Java Programming Course Project Spring 2016

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Contents

1 Cube

- A lightweighted mediaplayer referenced from online to correct my weired way of coding for Android MediaPlayer.

- took all the effort to make MyGLSurfaceView working with an seekbar. But I may still need a couple of hours to fix the rest minor bugs. But it worth trying for such a MediaPlayer for videos, as well as for correcting my MediaPlayer coding style.

- got too tired today, especially in the late evening hours, don't want to work on it any more, but will work on it tomorrow without status reports, but will commit a relative-final version.

- It has been a long day, good night, my beloved cousin~! good night online surfers. How am I going to pay my summer tuition fees? God, I need a job so badly······

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- 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, and building my confidence that as far as I want, I can find the way and do (/implement) it.

- 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 (my beloved cousin)" etc.

  - Tomorrow once this one is done, I will focus on opengl 3d tetris, accompany with unity CA && WA elements building for practice (mainly through watching youtube videos).

- 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.

1.1 May Love Last Forever

- Please don't get anything wrong, I always love my cousin, and as I can NOT make it any more clearer: I will be right here in CA waiting for you.
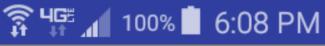
- updated version of screen record vedio without music was put at https://www.youtube.com/watch?v=3fxbz2jUFE
  or by search deepwaterooo wang https://www.youtube.com/results?search_query=deepwaterooo+wang

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

2 References

2.1 music: online & local

- http://www.cnblogs.com/xiaoQLu/archive/2011/04/24/2026520.html

- 生命周期 http://wangzhaoli.blog.51cto.com/7607113/1290206

- http://lpqsun-126-com.iteye.com/blog/1095108

- video https://www.youtube.com/watch?v=LKL-efbiIAM

- mediaplayer 音频: http://blog.csdn.net/siyehuazhilian/article/details/17111265

- 视频: http://blog.csdn.net/lonelyroamer/article/details/7484297

- Seekbar http://blog.csdn.net/hellogv/article/details/5975864

- customize seekbar: http://stackoverflow.com/questions/16163215/android-styling-seek-bar

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- 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&froend&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/