

Computer_graphics A3 report

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1. algorithm

(1) First, I made dwarf planets Earth, Mars, Jupiter, Uranus, Neptune has a dwarf planets. And each planet has one, two, three, three, three number of dwarf planets

(2) I implement shading using Blinn-Phong model. They are shaded by the sun. And Sun didn't apply Blinn-Phong model. And I adjusted the sphere's normal value. This is consistent with the coordinate value.

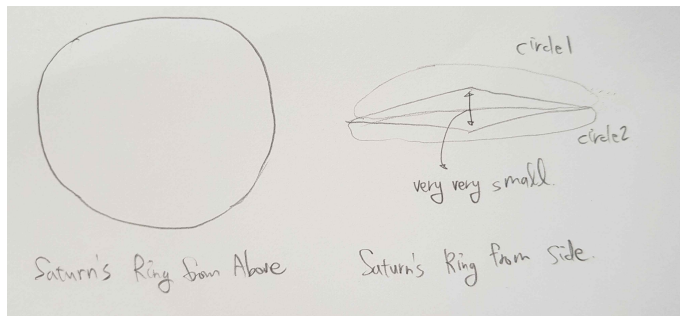
(3) I implement texture referring to this website.

<http://planetpixelemporium.com/planets.html>

And I adjusted the sphere's tex value for mapping. I refer to what is shown in A2.

(4) For implement Saturn's ring, I made circle vertex array/buffer.

And like this picture below, I made 2 circles to see Saturn's rings everywhere.



And I adjusted the value of the tex so that only the outside of Saturn would be mapped. Finally I enable blending and I put 0.3 alpha for Saturn's ring blending.