Brian Peters

CS-499

Module 7

Software & Algorithm CS-330 Skybox

In OpenGL, my goal is to create a skybox for project CS-330. This will capture how the skybox faces are coordinated

Here's my code

Text

Description automatically generated

This is where to code in the texture onto the skybox

Text

Description automatically generated

Here are the skybox vertices

Table

Description automatically generated

MongoDB to Excel

Graphical user interface, text, application

Description automatically generated

Graphical user interface, text, application

Description automatically generated

And once they are linked, they show databases on both.

Select the folder of data that needs to be exported to excel and then click export

Graphical user interface, text, application

Description automatically generated

Full or certain data

Graphical user interface, text, application, email

Description automatically generated

Graphical user interface, text, application

Description automatically generated

Select CSV for Excel and choose the file path

Graphical user interface, application, website

Description automatically generated

Open Excel and see if it worked

Graphical user interface, application, table, Excel

Description automatically generated

<https://learnopengl.com/Advanced-OpenGL/Cubemaps>

<https://www.youtube.com/watch?v=QYvi1akO_Po>

<https://hdrmaps.com/checkout/order-received/152930/?key=wc_order_DlgXqjxmQ6uW3>

<https://matheowis.github.io/HDRI-to-CubeMap/>