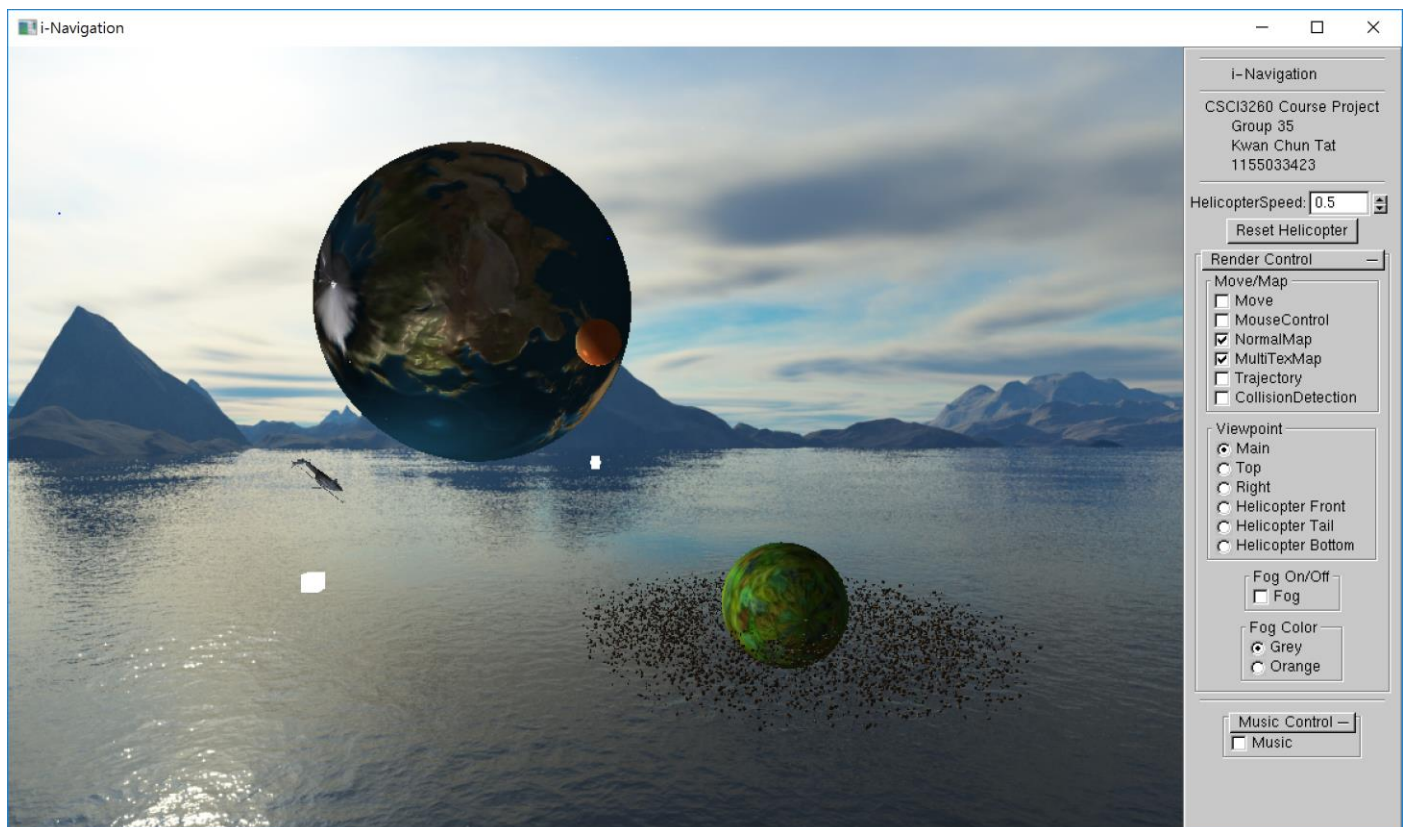
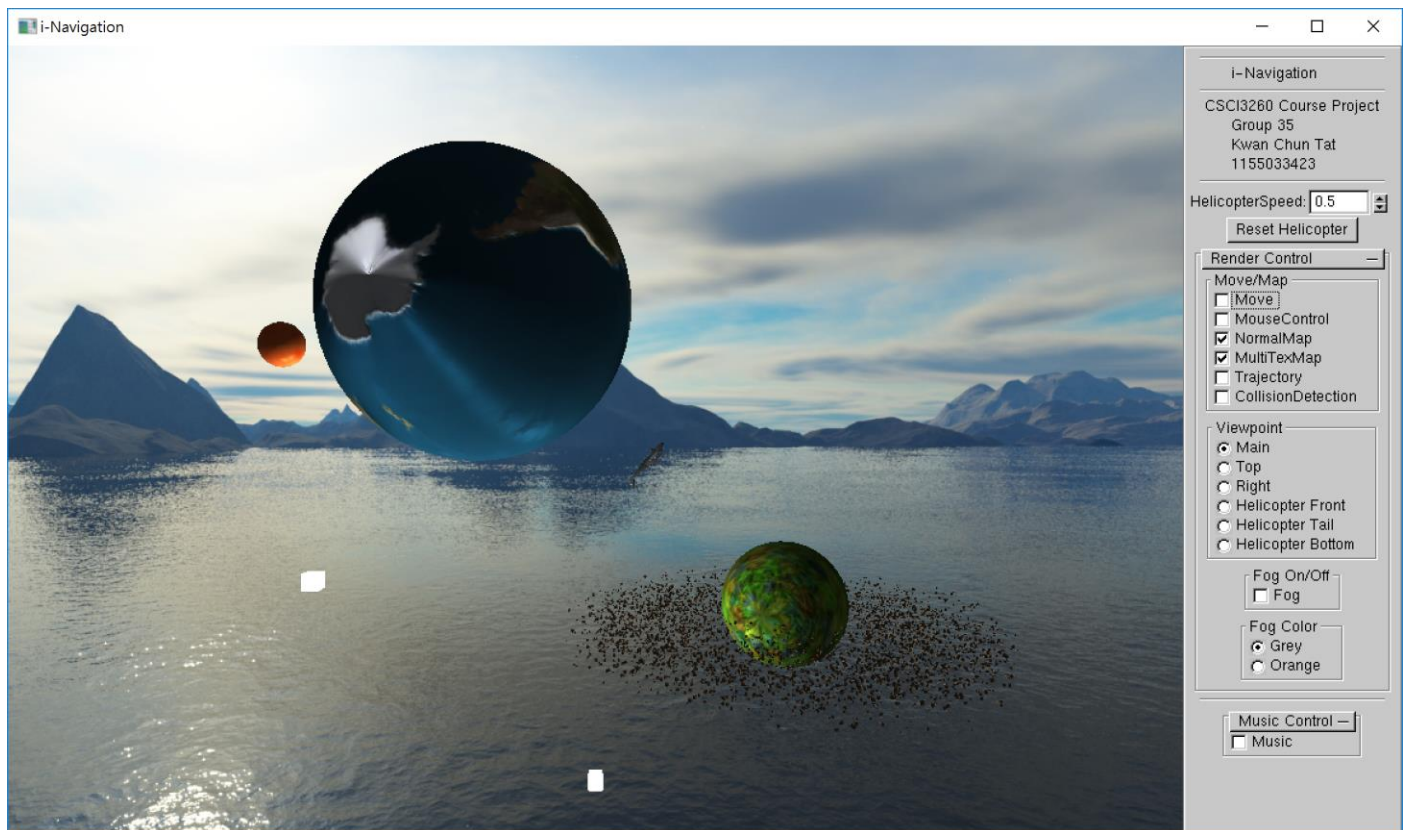
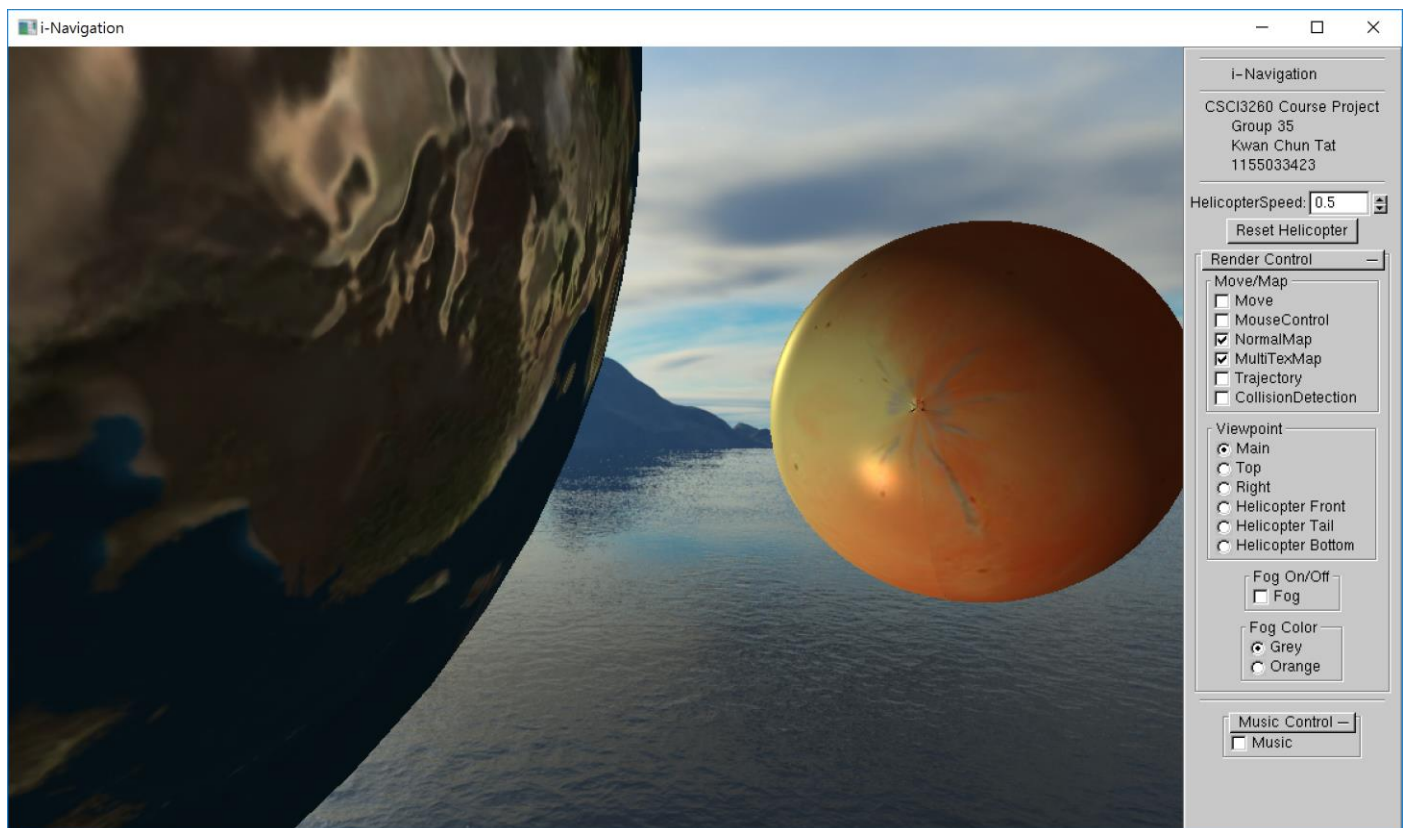
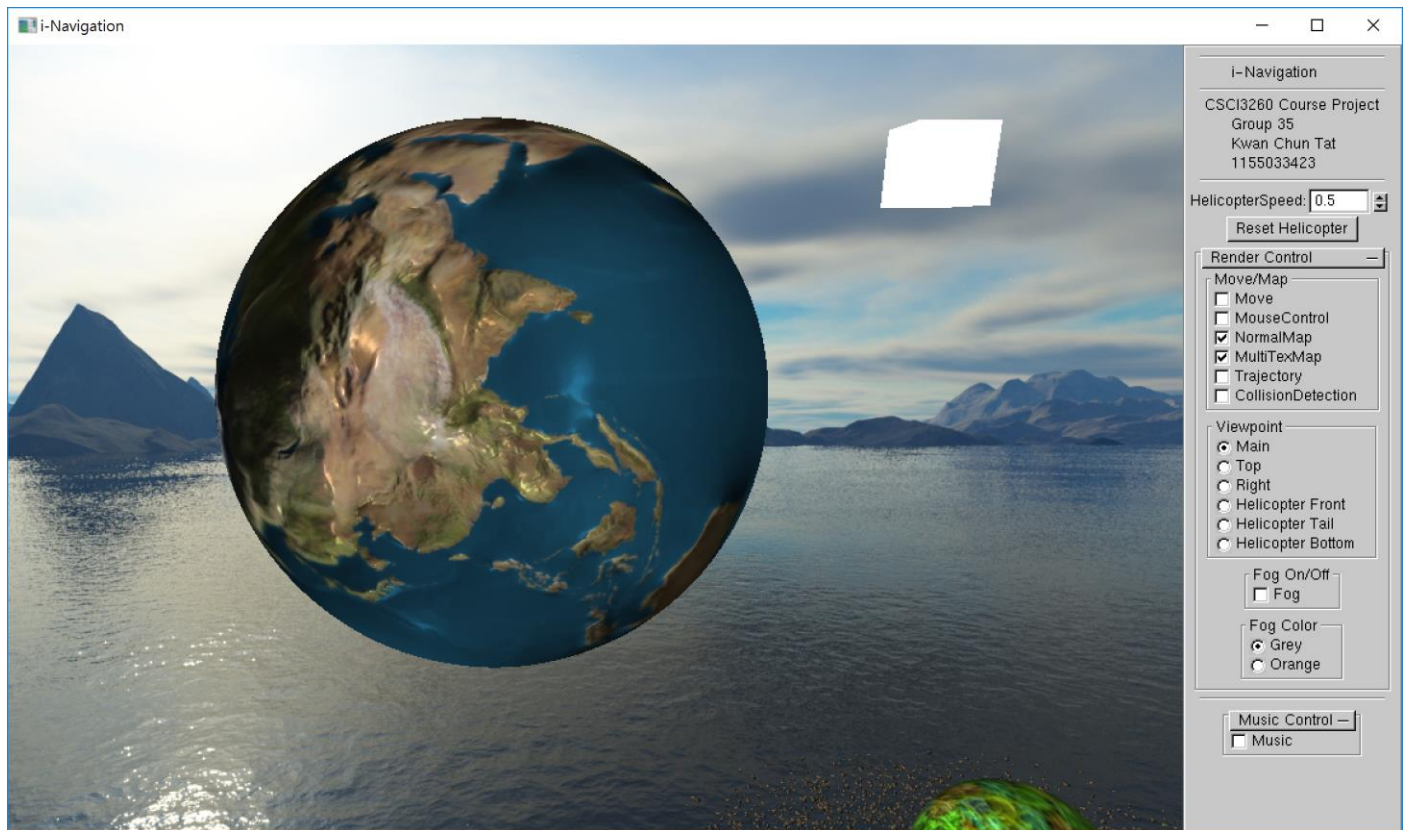


