

Virtual Museum

Group PH 7

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Description:

Virtual museum will be a room in which we will place different objects in presence of various light sources. The user will be able to see objects from different directions. Other features include:

1. Zoom in/out
2. rotation of objects on different axis
3. movement : forward, backward, left and right
4. look : up, down, left, and right
5. Different shadings

Methodology:

We will use OpenGL and Glut libraries to implement this idea. We will find on the internet, the vertex files of some of the well-known antiquities, parse and include them in the museum. We will also model some objects for the museum.

References:

<http://www.cs.colostate.edu/~idfah/main/projects/scimus>