# **COSC363 Assignment 1 Report Synchronized Couple Animation**

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# **Description of scene**

The scene features two humanoid objects synchronously kicking a sphere object to each other and the ball travels underneath a windmill-like structure generated using solid glut objects such as cubes; these cubes have been translated and scaled to form this structure. Three triangle fans have been created to mimic that of blades of a windmill, these triangle fans rotate constantly around the centre of the windmill structure with the ball passing between them. One of the humanoids has an upside down code generated as a sweep surface placed on its head.

## **Screenshots**

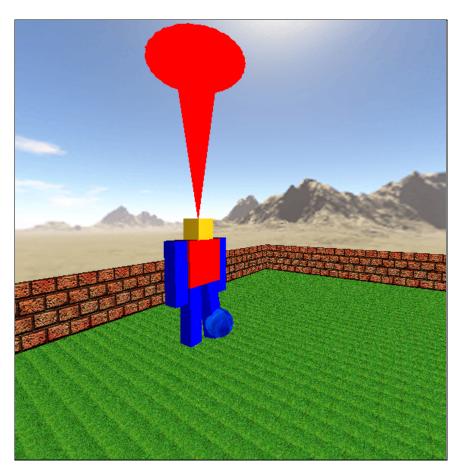


Figure 1: Humanoid kicking sphere object with cone above

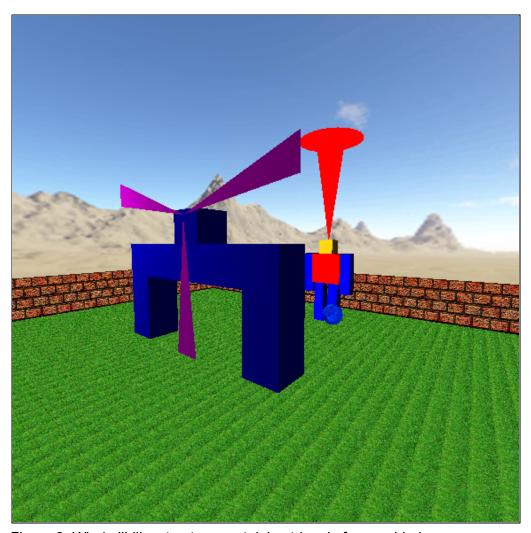


Figure 2: Windmill-like structure containing triangle fans as blades

# **Extra features**

- **1. Planar shadows cast by at least one object -** One of the humanoids casts an object, this was done using the shadow transformation matrix
- **2.** Collision detection If you move to the edge of the floor plane/to one of the four walls, you will not be able to move any further outside of this area.
- **3. Sky Box -** The scene is textured using provided skybox textures, however the floor, wall, and sphere have their own separate textures.
- **4. CmakeLists.txt** A CmakeLists.txt file has been provided that builds the executable from the source code.

# **Control functions**

Up Key: Moves the camera forward

Down Key: Moves the camera backwards Left Key: Rotates the camera left by 5 degrees Right Key: Rotates the camera right by 5 degrees

#### Build commands to compile and run the program

- 1. Extract (unzip) the files from the zip file to a directory of your choosing.
- 2. Navigate inside the folder 'akp41\_363\_assignment\_1'
- **3.** Open the terminal from inside the folder 'akp41\_363\_assignment\_1'.
- 4. Run the command: cmake .
- 5. Run the command: make
- **6.** Run the command ./akp41\_assignment\_1.out
- 7. The scene should now be displayed with the ability to navigate using the arrow keys

## **References**

Sphere texture -

https://www.vecteezy.com/vector-art/1226007-dark-blue-watercolor-blue-texture-background Floor texture - https://www.123rf.com/photo 69737695 grass-field-texture.html