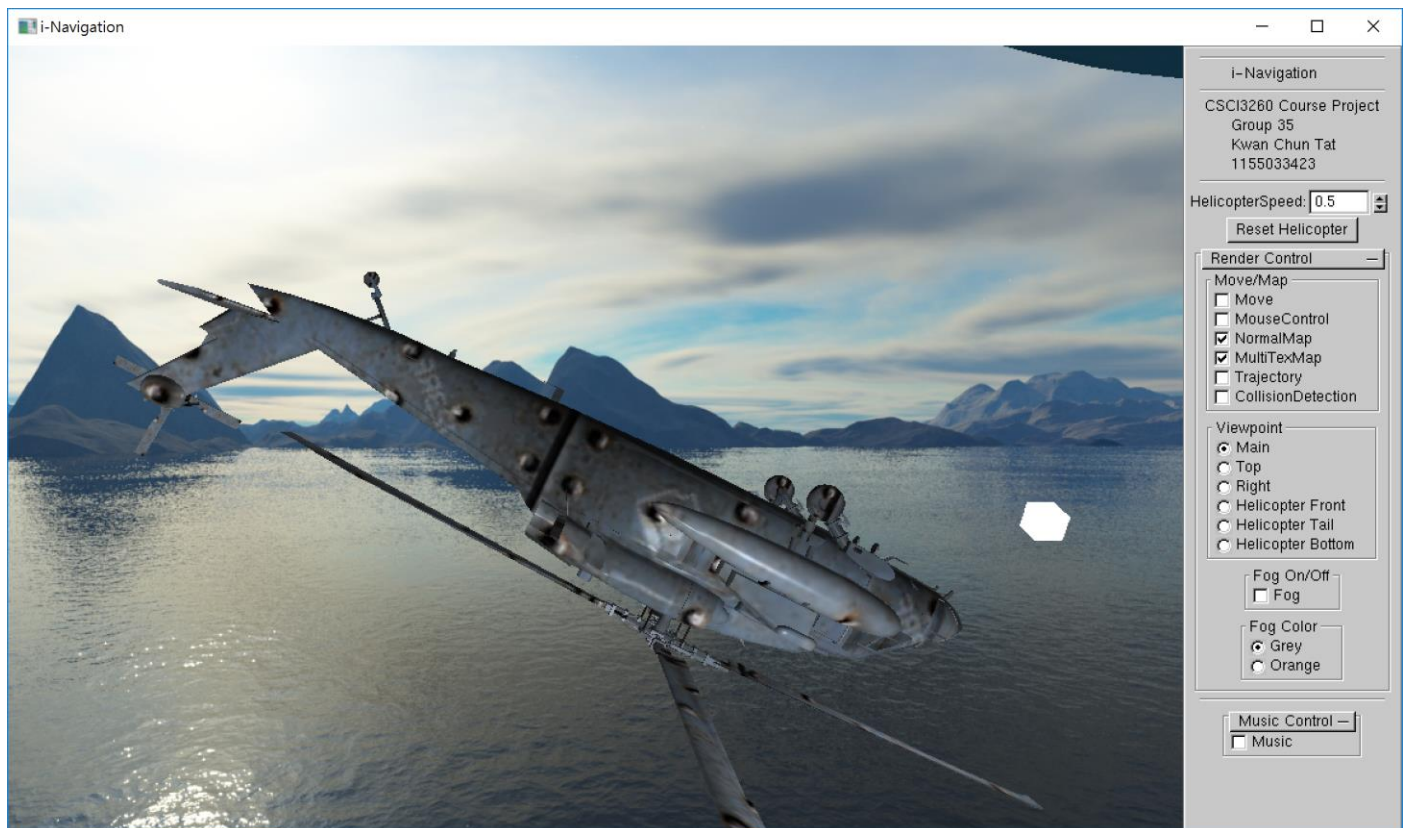
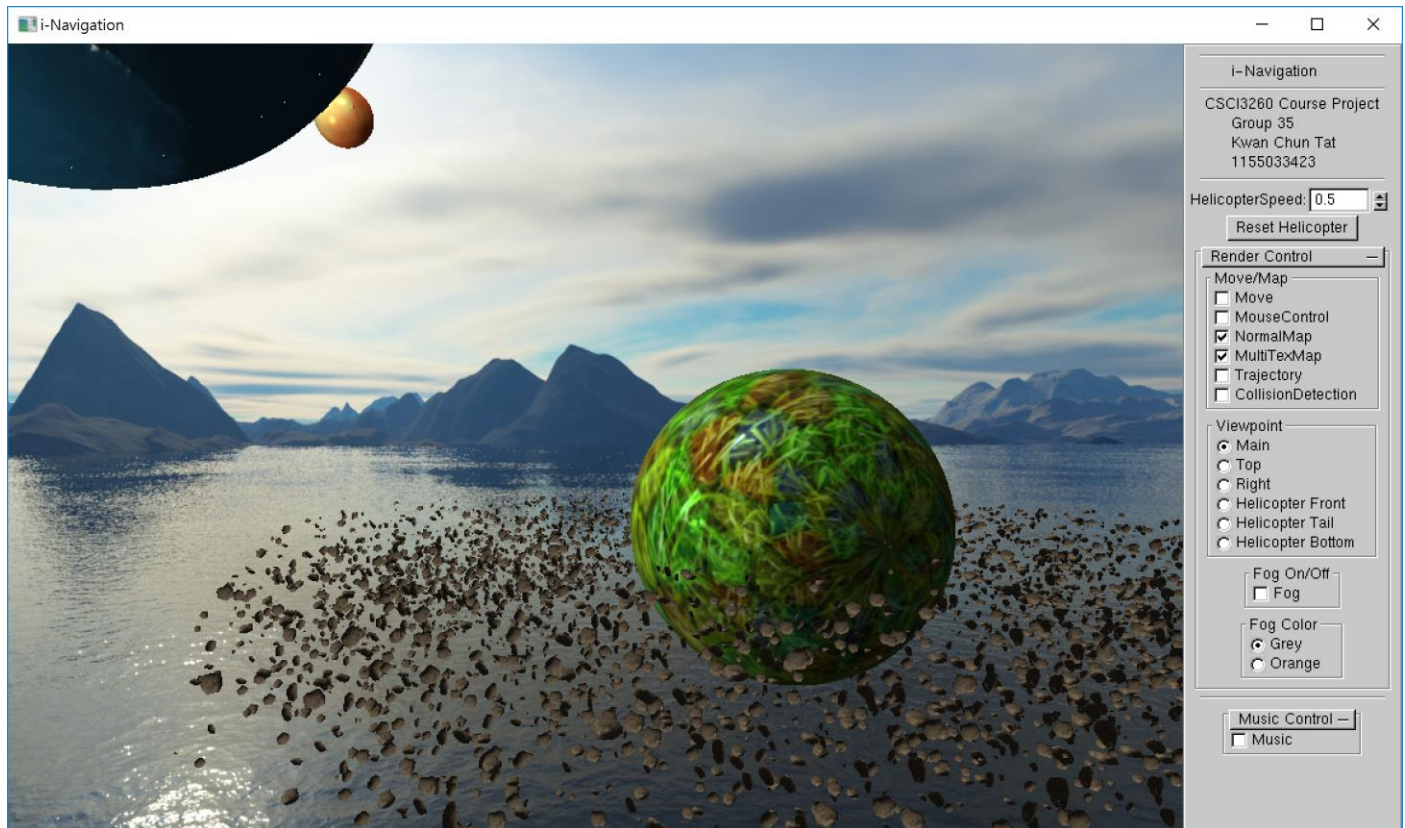
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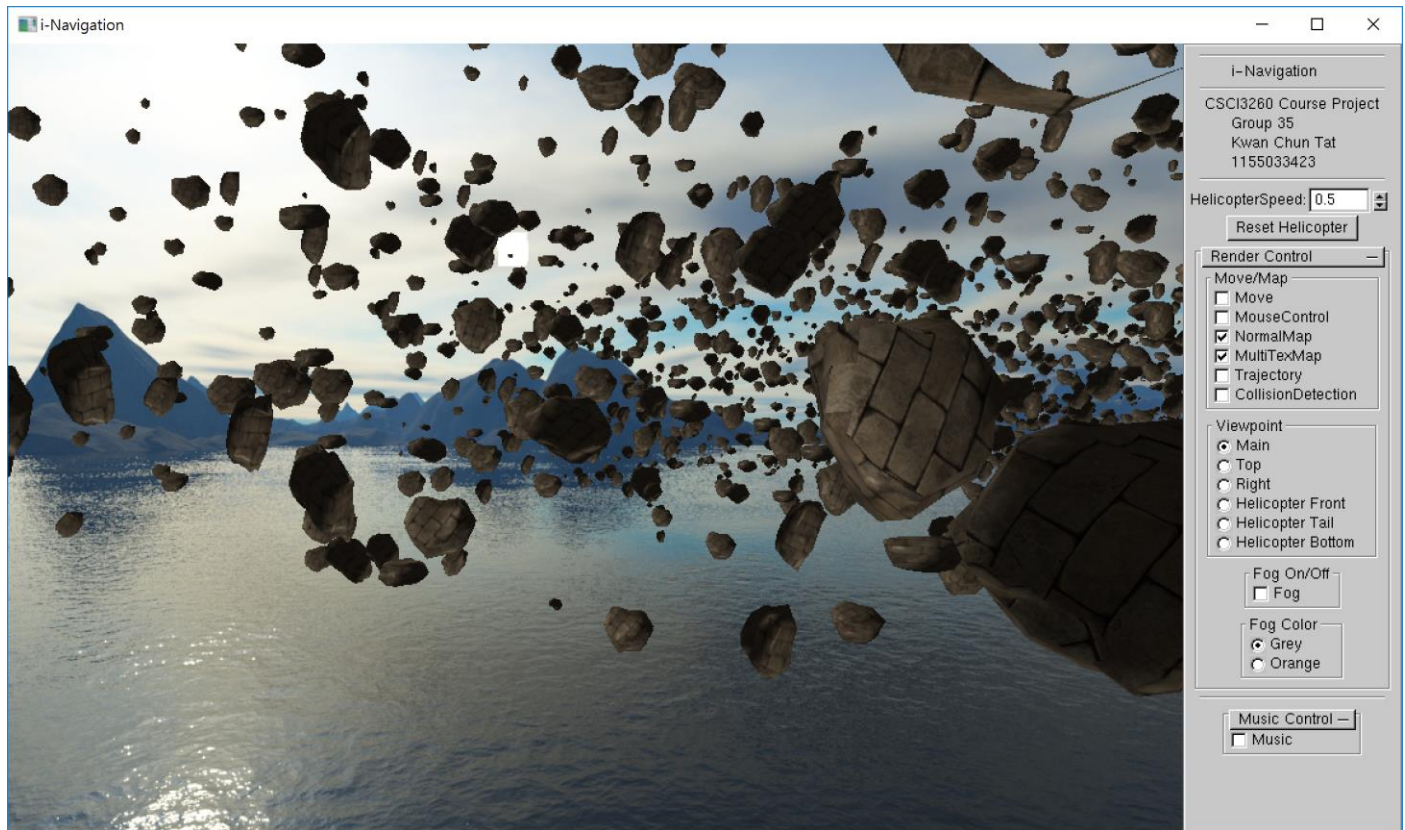
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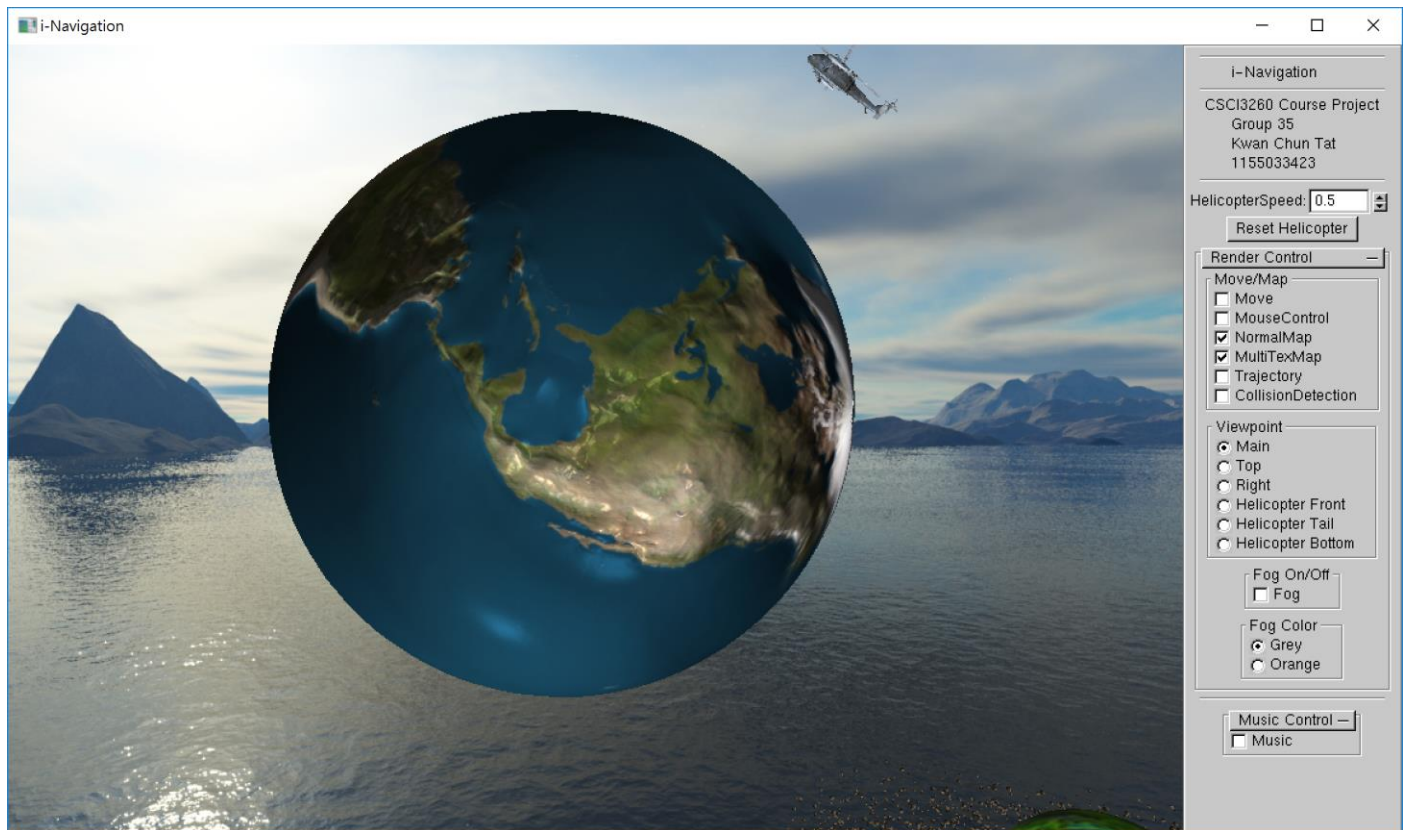




