

# Computer Graphics Coursework Report Part 1

Dimitar Hristov  
40201757@napier.ac.uk  
Edinburgh Napier University - Computer Graphics (SET08116)

## Abstract

The aim of this project is to create a 3D scene using OpenGL and the skills developed in the Computer Graphics module at Edinburgh Napier University.

**Keywords** – Fill, These, In, So, google, can, find, your, report

## 1 Introduction

**Referencing** You should cite References like this: [1]. The references are saved in an external .bib file, and will automatically be added to the bibliography at the end once cited.

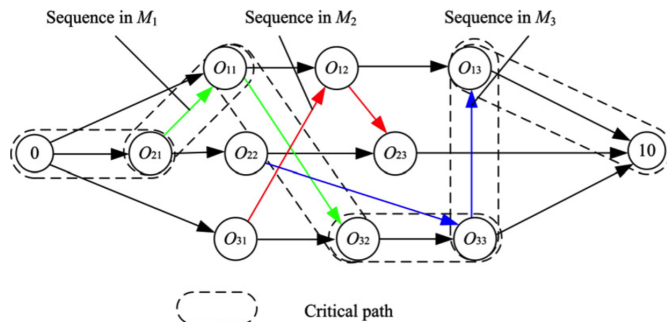


Figure 1: **ImageTitle** - Some Descriptive Text

## 2 Formatting

Some common formatting you may need uses these commands for **Bold Text**, *Italics*, and underlined.

### 2.1 LineBreaks

Here is a line

Here is a line followed by a double line break. This line is only one line break down from the above, Notice that latex can ignore this

We can force a break with the break operator.

### 2.2 Maths

Embedding Maths is Latex's bread and butter

$$J = \left[ \frac{\delta e}{\delta \theta_0} \frac{\delta e}{\delta \theta_1} \frac{\delta e}{\delta \theta_2} \right] = e_{current} - e_{target}$$

## 2.3 Code Listing

You can load segments of code from a file, or embed them directly.

Listing 1: Hello World! in c++

```
1 #include <iostream>
2
3 int main() {
4     std::cout << "Hello World!" << std::endl;
5     std::cin.get();
6     return 0;
7 }
```

Listing 2: Hello World! in python script

```
1 print "Hello World!"
```

## 2.4 PseudoCode

```
for i = 0 to 100 do
    print_number = true;
    if i is divisible by 3 then
        print "Fizz";
        print_number = false;
    end
    if i is divisible by 5 then
        print "Buzz";
        print_number = false;
    end
    if print_number then
        print i;
    end
    print a newline;
end
```

Algorithm 1: FizzBuzz

## 3 Conclusion

## References

- [1] S. Keshav, "How to read a paper," *SIGCOMM Comput. Commun. Rev.*, vol. 37, pp. 83–84, July 2007.