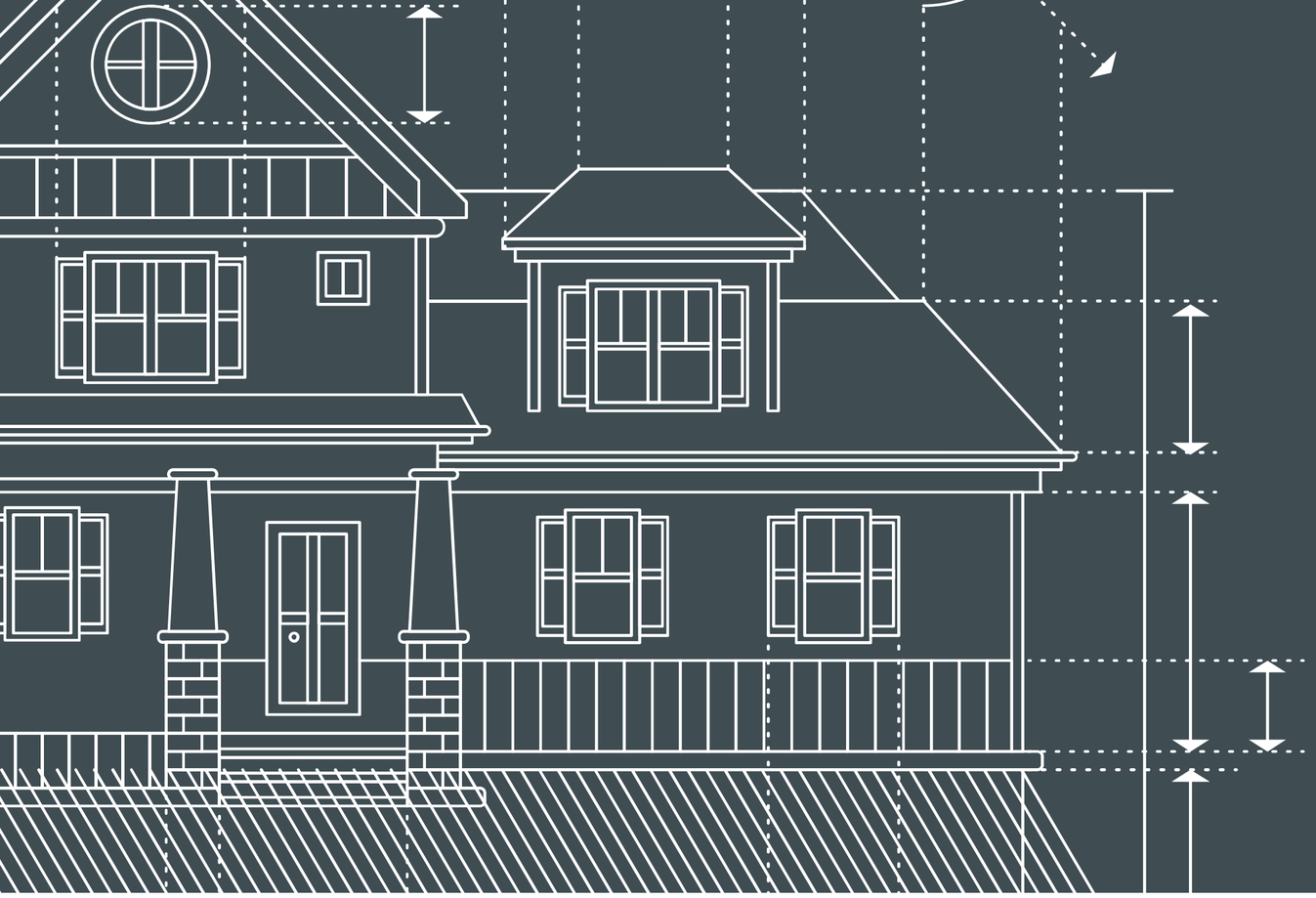
Mini Game - Breakout

02



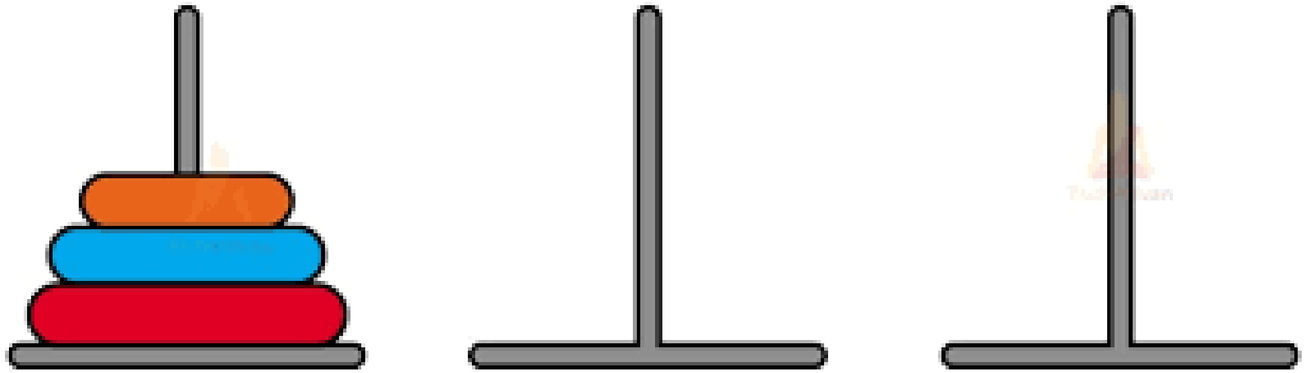
OpenGL / GLUT(2D)

- Orthographic projection
- Dynamic objects
- 球體運動、邊界碰撞
- Store the state of each brick
- 平台反彈、磚塊碰撞
- glutSpecialFunc()
- glutTimerFunc()



Tower of Hanoi

03


Source
Auxiliary
Destination

OpenGL / GLUT(3D)

- Perspective projection、glutEnable()
- 圓柱、長方體、圓盤
- Recursion of Algorithm
- 第三人稱視角
- Submenu / Input from keyboard
- Trace state of each disk
- glutTimerFunc()

Thanks!