



ASSIGNMENT 2

Assignment Posted: July 11, 2022

Assignment Due: July 22, 2022, before 11.59pm

Final Deadline with 20% flat Penalty: July 25, 2022, before 11.59pm

Description:

This OpenGL programming assignment will build upon Olaf modeling program, which you have developed as part of Assignment 1. If you have not completed Assignment 1, then you may do it as part of this assignment and continue with completing Assignment 2 in which case we will mark it for 3 of the 7 marks allotted to the first assignment, provided you have done the assignment yourself. Alternately, you may also choose to do this assignment in a group. You will then have to bring all your individual models in the same scene, and every member will be responsible for his/her own model.

More specifically, in this second assignment you will learn about lighting, shading, texture mapping, shadow generation, and hand and leg motion to move the Olaf.

Please recall that your Olaf mesh is composed of different body parts hierarchically linked to each other through appropriate modelling transformations. The hands and legs can be rotated about Z and X axis.

Implementation Specifications:

1. Extend your OpenGL Assignment 1 with the following functionality and features:

- Make the head and body of the Olaf spherical (use triangle mesh representations)
- Illuminate the scene by adding a point light source (white) 30 units above the Olaf using the Phong model
- Render the scene with snow texture on the ground mesh, carrot texture on the nose and shiny metal finish (color of your choice) for the hat (Key X for toggling texture on/off)
- Render the scene with shadows using two pass shadow algorithm (Key B to toggle)
- Make Olaf move by moving the legs, while also providing lateral or vertical movement to the hands. (One key of your choice for one small forward movement, and other key for continuous forward movement. Same for reverse movement).
- Make the Olaf turn right or left by a small amount (choose your own keys).

2. Please note that the above are extensions to your program and previous key presses (of A1 must work as before, but with the extended rendering as required in this assignment.

- Pressing the spacebar should re-position the Olaf at a random location on the grid.
- The user can incrementally size up the Olaf by pressing 'U' for scale-up and 'J' for scale-down. Each key press should result in a small size change.
- The user can control the Olaf position and orientation using keyboard input *i.e.* A → move left, D → move right, W → move up, S → move down, a → rotate left 5 degrees about Y axis, d → rotate right 5 degrees about Y axis. You may add other rotations about other axes if you want.
- The world orientation is changed by using keyboard input *i.e.*, left arrow → Rx, right arrow → R-x, up arrow → Ry, down arrow → R-y. (Rx denotes a small anti-clockwise rotation about positive x axis, R-x about negative x axis, *etc.*). Pressing the "Home" button should reset to the initial world position and orientation.
- A user can change rendering mode for the Olaf, *i.e.*, points, lines, or triangles, based on keyboard input *i.e.*, key 'P' for points, key 'L' for lines, key 'T' for triangles.
- The user can pan and tilt the camera as follows:
 - ✓ While right button is pressed → use mouse movement in x direction to pan; and
 - ✓ While middle button is pressed → use mouse movement in y direction to tilt.
- The user can zoom in and out of the scene - while left button is pressed → use mouse movement to move into/out of the scene.
- Window resize handling: The application should handle window resize events and correctly adjust the aspect ratio accordingly. This means, the meshes should not be distorted in anyway.

3. The application must use OpenGL 4.1 and up and must also include brief comments explaining each step.

Submission:

Assignment must be submitted only through Moodle. No other form of submission will be considered. Please create a zip file containing your C/C++ code, vertex shader, fragment shader, a readme file (.txt). The zip file should be named Assignment#_YourTeamID. In the readme file document, the features and functionality of the application, and anything else you want the grader to know *i.e.*, control keys, keyboard/mouse shortcuts, *etc.*

Extra Credit (10% Points)

A more elaborate model of the Olaf with a scarf and eye movements, *etc.*

Evaluation Procedure

You MUST demonstrate your program to the lab instructor during a prescheduled session. You must run submitted code, demonstrate its full functionality, and answer any questions about the OpenGL programming aspects of your solution. Major marking is done on the spot during the demonstration. Your code will be further checked for structure, non-plagiarism, *etc.* However, **ONLY demonstrated submissions will receive marks.**