COMP3320 Module 2 Progress Report

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For the second part of our submission, we implemented some brief character animation and some models, finalised the terrain textures and skybox, and began work on the shadow mapping. We used Blender to produce/edit the models and animations with a full implementation into OpenGL in the pipeline for the final presentation.

We found our plan for Module 2 to be overly-optimistic – the terrain and skybox were completed, but we had fewer models, and therefore fewer shadow maps and animations than planned. Our most pressing task for now is to translate the Blender-produced animations into a proper OpenGL-based environment. For the final stretch of the project we will simply produce the remaining models, animate the relevant ones and confer the proper shadow mapping.

Gantt charts are included in this report, Figure 1 and Figure 2. Figure 1 reiterates our expected progress from Module 1 to Module 2. Figure 2 outlines the timeframe of our required tasks until the final submission.

Figure 1: Former plan

Figure 2: Final plan