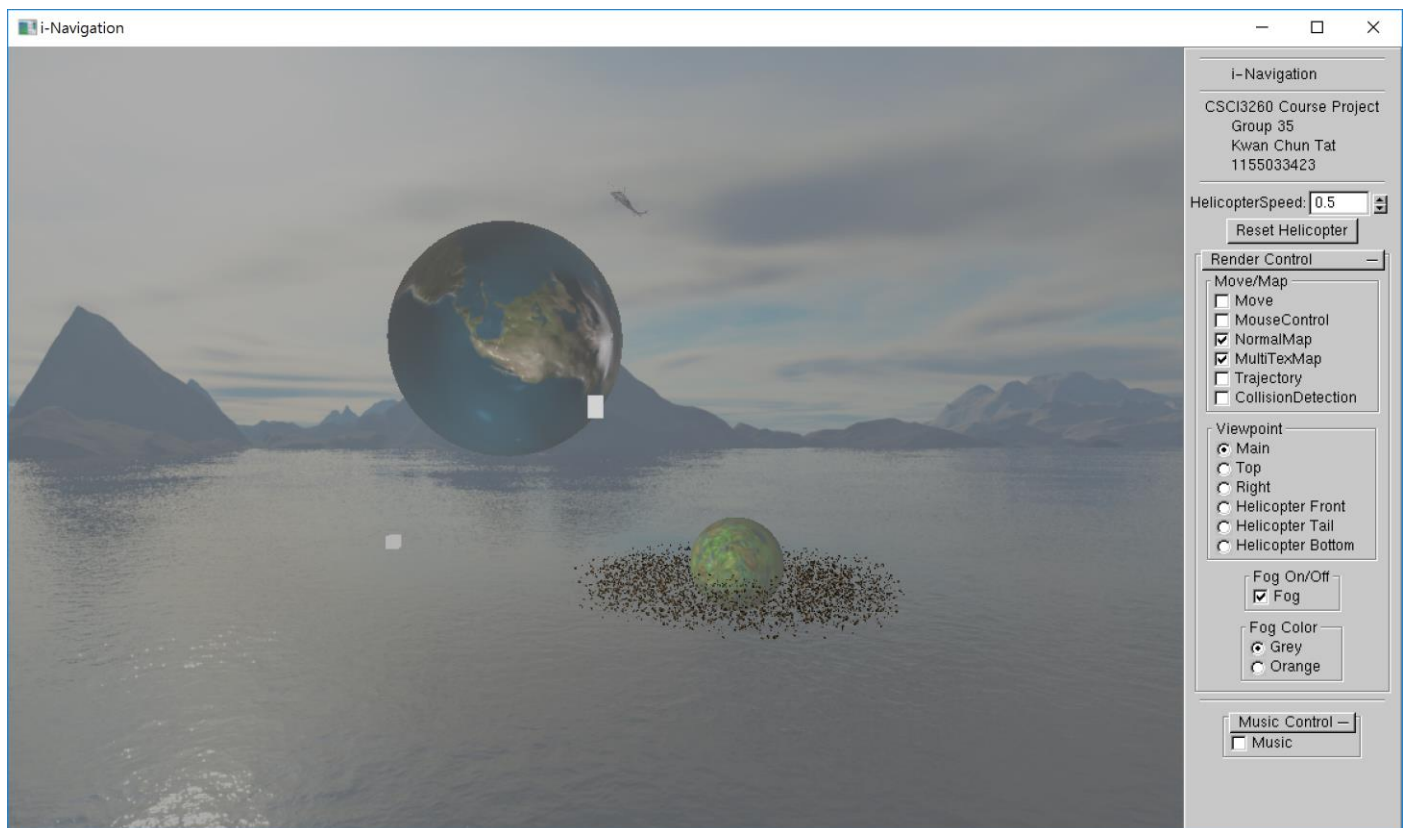
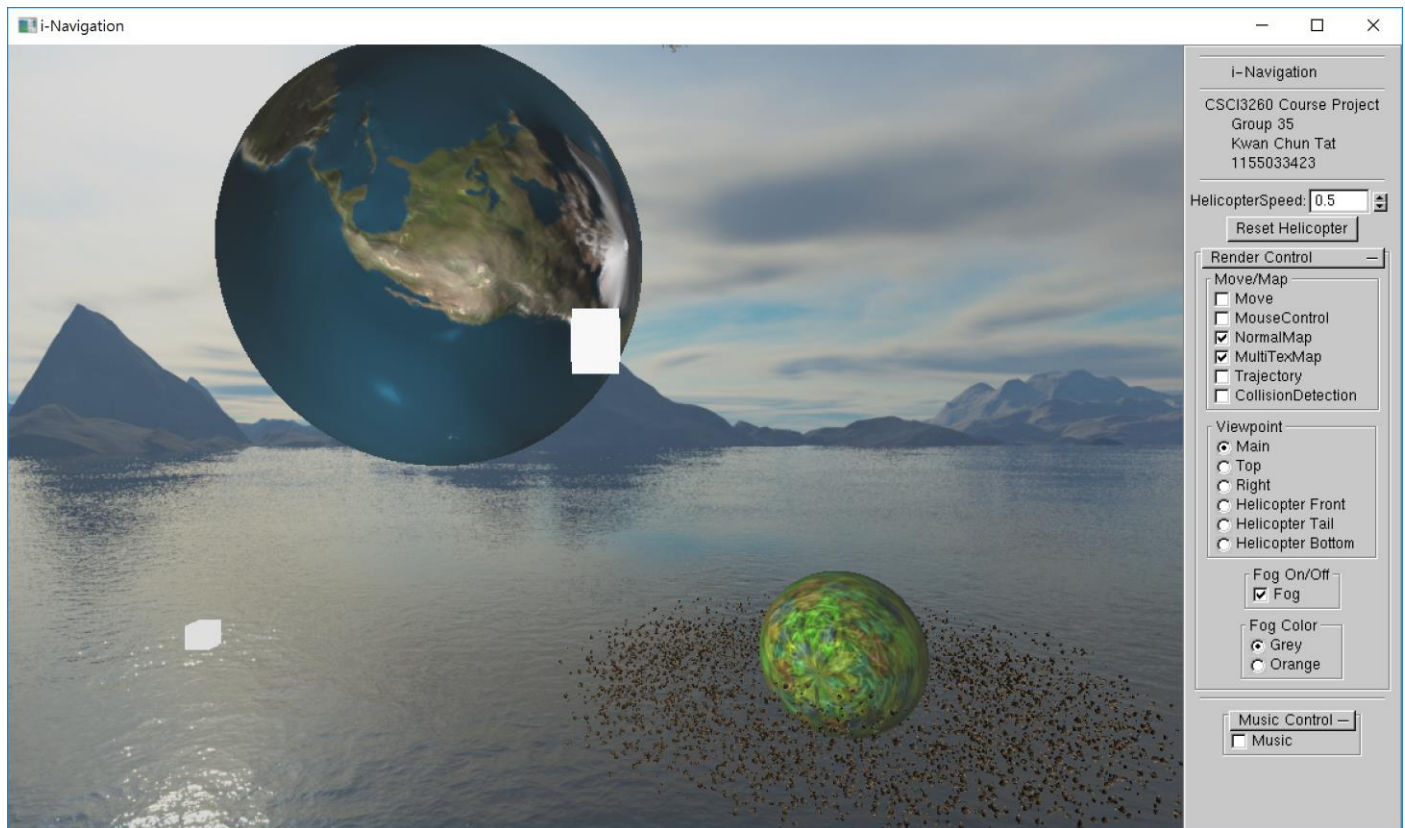




