Design decisions

Donald Thibodeaux

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J.Phillips

For the objects were a crayon box, eraser, half egg and water. For the objects I found hard to render using one mesh so the I came to after research and watching many videos was to create a different mesh for each object first. Next, I created the gl textures for each object tex wrap of gl repeat. I was able to use a single shader program. I was able to use ambient, specular, and diffuse lighting (Phong = ambient + diffuse + specular \*texture color). I created a mesh, draw function for each object. For the texture for the objects, I utilized stb image const char to add textures for each object. For the I utilized the w(forward), s(back), a(left), d(right), q(down), and e(up) keys. Keys P and O were supposed to be used for ortho and perspective views. For the image I utilized flip image vertically. For the images I searched the web and found wood floor texture, crayon box texture and water images. After initializing the window and camera matrix (scale, rotate, and translate) I did a different matrix for each object. Each object has their own set of vertices. Basically, each object is separate. I tried first to try to set the objects using different vao’s and vbo’s but had no succuss. I tried downloading different libraries during my journey including glut with no success. I am nowhere near the finish line of making this complete even with the videos and books but working on this project I have learned a lot of different components including adding lighting, keyboard and mouse input but putting it all together I think is where problem is coming in. Even though the project may not be fully completed I have learned many elements of open gl in this journey.