



SCOP

Basic GPU rendering with OpenGL

Summary: This mini project is a first step towards the use of OpenGL.. And other GPU rendering API.

Version: 4

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Chapter I

Foreword



It's really because we've never done that one yet!

Chapter II

Subject

II.1 It does not hurt to feel good.

Once in a while, it feels good to feel good. So we are going to create a small app to feel great.

This project is also organized for you to use a bit of elbow grease. So we have a few restrictions in place.

II.2 What you need to do

Your goal is to create a small program that will show a 3D object conceived with a modeling program like Blender. The 3D object is stored in a .obj file. You will be at least in charge of parsing to obtain the requested rendering.

In a window, your 3D object will be displayed in perspective (which means that what is far must be smaller), rotate on itself around its main symmetrical axis (middle of the object basically...). By using various colors, it must be possible to distinguish the various sides. The object can be moved on three axis, in both directions.

Finally, a texture must be applicable simply on the object when we press a dedicated key, and the same key allows us to go back to the different colors. A soft transition between the two is requested.

The technical constraints are as follows:

- You're free to use any languages (C / C++ / Rust preferred)
- You're free to choose between OpenGL, Vulkan, Metal and the MinilibX
- Have a classic Makefile (everything you usually put in there).
- You can use external libraries (other than OpenGL, Vulkan or Metal) ONLY to manage the windows and the events.
- No libraries are allowed to load the 3D object, nor to make your matrixes or to load the shaders.

As this is a program to auto-congratulate ourselves, it is crucial that you can present during defense at least the 42 logo given as resources, turning around its central axis (careful, not around one of its corners), with some shades of gray on the sides and a texture of poneys, kitten or unicorn your choice.



During the defense, naturally more 3D objects will be tested.

Chapter III

Bonus

Here are a few ideas of bonuses:

- The correct management of some ambiguous .obj files, concave, non coplanar... The teapot given with as resources exists in two versions: the first is the original, with some strange border effects. The second is an import-export in Blender, with no human touch, but normalized a little by the program. It's about rendering correctly the first version.
- A more subtle application of the texture. It cannot be stretched on any of the sides
- There's got to be more bonuses that you can implement.



The bonus part will only be assessed if the mandatory part is PERFECT. Perfect means the mandatory part has been integrally done and works without malfunctioning. If you have not passed ALL the mandatory requirements, your bonus part will not be evaluated at all.

Chapter IV

Submission and peer-evaluation

Turn in your assignment in your `Git` repository as usual. Only the work inside your repository will be evaluated during the defense. Don't hesitate to double check the names of your folders and files to ensure they are correct.

Chapter V

Beautifulz

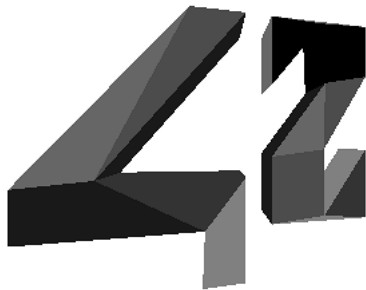


Figure V.1: The 42 logo with different colors depending on sides



Figure V.2: From the back, with a texture

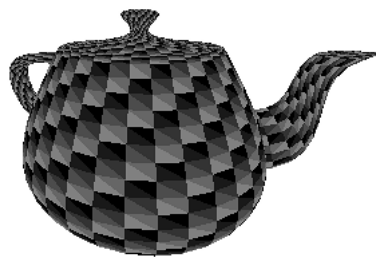


Figure V.3: The teapot