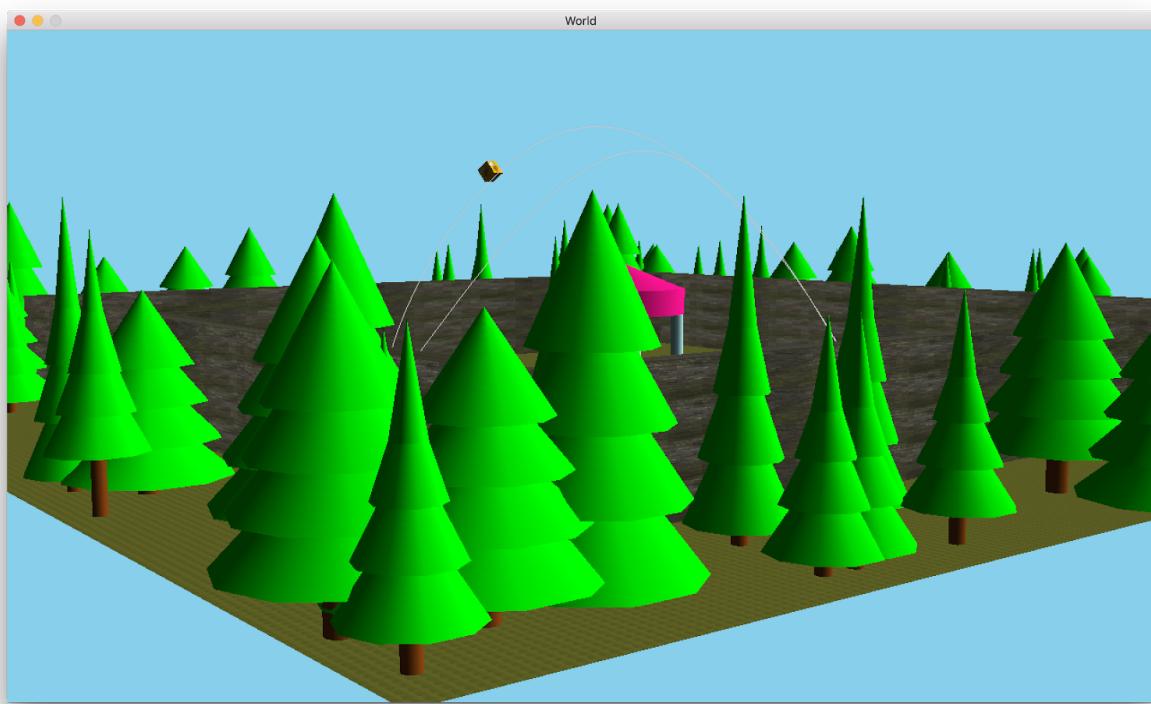


Randomly Generated Trees

I have implemented parametric trees, made of cylinder primitives. The Tree locations are randomly placed when the application is started. The Tree sizes and shapes are also randomly parameterized to have a variety of Trees to make a more realistic park "Forest". The Trunk size and "Leaf" sections are parameterized in both height and width.