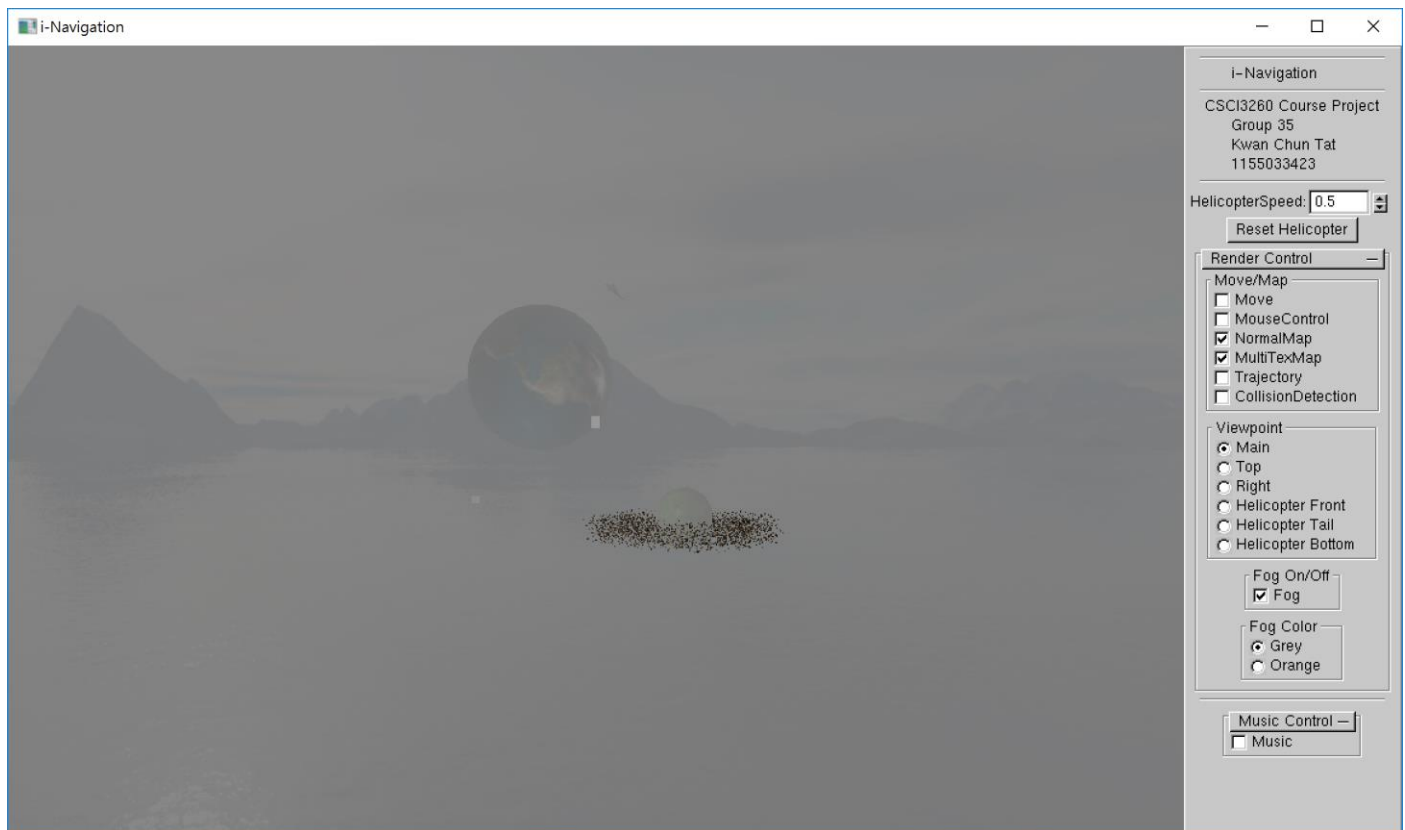
3.



