3D Model Viewer – Status Report 8

CSC 478 - Spring 2014 - Group 1 Choppers

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# Introduction

Repository Location: https://github.com/failrate/Chopper

Task Ongoing:

* Rendering Engine
* Requirements Document
* Design Document
* Testing Documents
* Testing and Debugging
* GUI

A bug was fixed in our original C# parser that checked that memory had been allocated for the current group before adding faces to the object.

Our C# parser has been ported over to objective-C and the object created by the code called omvMesh was checked against the contents of choppersMesh, the equivalent class in C#.

The trackball functionality was added for the renderer. The renderer has been implanted and hooked up to the parser/loader. The module was tested originally with a 2D triangle, then a cube and finally an airboat. Control window with buttons has been added to control lighting, mesh type etc.

We will submit our documents to the professor by the end of day Tuesday 05/07/14 for feedback.