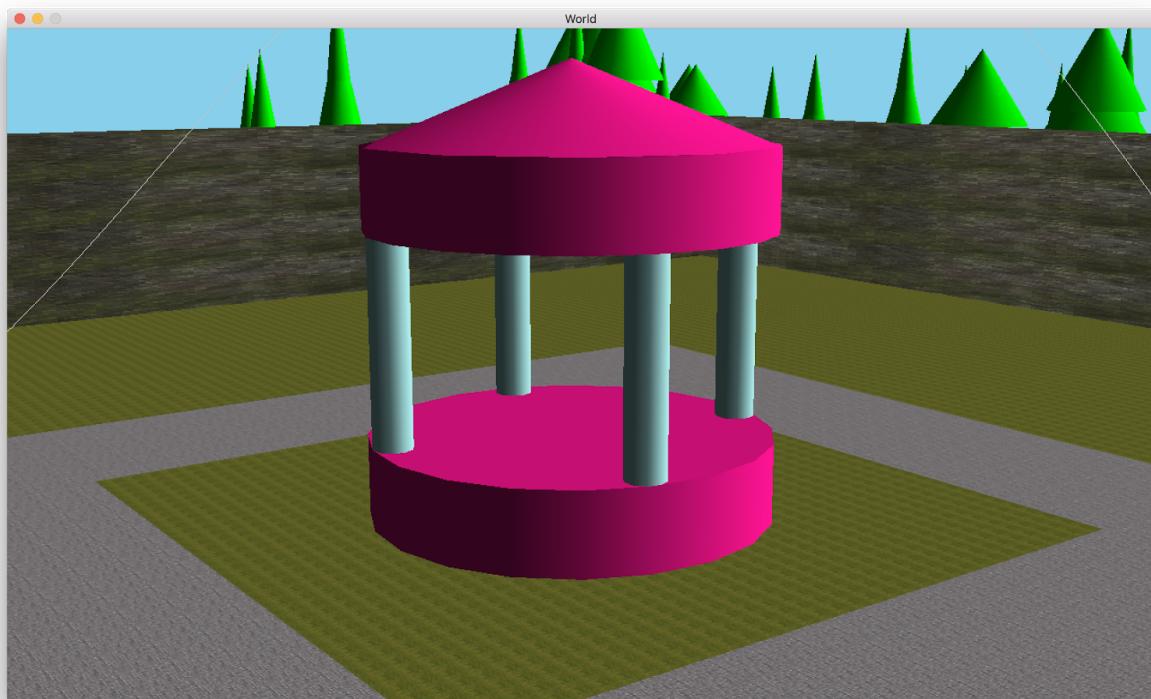
Points: (20 points parametric instance)



Merry go Round

The merry go round is made of primitives, and is a hierarchical animated model. The model is animated to spin.

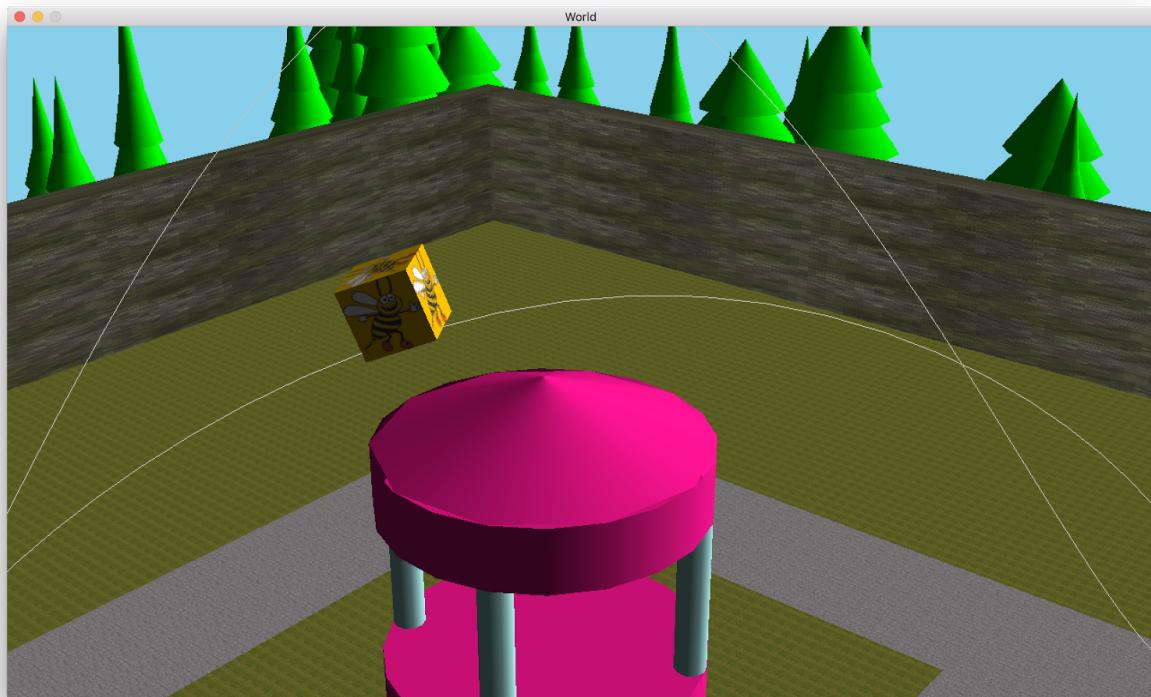
Points: (25 points hierarchical animated model)



Roller Coaster Texture

A Bee texture has been applied to the Roller coaster carriage.

