3D Model Viewer – Design Documents

CSC 478 - Spring 2014 - Group 1 Choppers

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# Design Documentation

## Over View of 3D Object Viewer

The top most layer of the application is the graphical user interface. Control of the application will be through the graphical user interface. The next layer is the file parser/loader which should accept file paths too 3D OBJ files. The parser module parses and loads the data into memory. Once in memory control will pass to the renderer. The renderer then process the data and draw the 3D object onto the 3D object display form.



## Graphical User Interface

The graphical user interface is divided into three windows forms. The three window forms should be able to interact and share information with one another.

## File Loader and Parser

## 3D Object renderer