

July 2023 CSE 410 - Computer Graphics Sessional

Offline - 1

Assignment on OpenGL

Deadline: 08 December 2023, 11:45 PM

Task 1 : Movement

Controlling Camera

You need to code a fully controllable camera as follows:

<i>Translation</i>	
up arrow	-move forward
down arrow	-move backward
right arrow	-move right
left arrow	-move left
page up	-move up
page down	-move down
<i>Rotation</i>	
1	-rotate/look left
2	-rotate/look right
3	-look up
4	-look down
5	-tilt counterclockwise
6	-tilt clockwise

Please play with the samples for further clarification.

Bonus

Implement the following two camera movements.

- w - move up without changing reference point
- s - move down without changing reference point

Task 2: Rolling Ball

- Draw a ball on the xy plane. Each ball has a direction (in the xy plane) and a movement speed.
- Draw the ball by dividing it into sectors and stacks. You can follow [this](#) link. Neighbouring sectors will have alternating colours. See the sample.
- Show an arrow in the current direction of the ball.
- Draw the floor as a checkerboard.
- There should be two modes: manual control and simulation. To shift between modes, press space.
- The ball has to rotate on its own axis (rolling effect).

Manual Control

A user can control the ball. The controls are:

Controls

- j -direction will rotate counterclockwise
- l -direction will rotate clockwise
- i -go forward
- k -go backward

Simulation mode

In this mode, we will implement a billiard board with one ball. A ball will move in a region bounded by planes (not necessary 4). The normals of the planes will be coplanar with the balls' direction. When a collision occurs, the direction of the ball should be updated using the reflection formula.

Time is continuous, but we have to consider time as a discrete unit. There are two natural approaches:

1. Time-driven simulation.
2. Event-driven simulation.

You may give a [read](#). We will **use event-driven simulation** for smooth and correct simulation. You may start initially with a time-driven simulation. A change of direction of ball should also work in simulation mode.

Controls

- j -direction will rotate counterclockwise
- l -direction will rotate clockwise

Please see the sample `rolling_ball.exe` (windows) / `rolling_ball.out` (linux) file.

Task 3 : Magic Cube

- The magic cube makes a transition between a sphere and an octahedron.
- Pressing the following keys will change the shape:
 - . (dot) - sphere to octahedron
 - , (comma) - octahedron to sphere
- You should draw only one triangle, one cylinder segment and one sphere segment, and then use transformations (translation, rotation, scaling) to put them in the right places.
- Try to make sure the surface stays smooth where any triangle, cylinder segment or sphere segment touches.
- The fully sphere state of the magic cube can be inscribed into the fully octahedron state so that the sphere touches the faces of the octahedron as shown in Figure-1.
- *You need to do a fair bit of geometry for this task.*

Please play with the sample `magic_cube.exe` (windows) / `magic_cube.out` (linux) for clarification.

Controlling Object

You need to control the magic cube as follows:

- a - rotate the object in the clockwise direction about its own axis
- d - rotate the object in the counter-clockwise direction about its own axis.

Hint

- An octahedron has 8 triangular faces, 12 edges and 6 vertices. You need to draw cylinder segments in place of the edges and sphere segments in place of vertices.
- The faces are equilateral triangles. The base triangle that you draw should have its vertices at $(1, 0, 0)$, $(0, 1, 0)$ and $(0, 0, 1)$.
- The dihedral angle (ϕ) of an octahedron (the angle at which two adjacent faces of the octahedron are joined to each other) is $\phi = \arccos(-\frac{1}{3}) = 109.47^\circ$. Therefore, each cylinder segment will make an angle of $180^\circ - \phi = 70.5287794^\circ$ in its centre (as shown in Figure-2).

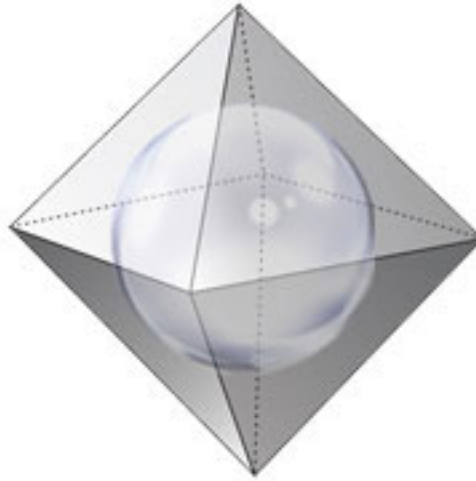
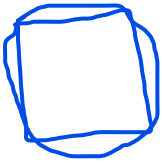


Figure 1: The sphere state can be inscribed inside the octahedron state

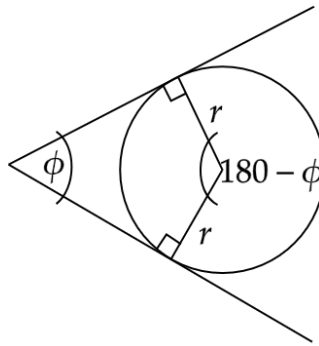


Figure 2: Angle of each cylinder segment.

- The sphere should be divided into six identical pieces. It is better to use subdivision methods to draw the sphere segments. You can follow [this](#) link.

Submission

1. Create a directory with your 7-digit student id as its name.
2. Put all the source files only into the directory created in step 1. The source files should be named `rolling_ball.cpp` and `magic_cube.cpp`
3. Zip the directory (compress in .zip format. Any other format like .rar, .7z etc. are not acceptable).
4. Upload the .zip file in Moodle.

Special Instructions

1. Please **DO NOT COPY** solutions from anywhere (e.g., your friends, seniors, internet). Any form of plagiarism, irrespective of source or destination, will result in -100% marks int online/offline.
2. Do not hardcode. Use variables whenever possible. This would be helpful for you during **online**.

Mark Distribution

Task	Mark
1	20
2	40
3	40