Graphical Processing Systems

2021-2022

Project Documentation

Chereji Iulia-Adela

Group 30434-1

14.01.2022

Contents

[1 Subject specification - 2 -](#_Toc92819627)

[2 Scenario - 3 -](#_Toc92819628)

[2.1 Scene and objects description - 3 -](#_Toc92819629)

[2.2 Functionalities - 3 -](#_Toc92819630)

[3 Implementation details - 3 -](#_Toc92819631)

[3.1 Functions and special algorithms - 3 -](#_Toc92819632)

[3.1.1 Possible solutions - 3 -](#_Toc92819633)

[3.1.2 The motivation of the chosen approach - 3 -](#_Toc92819634)

[3.2 Graphics model - 3 -](#_Toc92819635)

[3.3 Data structures - 3 -](#_Toc92819636)

[3.4 Class hierarchy - 3 -](#_Toc92819637)

[4 Graphical user interface presentation / user manual - 3 -](#_Toc92819638)

[5 Conclusions and further developments - 3 -](#_Toc92819639)

[6 References - 3 -](#_Toc92819640)

# Subject specification

For this project I decided to do a small farm scene using OpenGl. The time passes in the scene so we can see it during the day and during the night. With the background and the grass on the ground I wanted to make it look like a summer day. I took the farmhouse object from one of this semester’s laboratory resources and I kept building the scene around it so that’s how it became a farm.

# Scenario

## Scene and objects description

## Functionalities

# Implementation details

## Functions and special algorithms

### Possible solutions

### The motivation of the chosen approach

## Graphics model

## Data structures

## Class hierarchy

# Graphical user interface presentation / user manual

# Conclusions and further developments

# References