**CS2150 – COMPUTER GRAPHICS COURSEWORK**

**DESGIN DOCUMENT**

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# **OBJECT AND ANIMATION DESCRIPTION**

For my 3D custom object, I drew a fish. When the fish comes into contact with the pearl, it disappears and reappears when the fish moves away. There is also a bubble which you can move up and down.

# **CONTROL DESCRIPTIONS**

X, Y and Z – view the scene along the x, y or z axis

UP, DOWN, LEFT and RIGHT cursor keys – moves the fish in these directions

L and R – move the bubble up or down

SPACEBAR – resets the animations

Picture showing Fish design


Description automatically generated

|  |  |  |  |
| --- | --- | --- | --- |
| Vertex | X | Y | Z |
|  |  |  |  |
| V1 | 0.0 | 0.0 | 0.7 |
| V2 | 0.75 | 0.0 | 0.7 |
| V3 | 1.2 | 0.0 | 0.0 |
| V4 | 1.7 | 0.0 | 0.0 |
| V5 | 1.2 | -0.3 | 0.0 |
| V6 | 0.75 | -0.7 | 0.0 |
| V7 | 0.0 | -0.7 | 0.0 |
| V8 | -1.3 | 0.0 | 0.0 |
| V9 | -1.9 | -0.7 | 0.0 |
| M1 | -1.55 | 0.1 | 0.5 |
| M2 | 1.2 | 0.3 | 0.0 |
| M3 | 0.75 | 0.75 | 0.0 |
| M4 | 0.0 | 0.75 | 0.0 |
| M5 | -1.9 | 0.75 | 0.0 |
| M6 | 0.0 | 0.0 | -0.7 |
| M7 | 0.75 | 0.0 | -0.7 |
| M8 | 1.2 | 0.0 | -0.7 |
| M9 | -1.55 | 0.1 | -0.7 |

|  |  |
| --- | --- |
| FACES | VERTICES |
|  |  |
| BOTTOM FACE 1 | v8, v7, v1 |
| BOTTOM FACE 2 | V7, v6, v2, v1 |
| TOP FACE 1 | V8, v1, m4 |
| TOP FACE 2 | V1, v2, m3, m4 |
| BOTTOM FACE 3 | V6, v5, v3, v2 |
| BOTTOM FACE 4 | v5, v4, v3 |
| TOP FACE 3 | V2, v3, m2, m3 |
| TOP FACE 4 | V3, v4, m2 |
| BACK FACE 1 | V4, v5, m8 |
| BACK FACE 2 | V5, v6, m7, m8 |
| BACK FACE 3 | V6, v7, m6, m7 |
| BACK FACE 4 | V7, v8, m6 |
| BACK FACE TOP 1 | V4, v5, m8 |
| BACK FACE TOP 2 | V5, v6, m7, m8 |
| BACK FACE TOP 3 | V7, v8, m6 |
| BACK FACE TOP 4 | M6, v8, m4 |
| FINN FACE 1 | V9, v8, m1 |
| FINE FACE 2 | M1, v8, m5 |
| BACK FINN FACE 1 | V8, v9, m9 |
| BACK FINN FACE 2 | V9, m5, m9 |
| BACK FINN FACE 3 | V8, m9, m5 |

Graphical user interface, text, application

Description automatically generated