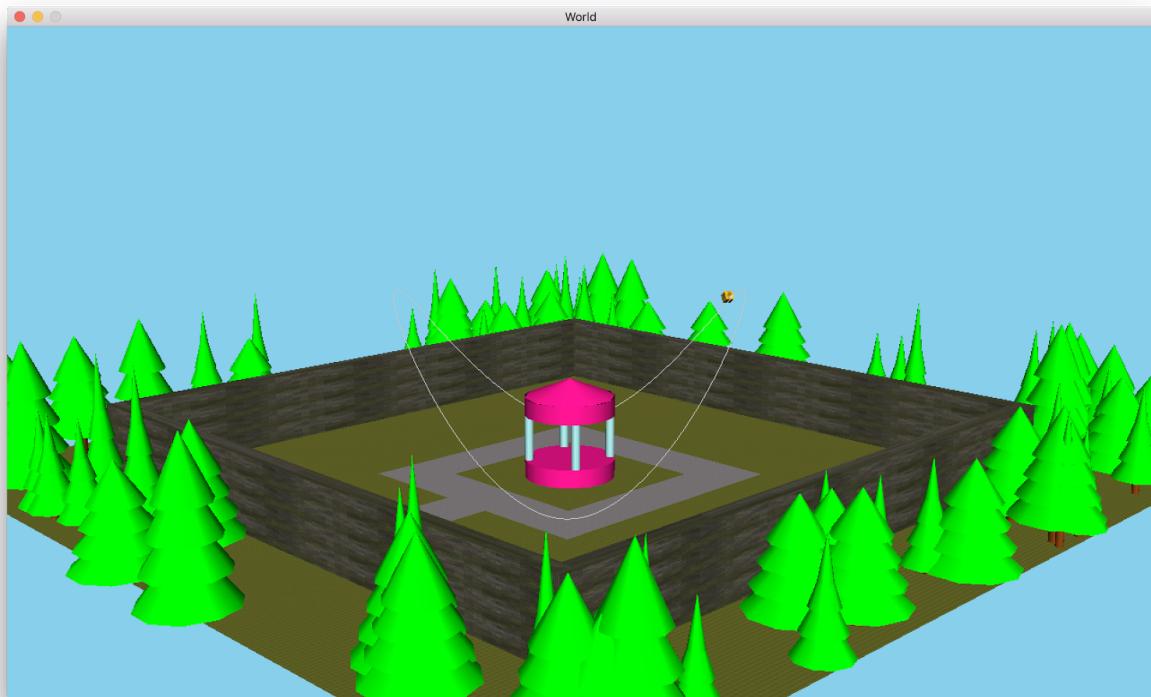
Points (20, texture mapped)



Wall

Four parametric and texture mapped walls are placed around the park border.

Points: (5 parametric, 5 texture mapped)



Navigation System

Press 'r' for Roller coaster view. This view is from the front of the roller coaster carriage.

Other views include:

