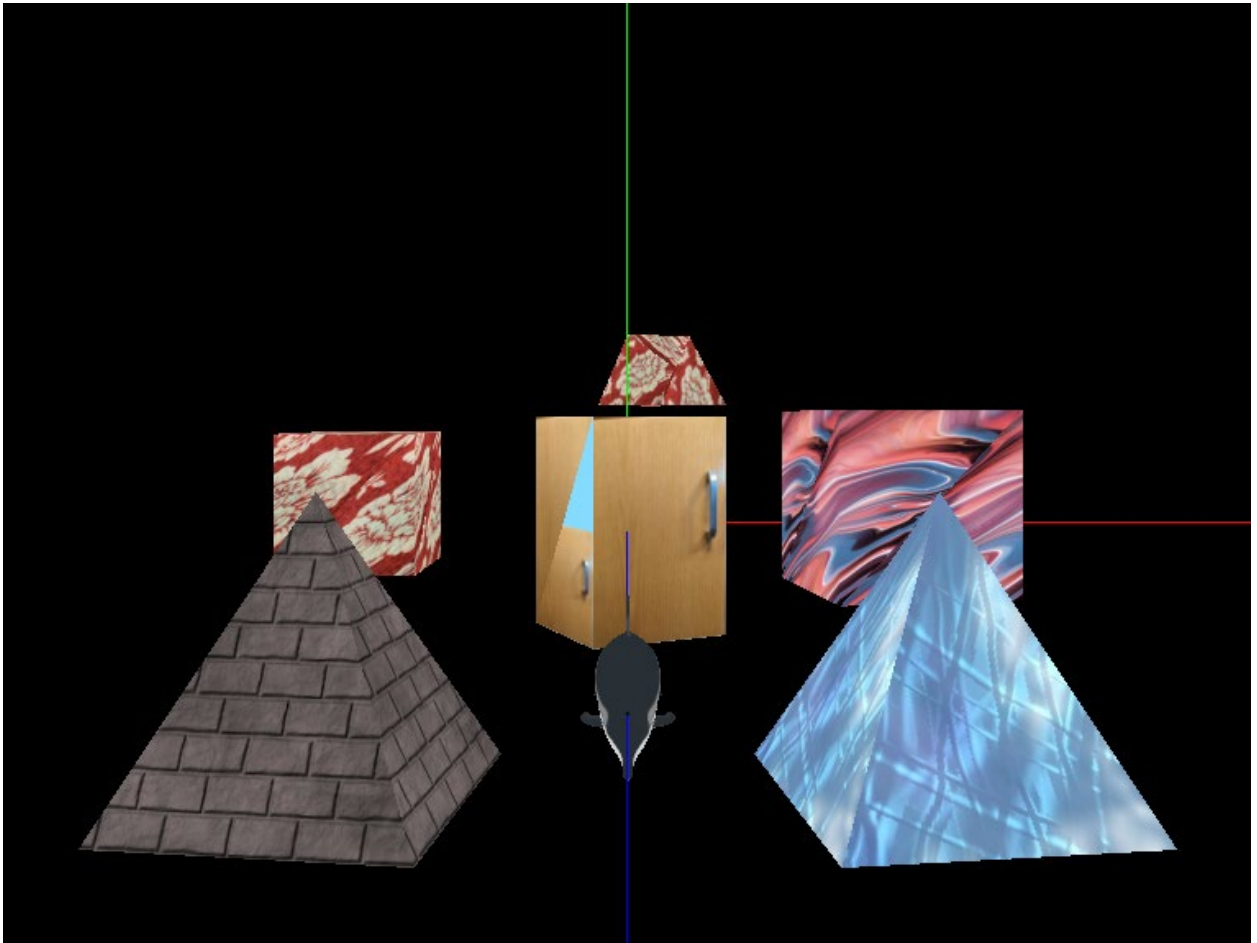


Eduardo Guzman, Assignment 2, CSC-155, Section 2, Spring 2023



1.

2. Description of my hand-made Object:

- I created two hand made objects: one is trapezium like object that is also wrapped with my custom floral_sheet texture.
- I also created a 3D rectangle model for my csc165 class project, and I included an additional texture that makes it look like it is a drawer

3. Object Characteristic Descriptions:

- **Moving Object(s):**
 - i. The dolphin will move on the Z (N vector) axis back and forth and will face the direction it is moving.
 - ii. We also have two cubes with different textures that will move vertically
 - iii. The cubes use a y axis offset that gets merged with the model matrix at runtime to ensure the proper location
- **Rotating Object(s):**
 - i. The two pyramids closest to the camera are the rotating objects and they rotate in opposite direction from each other.
 - They are currently using brick and ice textures.
- **Tiling Object(s):**

- i. The manual food station world object that was added to my scene has tiling implemented and I went with the border clamp approach.
- ii. It uses a nice blue color as the border color

4. **Incomplete Program Requirements:** None

5. **Source information for files:**

- **Textures (at least three textures align properly!)**
 - i. **assets/textures/Dolphin_HighPolyUV.png** – CSC165 TAGE assets to wrap around the dolphin
 - The dolphin texture is aligned properly with the dolphin
 - ii. **assets/textures/brick1.jpg** – retrieved from the book source code
 - used by a pyramid and is aligned properly with the object
 - iii. **assets/textures/ice.png** – retrieved from the book source code
 - used by the second pyramid and texture coordinates were created to align the ice texture to the pyramid
 - iv. **assets/textures/floral_sheet.png** – created by Eduardo Guzman in CSC165
 - Added to one of the cubes and my custom model that appears like a trapezium
 - v. **assets/textures/Drawer_Door.jpg** – created by Eduardo Guzman in CSC165
 - vi. **assets/textures/pexels-anni-roenkae.jpg** (*referred to artsyTexture in my code*)
 - image page: <https://www.pexels.com/photo/photo-of-acrylic-paint-2832432/>
 - “All photos and videos on Pexels can be downloaded and used for free.” – statement from the site linked above
 - free license explanation: <https://www.pexels.com/license/>
 - *name of creator kept in filename*
 - this texture is aligned to the object with the same texture type on each face, but the texture was manipulated to give a more trippy texture to the object.
- **Models**
 - i. **Dolphin** – retrieved from the CSC165 TAG-related files.
 - ii. **Pyramid(s)** – model pulled from the CSC-155 textbook.
 - *Called pyr1, pyr2 in the code*
 - iii. **Cube(s)** – model used from the CSC-155 textbook.
 - *Called cubel, cube2 in the code*
 - iv. **CustomModel**– created by me Eduardo Guzman using drawings on a tablet note taking app
 - Looks like a trapezium
 - v. **ManualFoodStation** – created by Eduardo Guzman in CSC 165.

6. **Name of RVR-5029 Computers:**

- METALSLUG

SCREENSHOT PROOF OF WEB SOURCE:

