Java Programming Course Project Spring 2016

deepwaterooo
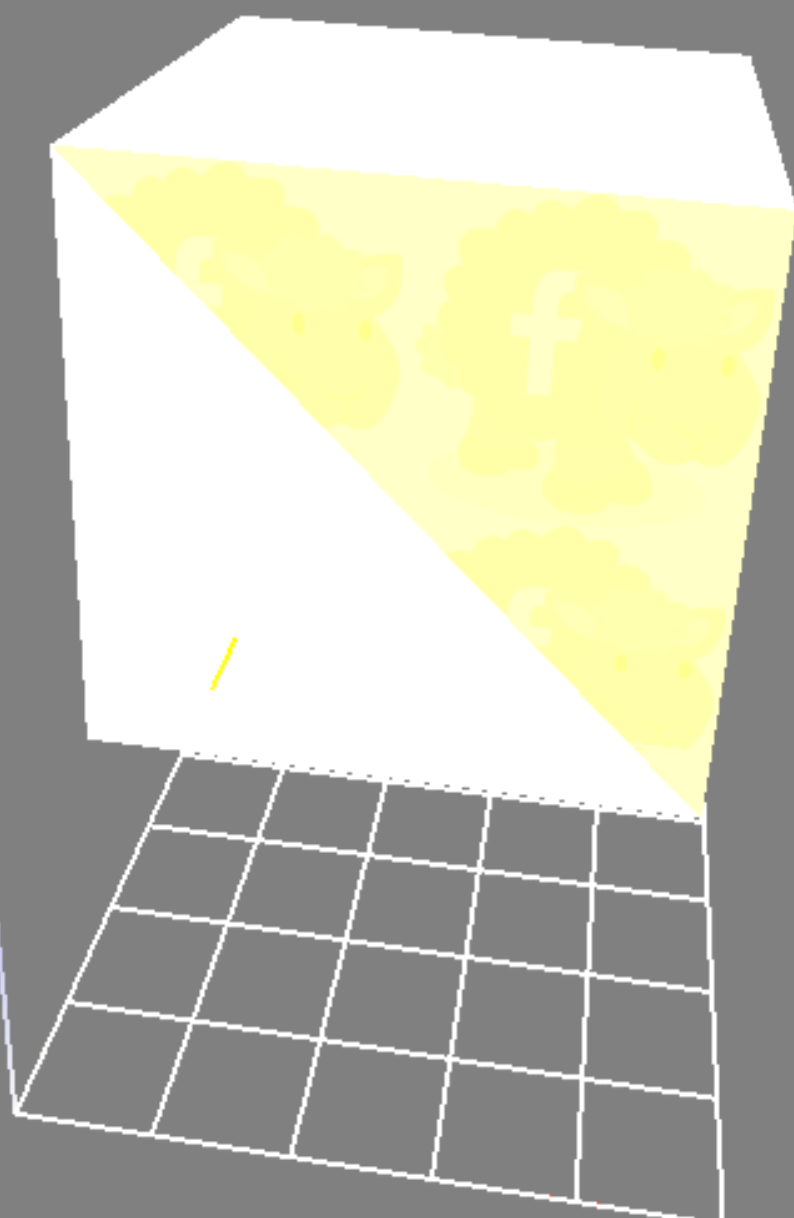
May 6, 2016

Contents

1 Cube

- Textures are PERFECTLY DONE~ !!!

- I am not proud of implementing multiple textures cause it's nothing original, but I feel happy that I could implement my app the way I originally wanted without cutting any features out.

- Todos: for following several hours,

  - I may work on tune and fine the app to make the music I like, for examples the songs that I loved, "waiting for you", "(Everything I Do) I Do It For You" etc.
  - The software engineering course instructor only communicate with PM. while our PM just told us yesterday that the material due time was yesterday (we assumed that it was 5/8 by default), and I saw it midnight last night, besides the JSON bug, the one feature I want to try is mobile/pad screen resize

- The reason for choosing pictures:

  - horse: my beloved cousin's birth year;
  - sheep: my birth year;
  - dog: my cousin has a dog, and I have a dog at home too, they should hang out sometime, while my cousin and I need to stay together.
  - rabbit: my cousin and I both love this one a lot.
  - butterfly: It suffers and eventually it becomes a beautiful butterfly~!

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

2 References

2.1 music

- Cube DJ for Android: https://www.youtube.com/watch?v=vew7M-IOWHM
- PK Music Player Bass Bosster (may need as a References) http://m.aptoide.com/app/com.paykerstudio.musicp pk-music-player-bass-bosster?lang=zh

2.2 Textures

- 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
- 立方体纹理 (cube map) 概念 http://www.bagualu.net/wordpress/archives/2405#d -1 有两种自动生成模 式 $GL_{REFLECTION\ MAP}$ 和 $GL_{NORMAL\ MAP}$.
- OpenGL 原理介绍 http://www.twinklingstar.cn/2015/1532/introduce-to-opengl/
- Multitexturing http://www.clockworkcoders.com/oglsl/tutorial8.htm
- 6 textures 立方体 https://www.youtube.com/watch?v=rpq8aNKNLxA
- http://www.zenlife.tk/an-intro-to-modern-opengl-2-3.md

2.3 previous

- 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 videoes: https://www.youtube.com/watch?v=hpnd11doMgc
- youtube videoes: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/org hitlabnz/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+%9F%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=end&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%20Li/05%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 othorgonal 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=ObmHOxeoIdw

- 程序园 http://www.voidcn.com/blog/mapdigit/cata/1144071/