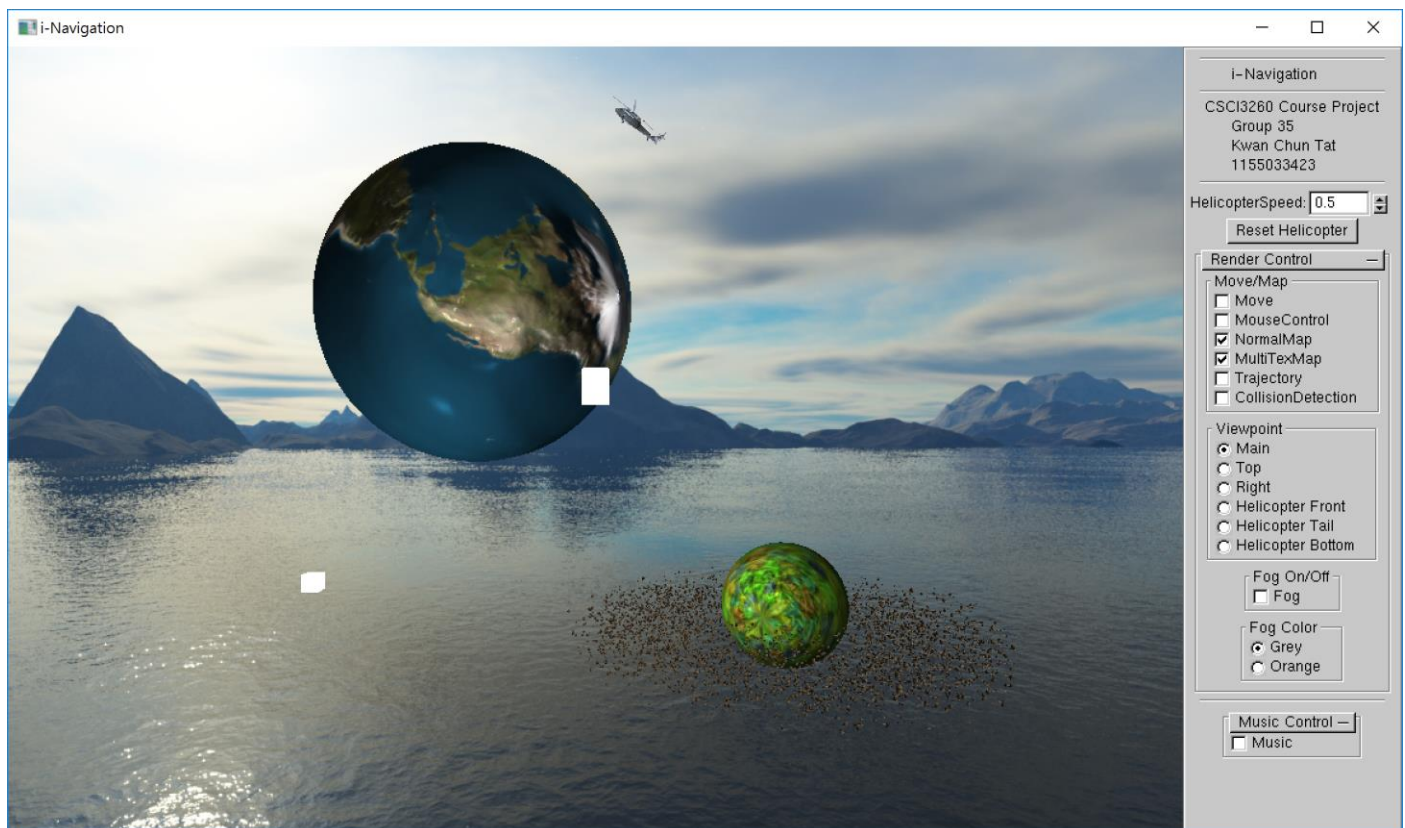
4.

