Programming Language Theory – Summer 2016

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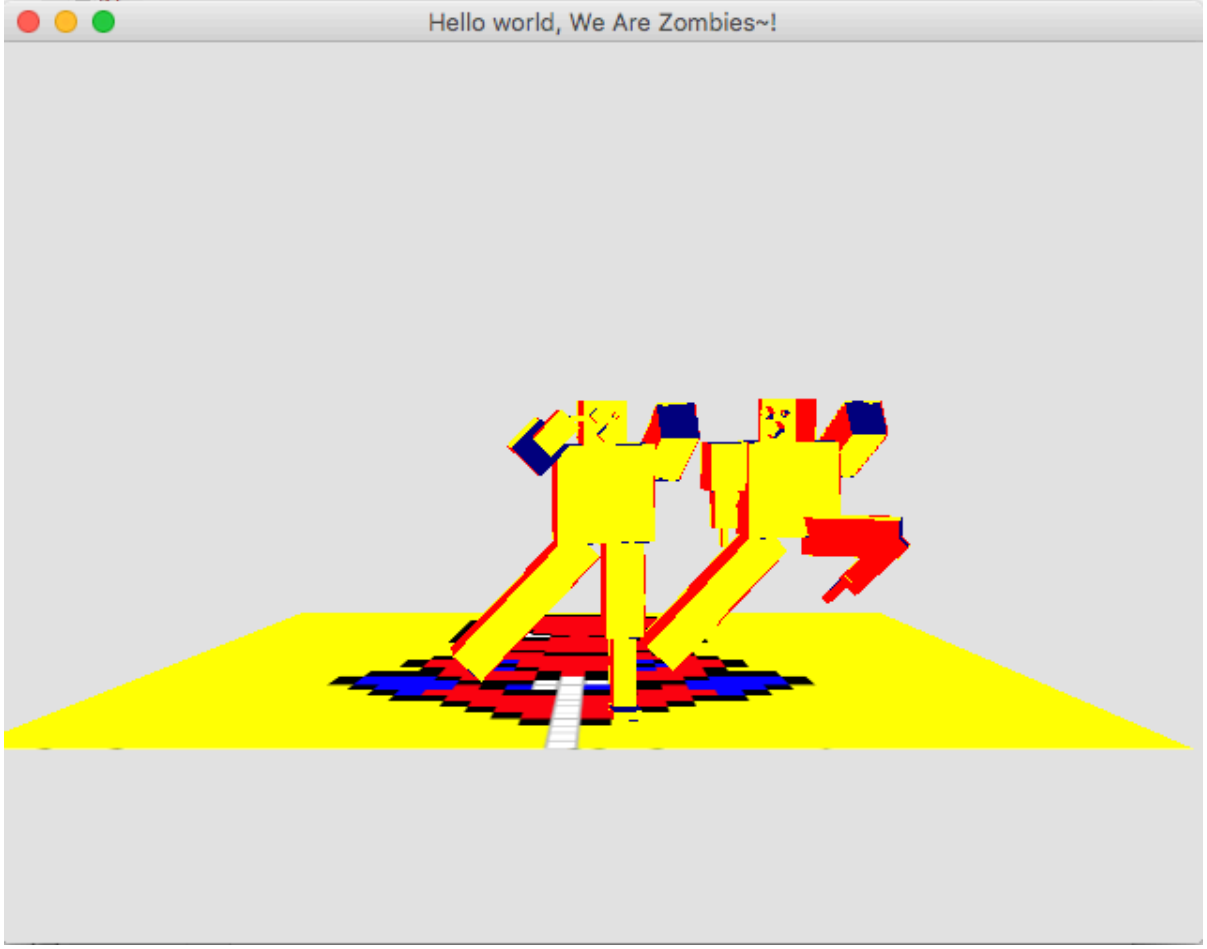
Contents

