The Wacky Get Together

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The overall idea of my proposed final project is to create a scene with five balloons textured with pictures of people I know, along with additional animation and lighting within the scene. Being inspired and how I enjoyed the texture assignment with being able to play around with pictures of my friends’ faces, I wanted to be able to base my final project off that assignment and taking it up a notch.

First, I will create the structure of the balloons. To make a balloon, I will create a sphere by the given sphere code from Project #3, and then scale the sphere in order to create a more balloon-structured shape. Then at the base of each transformed sphere, I will take three triangles, placing them together to form a pyramid at the base of the balloon in order to create a more balloon-like look to the 3D objects. Also, these pyramids will represent the color of the balloon after the texture has been placed on the transformed sphere, and the colors chosen will also be the favorite color(s) of the person’s face of the balloon! Kind of like hidden messages throughout the scene.

Next, I will use the BmpToTexture(), glGenTextures(), glBindTexture(), and other corresponding functions to place the different textures of my friends’ faces onto the created 3D objects in a single scene at once. Then to make the faces a little bit livelier, I planned to distort the textures and then animating them. In addition, I plan on moving the balloons around the scene, as if they were mingling and socializing with one another.

Then, to really make it seem more like a celebration, being close to the end of the term, I also would like to add a representation of a disco ball located at the middle/center of the scene. Simply being just a flat-shaded sphere, colored silver. In addition, place point lights throughout the scene giving off different colors of light. And at each of the light sources, place minor corresponding colored sphere. Possibly some of the light sources can also move around within the scene, adding more life to the environment of the objects.

I also plan to include a key that toggles on and off the light sources and possibly change their colors just for fun, and also a key that will turn the textures on and off of the balloons, so that the viewer will have the option to either see the balloons with people’s faces on them or just the solid colored objects and their assigned colors. I will also give the option for the viewer to freeze and unfreeze the movement of the objects throughout the scene, and the option to add or remove the distortion of the textures of the balloons.

Overall, my final project will include five animated textured balloons. The textures on the balloons will consist of .bmp files of my close friends’ faces. I will also distort and animate the textures (pictures of their faces) in order to give off a more party/silly effect to the scene; upholding the current name of my final project “The Wacky Get Together”. These textured 3D objects that represent the shape of a balloon, will also move around the scene, each balloon having its own designated path along the screen, providing additional movement for its viewer to look at and enjoy. To also provide a more celebratory effect, I plan on including a disco ball at the center, surrounded by different colored light point sources at various locations lighting up their surrounding objects. Lastly, providing the viewer with a number of options to alter the scene.

I am very excited to work on and complete this potential project idea, because what is more fun than getting to play with your friends’ faces in a fun and unique way!

(With their permission of course ☺)