COMP3320 Module 1 Progress Report

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This is a progress report for the major assignment of COMP3320. In this report we outline our completed tasks and plan a timeframe for our future tasks. We also explain briefly any unexpected problems that have arisen.

In our project, we will produce a short scene with a focus on character animation and shadow, so our first task was to produce an environment where the scene takes place. The environment is a plain/desert – a wide-open space speckled with rocks, boulders and alien flora – consisting of a rocky/sandy terrain and a night-time skybox. The scene also contains an interactive camera and a simple light; this sort of light will be an important aspect of the final product.

We have met most of our projected tasks. However, we encountered an early problem – although we were able to get the skybox working separately from the main project, we were unable to run it within our scene. This has delayed progress on our project overall.

For Module 2 we aim to finalize the terrain/texture; generate all models (boulders, etc; => 3 fauna & 8 flora); create animations for all necessary models; and include shadow mapping for the scene. This will ensure that we have two weeks to fine-tune and potentially add optional extras to our final product.

Included with the report are two Gantt charts, Figure 1 and Figure 2. Figure 1 covers our progress to date. Figure 2 outlines our projected timeframe until Module 2.

Figure 1: Tasks completed

Figure 2: Tasks to complete