1 Introduction

- Considering that I understand the way how to traverse and draw different parts of the zombie, I know I could but don't have to take all the effort to draw all the fingers in order to make a "fighting" pose (a hand cube stands for another "zombie"-like rotatation for 2 or 3 different finger parts).
- I don't like the latter part of the project during to rotating simply around the center, though I want to make the zombie walk (but I don't have enough time to work on it). While I will try to work on the walking for a few (3-4) hours tonight to be able to at least have some taste.
- My team buddy's spiderman Dancing stage could simply be rendered by defining the four glVertex3d vertex ([-25, -9.4, 25], [25, -9.4, 25], [25, -9.4, -25], [-25, -9.4, -25]), tex coordinate four points (00 10 11 01), and a Texture. By including norm data, it supposed to have some lights.
- Todos:
  - Speed a few hours (3-4) tonight to work on the zombie walking.
  - Need try hard to figure out animation, how to dance with time changes, or need to move according to keytype inputs triggers.
  - Sub obj% for cubes, and spheres if I need and want to implement any sphere for head, or eyes. But it seems I won't have enough time for this one now. Will try these ones through other projects later on then.
- A current rotatable zombie and my team buddy's spiderman are looking like:



2 References

2.1 opengl sgl

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- cube base: https://gist.github.com/tonyg/5425736
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- Planet Cute http://docs.racket-lang.org/teachpack/2htdpPlanet_Cute_Images.html
- Texture https://www.mail-archive.com/racket-users@googlegroups.com/msg03203.html
- http://lists.racket-lang.org/users/archive/2010-November/043118.html
- sgl https://github.com/racket/sgl
- cube https://rosettacode.org/wiki/Draw_a_cuboid#Racket
- pict3d https://github.com/ntoronto/pict3d
- pict3d https://docs.racket-lang.org/pict3d/index.html
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- c++ racket ex http://home.adelphi.edu/sbloch/class/archive/333/fall2013/examples/pentagon/
- https://rosettacode.org/wiki/OpenGL#Racket
- 原理: http://cuiqingcai.com/1867.html
- http://cuiqingcai.com/1867.html

- 2d http://cuiqingcai.com/1597.html
- tech cube http://wiki.jikexueyuan.com/project/opengl-es-basics/3d-images.html
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- class ex https://learnxinyminutes.com/docs/racket/
- gui https://docs.racket-lang.org/pict3d/rendering.html

2.2 Animation

- 3d programming: http://cs317y982s950831.blogspot.com/
- ruby https://www.youtube.com/watch?v=Iq5YbRDYVE4
- ex https://www.ntu.edu.sg/home/ehchua/programming/opengl/CG_Examples.html
- sphere Texture http://www.angelfire.com/linux/nexusone/projects.html
- sphere https://www.opengl.org/discussion_boards/showthread.php/137753-Texture-map-on-a-gluSp
- s trs https://www.opengl.org/discussion_boards/showthread.php/163561-How-to-posistion-a-gluSp
- emacs lambda http://ergoemacs.org/emacs/emacs_pretty_lambda.html
- ani example https://groups.google.com/forum/#!topic/racket-users/ZQ_6_cIirDk

2.3 Texture

- https://gist.github.com/tonyg/5425736
- http://stackoverflow.com/questions/30709454/racket-opengl-glviewport-not-correctly-mapping
- http://lists.racket-lang.org/users/archive/2010-November/043118.html
- main https://gist.github.com/tonyg/5425736
-

3 OOP

- oop https://docs.racket-lang.org/guide/classes.html
- creating classes https://docs.racket-lang.org/reference/createclass.html
- struct-copy http://yuyang0.github.io/notes/scheme.html
-

3.1 robot dance

- https://www.youtube.com/watch?v=lacAgc7rv1o
- https://www.youtube.com/watch?v=AoCXPicEa8o
- https://www.youtube.com/watch?v=wQ4KXoFHwL4
-
-

3.2 other

- framework https://github.com/NetEase/lively-logic
- https://www.youtube.com/watch?v=SCh0zmP6R5A
- https://www.youtube.com/watch?v=ayqhX9UA6FY
- http://racket.tchen.me/practical-racket.html
- 图形：https://www.zhihu.com/question/20789155
- threads http://www.ithao123.cn/content-4141200.html
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- https://docs.racket-lang.org/quick/
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