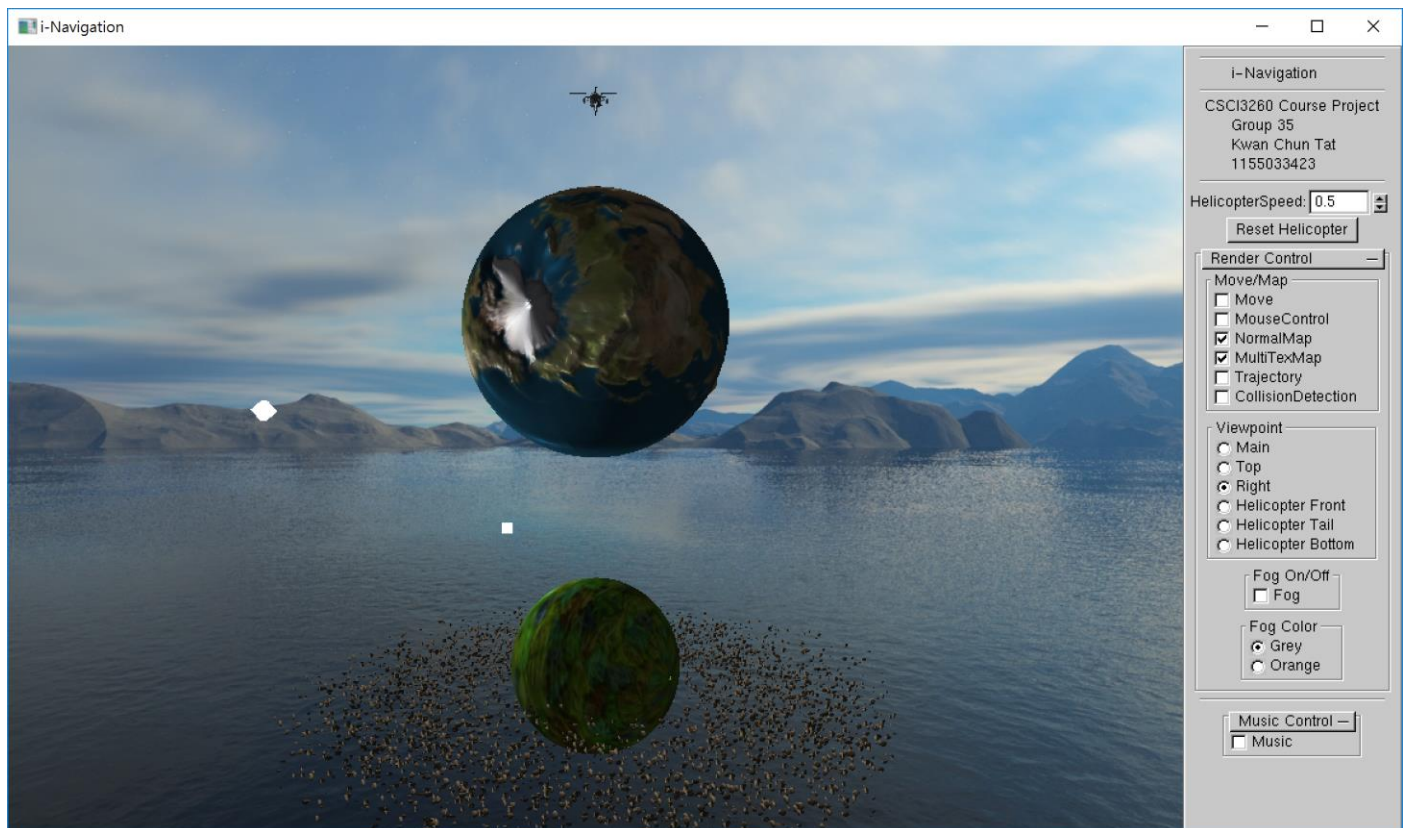
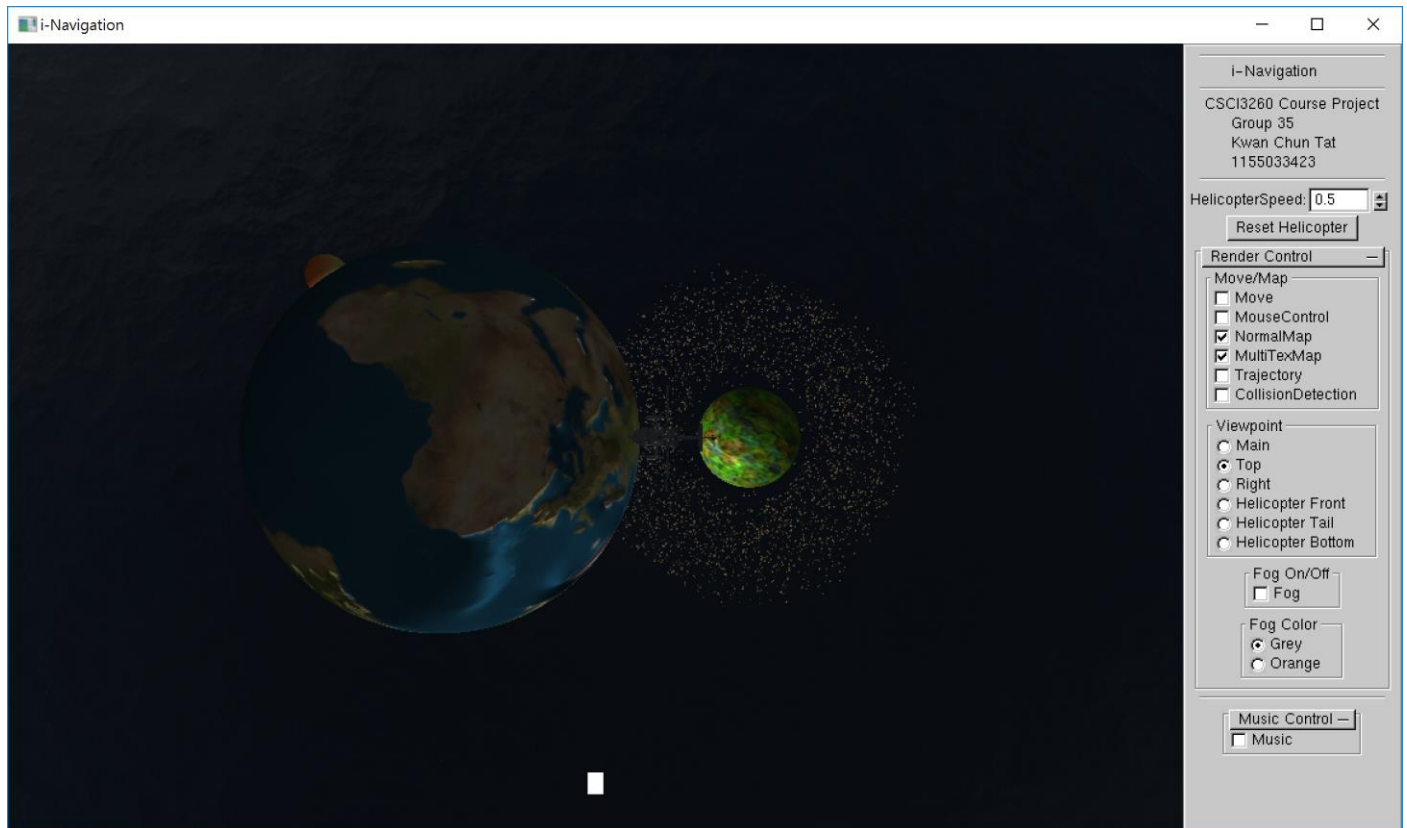






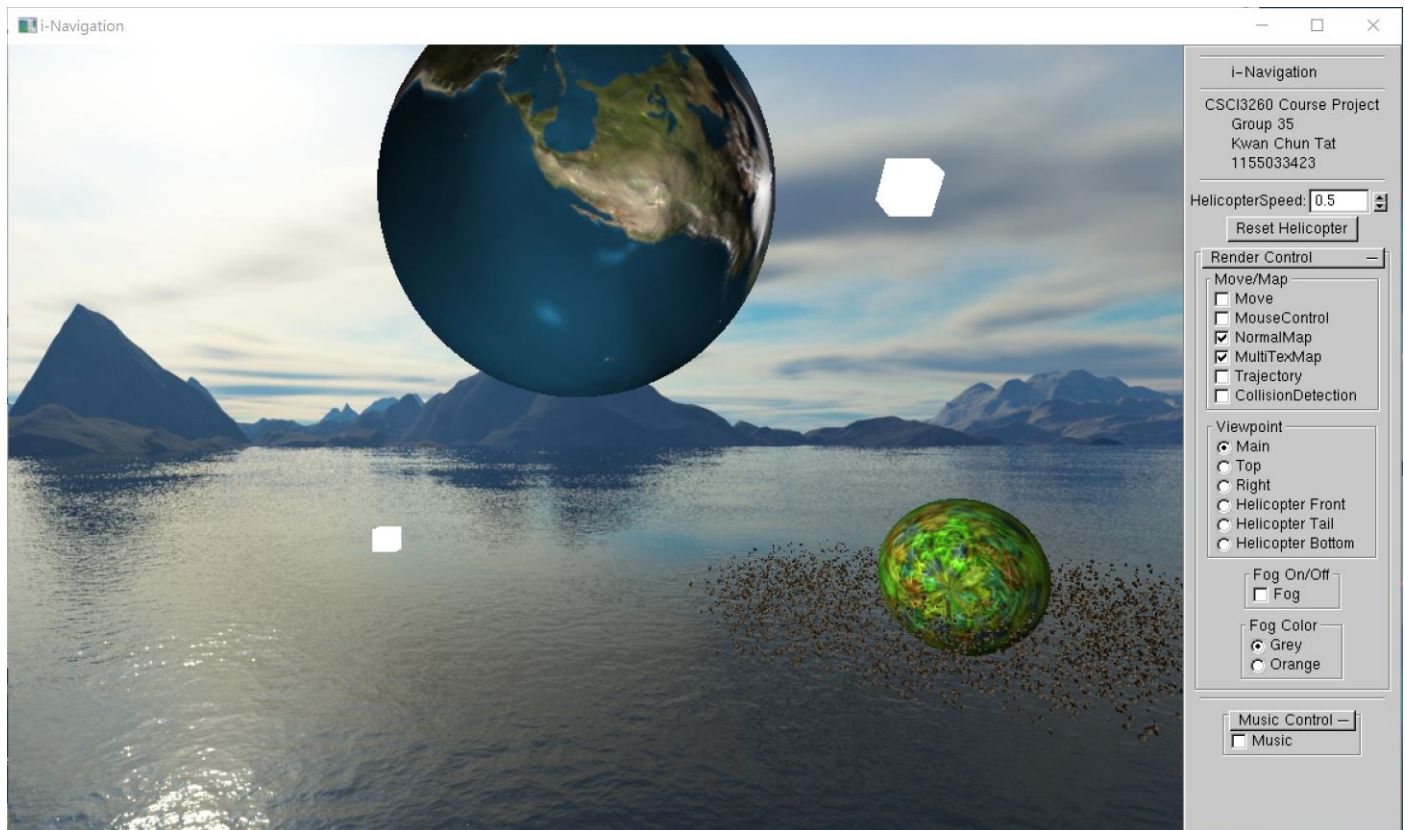
5.