't' for merry go round view

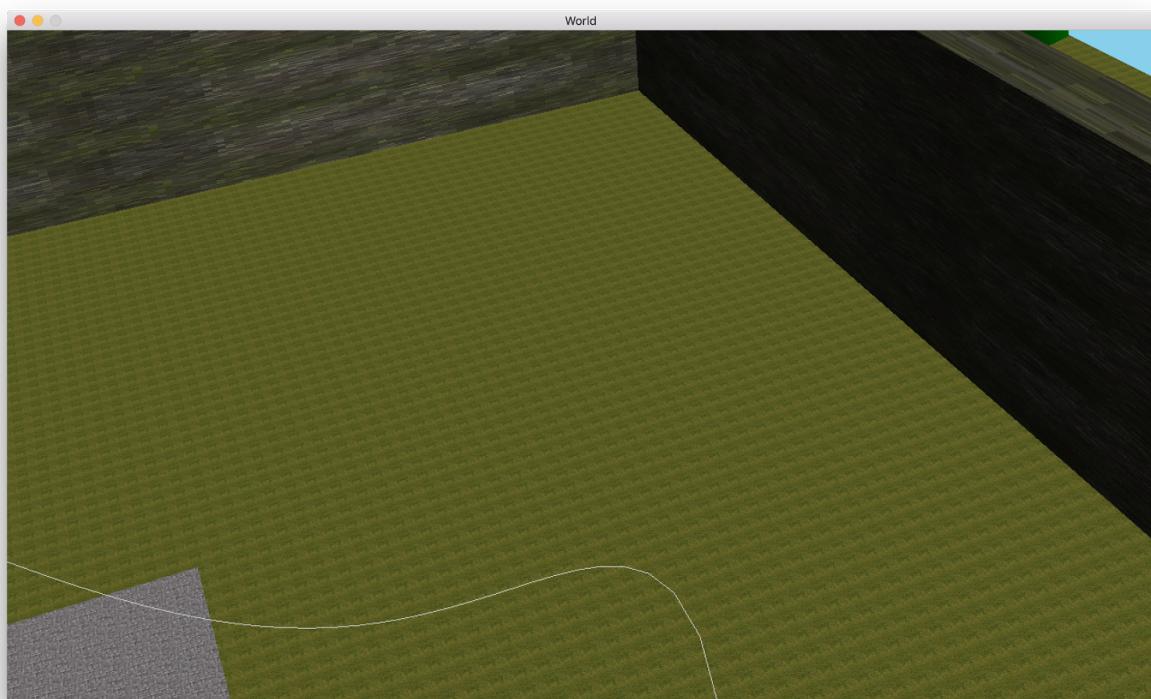
'y' for tree view

'u' for top down view

'i' for seeing the roller coaster texture

Almost all the images in this document were taken from these view positions.

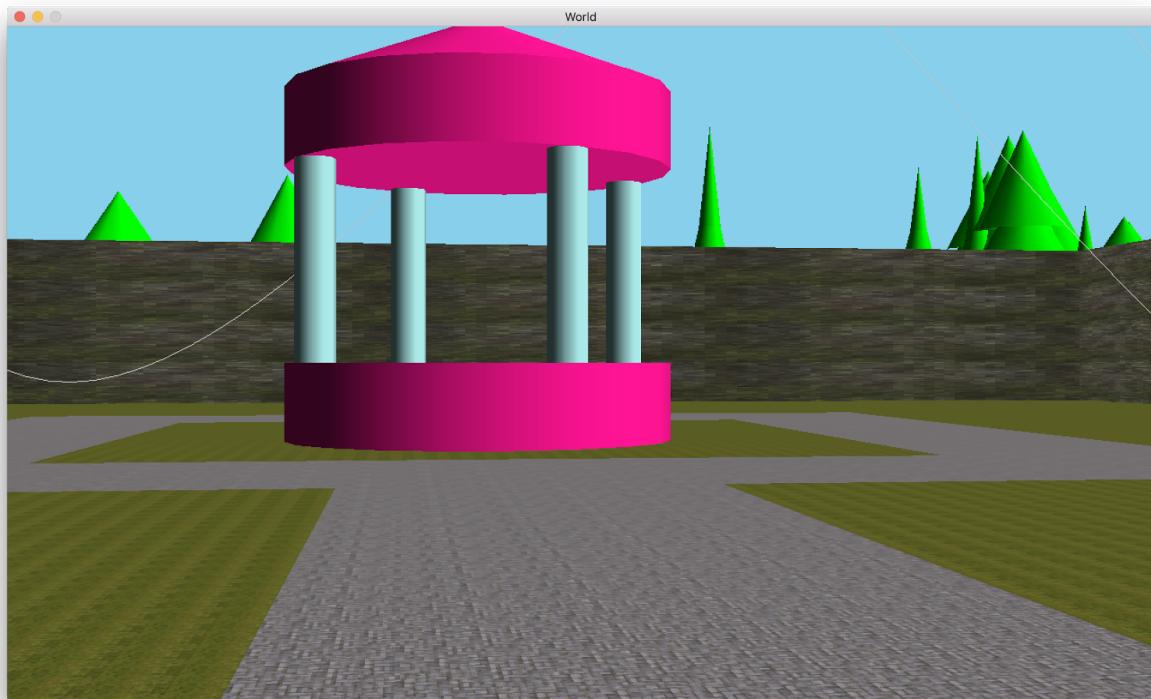
Points (20 for demo views and roller coaster view)



Walkway

The walkway is both texture mapped, and parametrized. The programmer can specify the length, and width, as well as the location of the walkway 2d plane to be built. In this park, I have 5 walkway objects to build a path around the Merry go round.

Points: (5 texture mapped, 5 parameterized)



Total Points: 105 + Aesthetics