3D Model Viewer

CSC 478 - Spring 2014 - Group 1 Choppers

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# Project Scope Statement

## Project Overview

Build an interactive 3D model viewer capable of displaying an manipulating a geometry in 3D space

## Technical Requirements

The following sections list the technical requirements for the project.

### Source Code: C, C++ and C#

The application will be built with C#/.NET for the Windows platform. If necessary, C or C++ interfaces or bindings may be used if the need arises.

### 3D API: OpenGL

OpenGL 4.0 is the minimum target API level. Pre-built 3D rendering modules and engines are not considered as part of the scope of this project. All elements of the OpenGL 4.0 or higher shall be available for use within the project

### Target Platform(s): Windows 7 and later

This project is targeted at the Windows platform. Other platforms are not considered as part of the scope of this project.

### Application Interface

The application will run as a standalone application. The application will not be interacting with any other applications nor require any other applications. The interface of the application will be graphical based.