

Java Programming Course Project Spring 2016

deepwaterooo

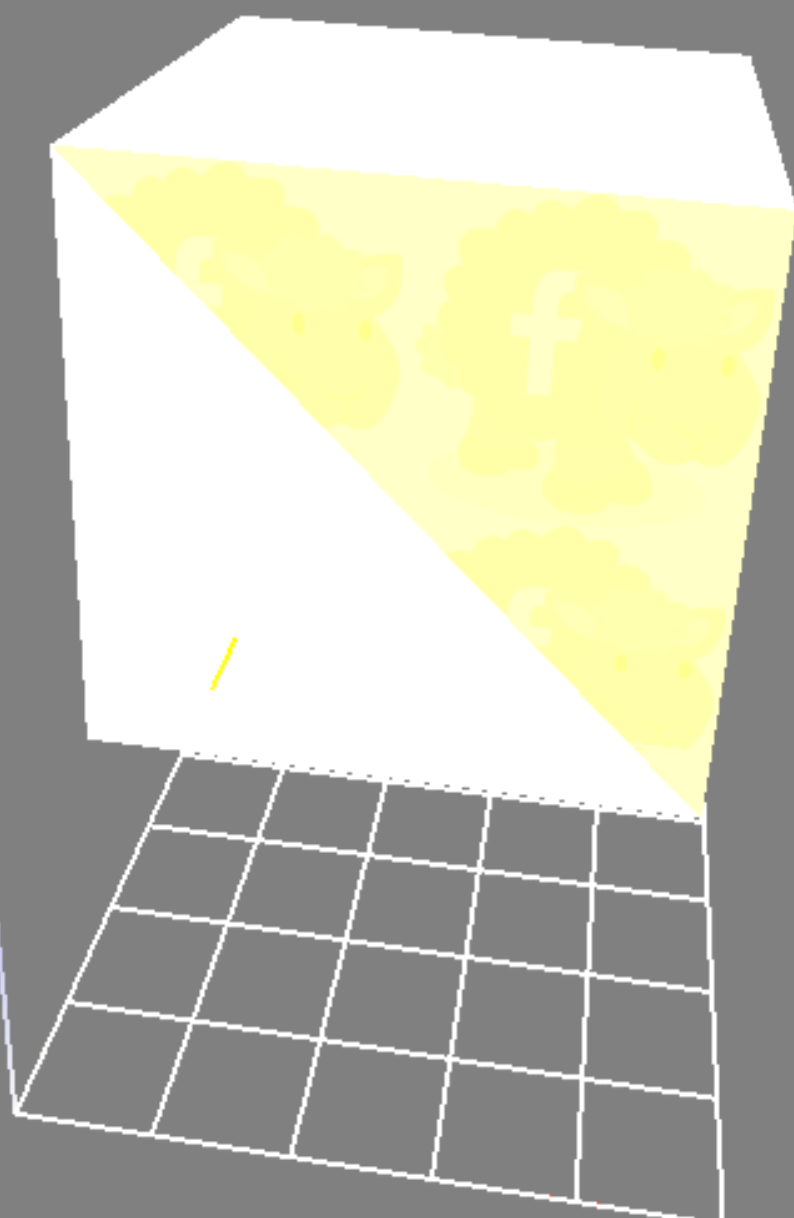
May 6, 2016

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1 Cube

- textures basically done
- Tetris theme music played by MediaPlayer can only function as the background music now.
- Emacs + Auctex + org-mode can only export english correct with source codes, but can NOT export Chinese correctly from tex file yet. Need to find out the correct way to enable various kinds of latex engines from Auctex emacs mode.
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- Current look:



- Current starting point turning cube video was put at <https://www.youtube.com/watch?v=EuILt6BOYS0>

