

# Java Programming Course Project Spring 2016

deepwaterooo

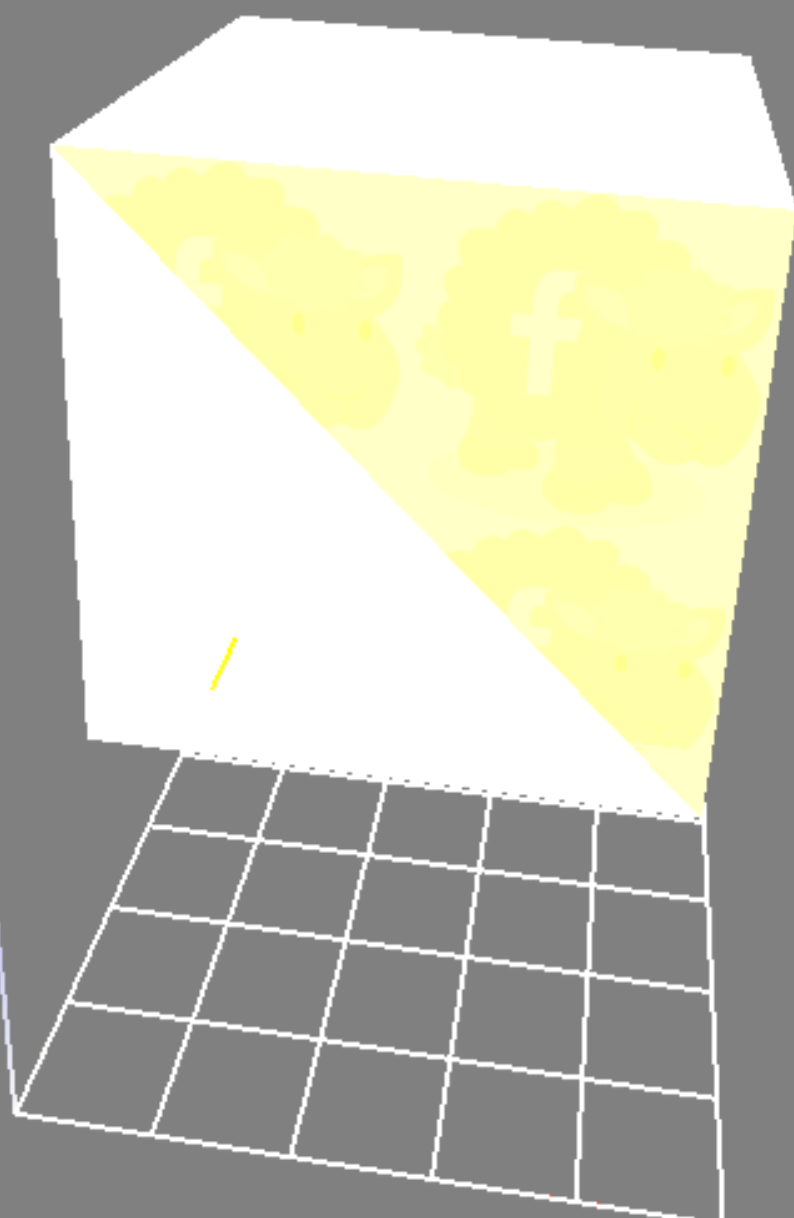
May 4, 2016

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## 1 Cube

- 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

- c++: [http://blog.sina.com.cn/s/blog\\_b932048b0101fglx.html](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](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>
- <http://www.docin.com.cn/p-231068818.html>
- <http://www.docin.com.cn/p-223688481.html>
- <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>
- <http://www.docin.com.cn/p-200902035.html>
- <http://www.docin.com.cn/p-102655207.html>
- Direct3D <http://www.docin.com.cn/p-25415158.html>
- <http://itdocument.com/228389737/>
- video Android 3D <http://www.hztraining.com/bbs/showthread.php?p=1002&mode=4>
- <http://116.213.76.141/search.do?nkey=android+3d+%E6%B8%B8%E6%88%8F+%E5%BC%80%E5%8F%91+%E9F%BA%E7%A1%80+%E7%AC%AC27%E8%AF%BE-%E5%B0%84%E7%BA%BF%E6%8B%BE%E5%8F%96&searchcat=1002&fromend&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>
- work on camera <http://blog.csdn.net/wangdingqiaoit/article/details/39937019>
- <http://wenku.baidu.com/view/b7d4c2dc5022aaea998f0f61.html>
- <http://202.114.108.237/Download/8a712530-bc61-4990-a86f-9ddd330.pdf>

- `glTexEnvf` (Parallax Mapping) `glTexEnvf` <http://learnopengl-cn.readthedocs.io/zh/latest/05%20Advanced%20Lighting/05%20Parallax%20Mapping/>
- textures: <http://blog.csdn.net/ypist/article/details/8603077>
- music cube: [https://www.youtube.com/watch?v=FJUq\\_gWHTbI](https://www.youtube.com/watch?v=FJUq_gWHTbI)
- mediaplayer: <http://stackoverflow.com/questions/30881722/media-player-error-19-0>
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