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EECS 672

Project 2

Idea:

All my life I have been an avid basketball fan and have played basketball regularly. So that is the reason I chose to create a basketball court.

Model Generation:

While generating my model I relied heavily on two base classes, a block and a cylinder class. I then created several subclasses (Support, Hoop, Court, Goal) that I then pieced together to create the overall basketball court scene.

Meeting Project Specifications:

I met project specifications by creating multiple subclasses of the ModelViewWithPhongLighting class that I then utilized to create larger objects within my scene. The three different classes that I created and utilized within my scene were the Support, Hoop, and Goal classes. The support class created the supports that are used to support the backboard and it consisted of many smaller cylinder objects. The hoop class is a similar story. The Goal class consisted on the Support and Hoop classes and a collection of blocks to create the backboard.

Difficulty:

The thing that caused me the most difficulty was attempting to create the bend in the support cylinders. What my original goal was to create ~90 individual very short cylinders that would be rotated and translated close enough together to give the appearance of a nice bend in the cylinder. For some reason the translation of the blocks never worked correctly and I ended up just having the non-translated, rotated cylinders butted up against the larger horizontal support cylinder.