2 References

- cube map: <http://www.guidebee.info/wordpress/archives/3012>
- cubemaps: <http://learnopengl.com/#!Advanced-OpenGL/Cubemaps>
- compressed textures <http://www.guidebee.info/wordpress/archives/2988>
- GLES20 <http://blog.csdn.net/liyuanjinglyj/article/details/46670819>
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- c++: http://blog.sina.com.cn/s/blog_b932048b0101fglx.html
- gl10: <http://blog.csdn.net/wangkuifeng0118/article/details/7425029>
- ideas: <http://www.boyunjian.com/do/article/snapshot.do?uid=4560684719895433921>
- gl10 with threads <http://www.cnblogs.com/carmanloneliness/archive/2012/01/06/2314909.html>
- src: <http://vaero.blog.51cto.com/4350852/790620>
- src: <http://vaero.blog.51cto.com/4350852/790637>
- youtube videos: <https://www.youtube.com/watch?v=hpnd11doMgc>
- youtube videos: <https://www.youtube.com/watch?v=3yLL9ADo-ko>
- raypick: <https://github.com/76260865/OpenGLSETest>
- trial: <http://www.j2megame.com/html/xwzx/ty/1416.html>
- trial: https://github.com/MediaMonks/tilt-game-android/blob/master/sensorlib/src/main/java/orhitlabnz/sensor_fusion_demo/representation/Vector3f.java
- push pop matrix: <http://www.cnblogs.com/bhlsheji/p/4058745.html>
- glPerspective <http://blog.csdn.net/popy007/article/details/1797121>
- 拾取 <http://www.docin.com.cn/p-231068818.html>
- 拾取精确 <http://www.docin.com.cn/p-223688481.html>
- 豆丁: glPickMatrix <http://www.docin.com.cn/p-219126610.html>
- glOrtho() Matrix <http://www.docin.com.cn/p-1541079192.html>
- <http://www.docin.com.cn/p-1449786833.html>
- 齐次坐标系: <http://www.docin.com.cn/p-200902035.html>
- 可逆矩阵和求逆矩阵的方法 <http://www.docin.com.cn/p-102655207.html>
- Direct3D 中实现图无的鼠标拾取 <http://www.docin.com.cn/p-25415158.html>
- 一个简单的 OpenGL 拾取例子 <http://itdocument.com/228389737/>
- video Android 3D 游戏开发 (高级篇) - Opengl ES 游戏引擎实现 <http://www.hztraining.com/bbs/showtopic.aspx>

- 豆丁 <http://116.213.76.141/search.do?nkey=android+3d+%E6%B8%B8%E6%88%8F+%E5%BC%80%E5%8F%91+%E5%8F%BA%E7%A1%80+%E7%AC%AC27%E8%AF%BE-%E5%B0%84%E7%BA%BF%E6%8B%BE%E5%8F%96&searchcat=1002&from=docin&mode=4>
- examples <http://www.docin.com/p-390492547.html>
- MVPW <http://www.docin.com/p-909145095.html>
- gluLookAt <http://blog.csdn.net/wangdingqiaoit/article/details/39433141> 与实现方法相同
- work on camera <http://blog.csdn.net/wangdingqiaoit/article/details/39937019>
- 纹理贴图: <http://wenku.baidu.com/view/b7d4c2dc5022aaea998f0f61.html>
- 颜色材质与纹理映射 <http://202.114.108.237/Download/8a712530-bc61-4990-a86f-9ddd3300bf9d.pdf>
- 视差贴图 (Parallax Mapping) 难 <http://learnopengl-cn.readthedocs.io/zh/latest/05%20Advanced%20Li05%20Parallax%20Mapping/>
- textures: <http://blog.csdn.net/ypist/article/details/8603077>
- music cube: https://www.youtube.com/watch?v=FJUq_gWHTbI
- mediaplayer: <http://stackoverflow.com/questions/30881722/media-player-error-19-0>
- fundamental: perspective orthorgonal <https://www.youtube.com/watch?v=BgIsTZiyvvU>
- music: https://www.youtube.com/watch?v=N_Lpe_9VD2A&index=7&list=PLbmEQyKwSKqKX8R0vyRkZxgsZsk
- three together: <https://www.youtube.com/watch?v=YqiArMjtXyE>
- primitive textures: <https://www.youtube.com/watch?v=jgzTLXwsXP0>
- marching cubes: <https://www.youtube.com/watch?v=0bmH0xeoIdw>
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