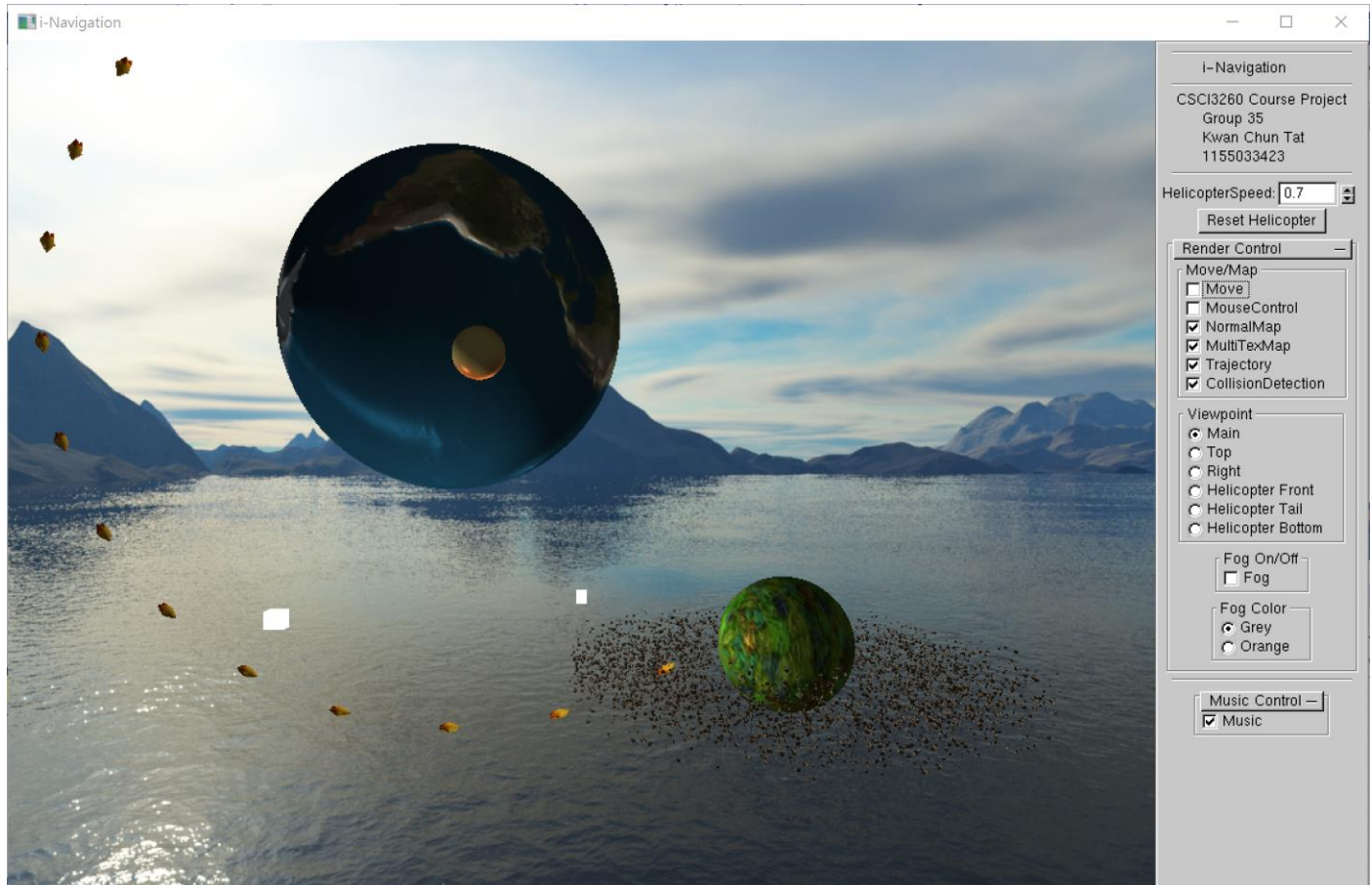


## 6. Another visible light source:



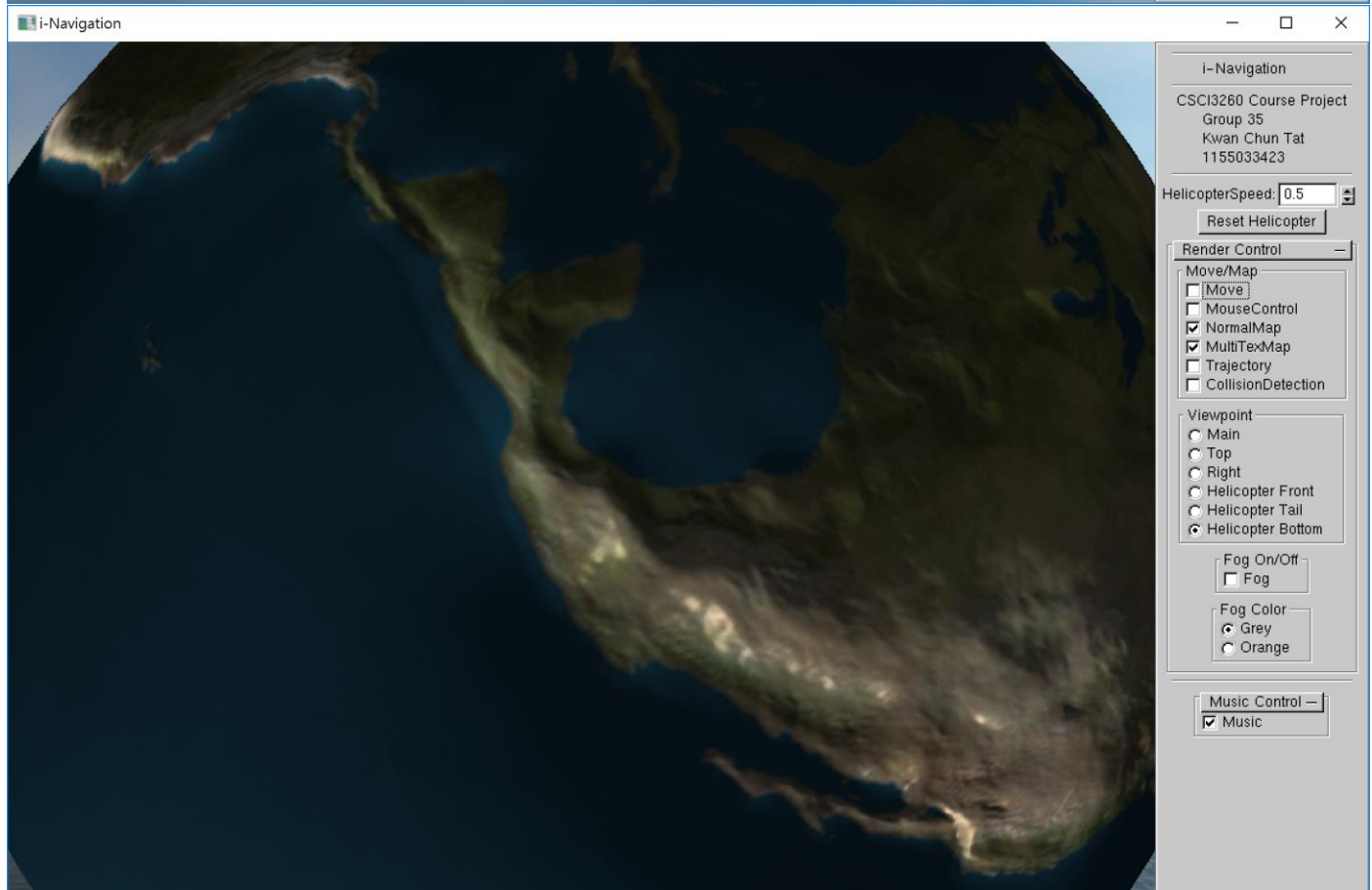
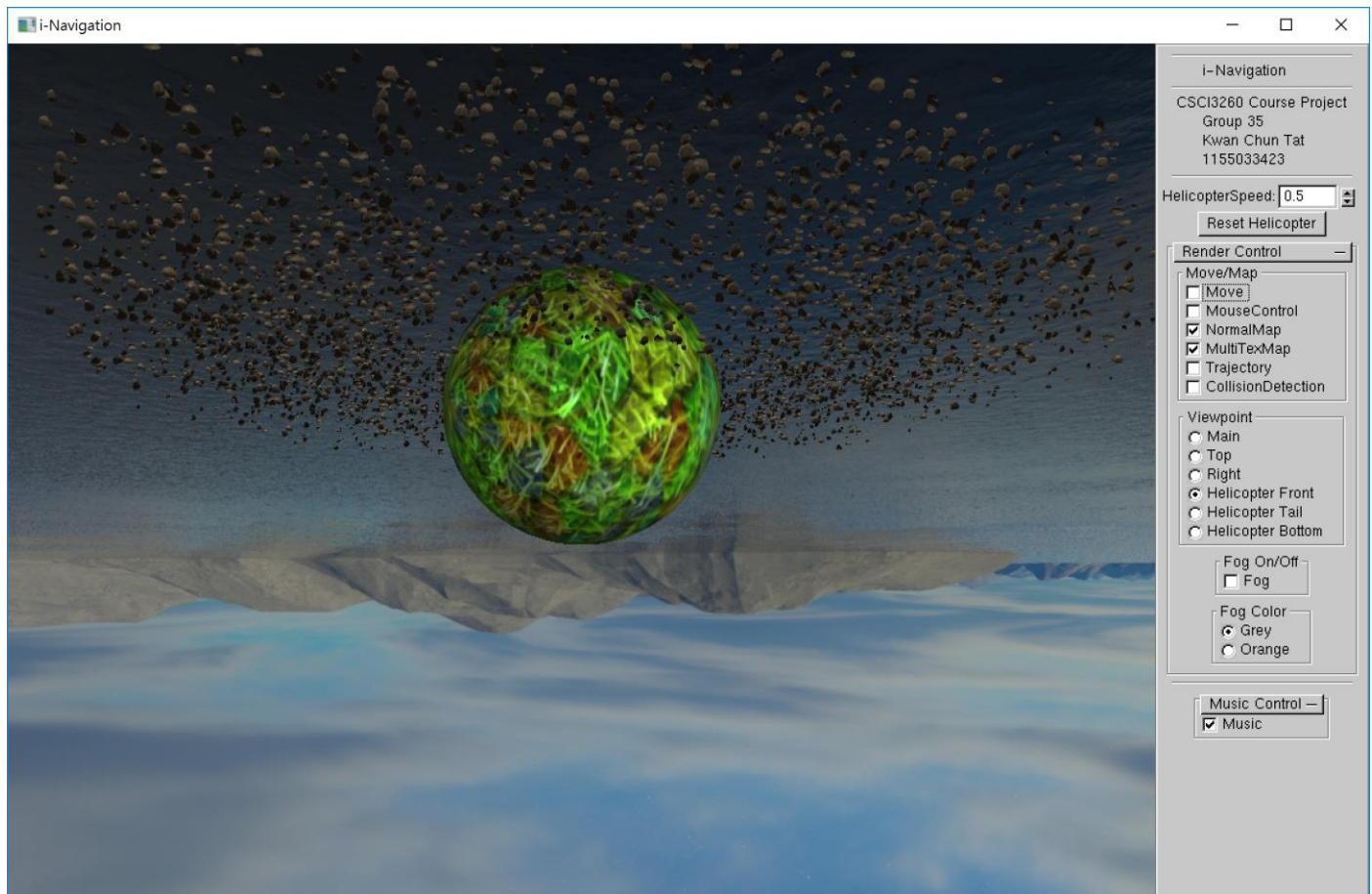
Collision Detection:

Using Axis-Aligned Bounding Box (AABB).

