Java Programming Course Project Spring 2016

deepwaterooo

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Contents

1 Cube

- textures basically done, trying to render and display six different images for six surfaces, working on it.
- 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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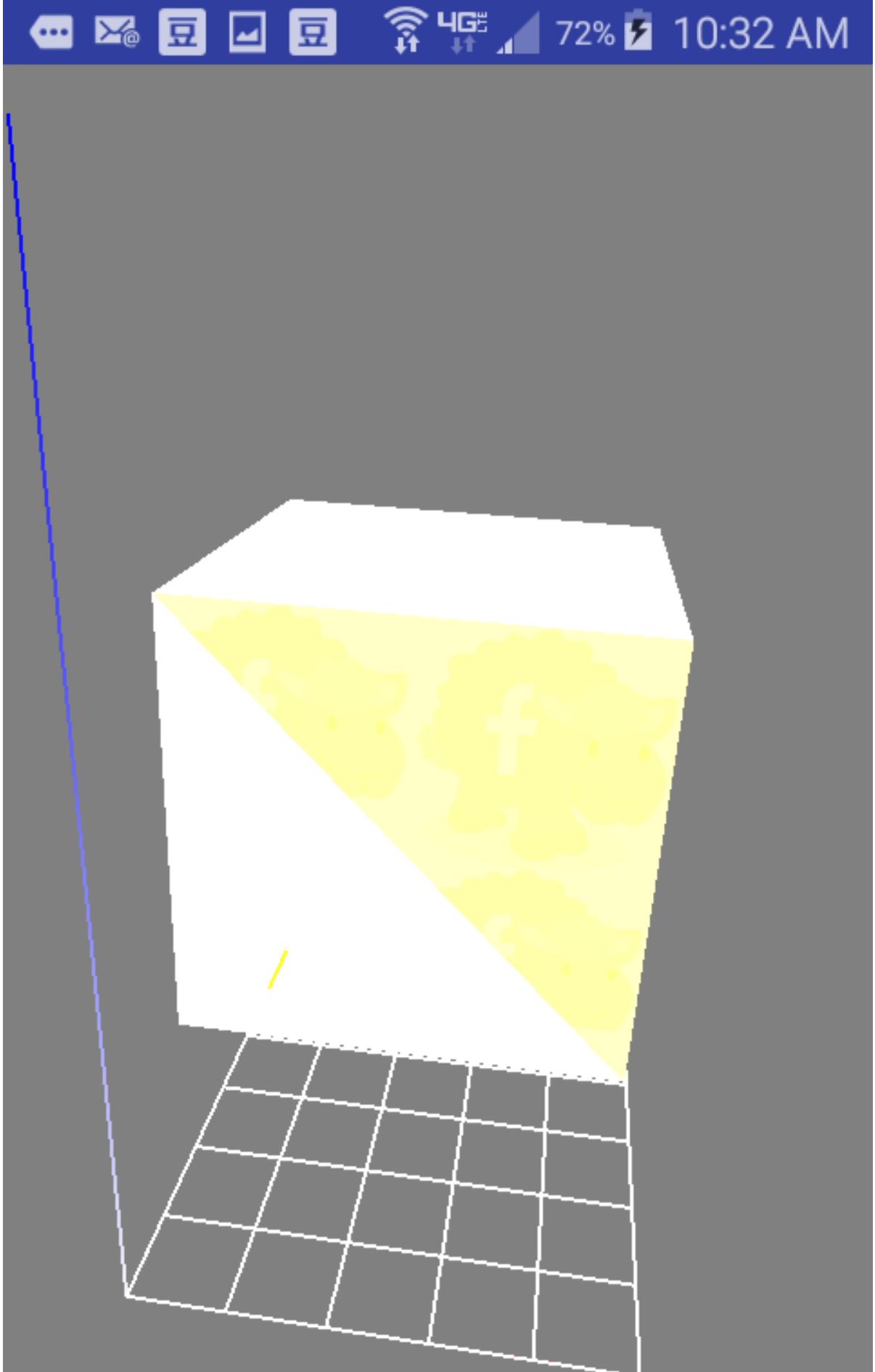
- Current look:


72%
10:32 AM

- Current starting point turnning cube video was put at https://www.youtube.com/watch?v=EuILt6B0YS0

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
- http://www.zwqxin.com/archives/opengl/learn-texture-array.html
- https://www.youtube.com/watch?v=jK6sfbw5oYQ
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- c++: http://blog.sina.com.cn/s/blog_b932048b0101fglx.html
- gl10: http://blog.csdn.net/wangkuifeng0118/article/details/7425029
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- gl10 with threads http://www.cnblogs.com/carmanloneliness/archive/2012/01/06/2314909.html
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- 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/org/hitlabnz/sensor_fusion_demo/representation/Vector3f.java
- push pop matrix: http://www.cnblogs.com/bhlsheji/p/4058745.html
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- 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

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- 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=0bmHOxeoIdw
- 程序猿 android apiApp a series of app tutorial examples, google if needed for references