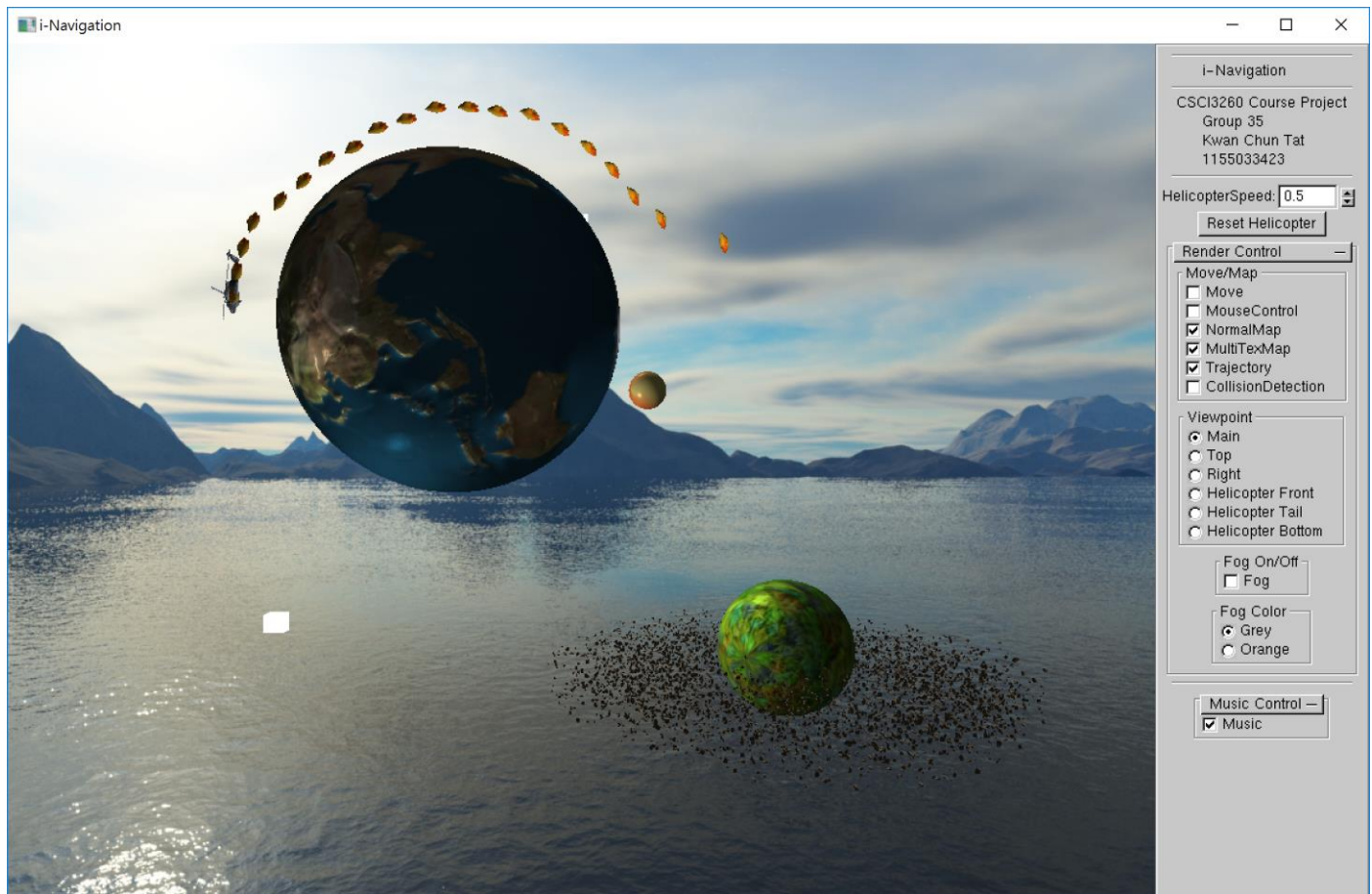




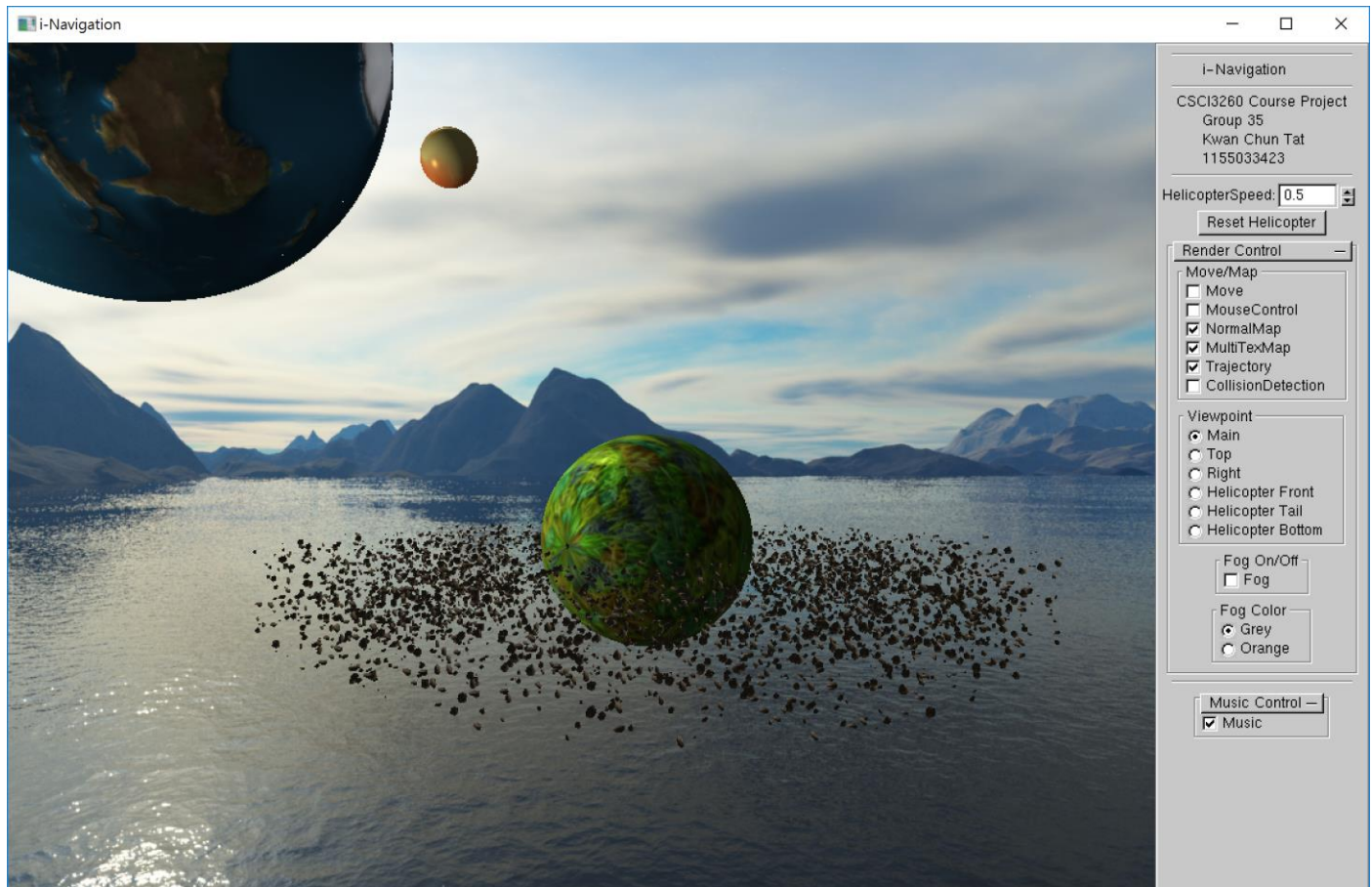
## Extra viewpoints on the space vehicle:



Represent the real-time trajectory of space vehicle D with a string of star:



Instanced rendering:





Play background music with IrrKlang Library.

Perfect correct Normal Mapping for Earth.

Followed "Tutorial 13 : Normal Mapping" on "opengl-tutorial.org" (<http://www.opengl-tutorial.org/intermediate-tutorials/tutorial-13-normal-mapping/>). Source code in "Normal\_mapping.cpp", "Normal\_mapping.h" and some code in "Bind\_Data.cpp" obtained from the GitHub of the website, under the WTFPL Public License.