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Ministry of education

Umm Al-Qura University

Department of Computer
Science

COMPUTER GRAPHIC

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The Flannan Isle Mystery

Group name : Dreamers 🪄

Section : 3

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proposal	✔	✔	✔	✔
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Abstract :

Project category : story, animation

The Flannan Isle Mystery is a real story happened in the 90's to three men that disappeared in a Mysterious circumstances and our goal in the project is to tell the story to the people who do not know it.

Introduction :

In December 1900, newspapers published a strange piece of news: The disappearance of the guards on the famous Flannan Island, where the rocks do not allow ships to cross. Therefore, the Northern Lighthouse Company decided to build a lighthouse above it and assigned the three men to keep the lights of that lighthouse shining through the night to guide ships and sailors. To land and harbor, but as the days passed, ships passing near the island began to notice something strange: the lighthouse lights were no longer shining. The company was notified, so it sent a team to determine the reason. When they arrived on the island, they did not find the three guards, so what happened to them, and what made them disappear?

The Idea In More Details :

The rocks didn't allow ships to cross. Therefore, the Northern Lighthouse Company decided to build a lighthouse above it.

The company assigned three men to keep the lights of that lighthouse burning throughout the night to guide ships and sailors.

as the days passed, ships passing near the island began to notice something strange: the lighthouse lights were no longer shining. The company was notified, so they sent a team to determine the reason. When they arrived on the island, they did not find the three guards. All they found were a shoe, three plates, and Thomas Marshall's diary.

Everything was normal except for what Thomas wrote in his diary: "A strong wind, the likes of which I have not seen in 20 years." What is strange is that the crew is professional and accustomed to storms. But the strangest thing is that there was no storm on those nights at all. The investigator did not find evidence to explain what happened, and to this day no one knows the reason for their disappearance....

In the end, people began making stories about what happened to them

Some believe that they were abducted by aliens.

Some believe that a giant wave hit the island and took the three guards with it.

Some believe that they were the victim of a giant squid .

The Characters Of The Story :

Thomas marshall   Donald mcarthur   James ducat

Methodology :

We use the same libraries as in our previous labs

#ifdef APPLE

/* Defined before OpenGL and GLUT includes to avoid deprecation messages */

#define GL_SILENCE_DEPRECATION

#include <OpenGL/gl.h>

#include <GLUT/glut.h>   // handle the window-managing operations

#else

#include <GL/glew.h>

#include <GL/freeglut.h>   // handle the window-managing operations

#endif

#define GL_SILENCE_DEPRECATION

#include <iostream>

And for our functions we use it as follows :

void timer1(int){}   this function is used to move octopus arms

glutBitmapCharacter(GLUT_BITMAP_TIMES_ROMAN_24, *text4)   this function is used to possibility of writing text on the rectangle

int trans(int choice) {}   This function is used to translate spaceship

GLuint LoadTexture(const char* filename, int width, int height){}   This function is used to load the texure to start page

Methodology :

And for our functions we use it as follows : (continue..)

Void lighthouseBoat(){}   This function is used to call the other functions to draw the ship in the sea and the lighthouse and pass it to the display function .

Void spaceship(){} This function is used to call the other functions to draw the space ship that took the three man and pass it to the display function.

Void storm(){} This function is used to call the other functions to draw the big storm that took the three man and pass it to the display function.

Void giantsquid (){} This function is used to call the other functions to draw the giant squid that took the three man and pass it to the display function.

void key(unsigned char keyPressed, int x, int y){}   This function is used to flip between scenes by pressing certain buttons on the keyboard.

void update() {} This function is used to handle the boat movement and using translation value and distance traveled.

void timer(int value) {} This function is used to control the rendering and updating.

void drawFilledCircle(GLfloat x, GLfloat y, GLfloat radius){} This function is used to draw filled circles in our objects in the scenes.

glMatrixMode(GL_MODELVIEW)

glPushMatrix()

glPopMatrix()

glTranslatef()

User Manual :

1- change image1Path[] to a new path for the image location on your device
2-the start page it starts for 3 seconds and then press 't' to go to the second scene
3-The scene of the three guards disappearing. The scene lasts 8 seconds, then press ' y' to go to the third scene
4-The scene of the three guards being kidnapped by aliens. The scene lasts 6 seconds, then press 'u' to go to the fourth scene
5-The scene of the sea waves that took the three guards lasts for 5 seconds, then press 'i' to go to the fifth scene
6-Now the story is over

```
void Man()
{
    glColor3f(1.0f, 0.8f, 0.6f); //the face
    drawFilledCircle2(0.0, -0.53, 0.06);
    glColor3f(0.0f, 0.0f, 0.0f); // the hat
    drawFilledCircle2(0.0, -0.46, 0.03);
    glColor3f(0.0f, 0.0f, 0.0f); //right eye
    drawFilledCircle2(-0.02, -0.53, 0.01);
    glColor3f(0.0f, 0.0f, 0.0f); //left eye
    drawFilledCircle2(0.02, -0.53, 0.01);

    glBegin(GL_LINES);// left eyebrow
    glColor3f(0.0f, 0.0f, 0.0f);
    glVertex2d(-0.038, -0.52);
    glVertex2d(-0.01, -0.52);
    glEnd();

    glBegin(GL_LINES);// right eyebrow
    glColor3f(0.0f, 0.0f, 0.0f);
    glVertex2d(0.038, -0.52);
    glVertex2d(0.01, -0.52);
    glEnd();

    glBegin(GL_QUADS);  // mustache
    glColor3f(0.0f, 0.0f, 0.0f);
    glVertex2f(-0.02f, -0.545);
    glVertex2f(-0.02f, -0.56f);
    glVertex2f(0.02f, -0.56f);
    glVertex2f(0.02f, -0.545);
    glEnd();

    glBegin(GL_QUADS);  //hat tip
    glColor3f(0.0f, 0.0f, 0.0f);
    glVertex2f(-0.05f, -0.47f);
    glVertex2f(-0.05f, -0.50f);
    glVertex2f(0.05f, -0.50f);
    glVertex2f(0.05f, -0.47f);
    glEnd();

    glBegin(GL_TRIANGLES); //hat tip
    glColor3f(0.0f, 0.0f, 0.0f);
    glVertex2f(-0.05f, -0.47f);
    glVertex2f(0.0f, -0.43f);
    glVertex2f(0.05f, -0.47f);
    glEnd();

    glBegin(GL_QUADS);  // the body
    glColor3f(0.0f, 0.0f, 0.0f);
    glVertex2f(-0.05f, -0.58f);
    glVertex2f(-0.05f, -0.80f);
    glVertex2f(0.05f, -0.80f);
    glVertex2f(0.05f, -0.58f);
    glEnd();

    glBegin(GL_QUADS);  //the arms
    glColor3f(0.0f, 0.0f, 0.0f);
    glVertex2f(-0.07f, -0.58f);
    glVertex2f(-0.07f, -0.65f);
    glVertex2f(0.07f, -0.65f);
    glVertex2f(0.07f, -0.58f);
    glEnd();

    glColor3f(1.0f, 0.8f, 0.6f); //left hand palm
    drawFilledCircle2(-0.068, -0.65, 0.01);

    glColor3f(1.0f, 0.8f, 0.6f); //right hand palm
    drawFilledCircle2(0.068, -0.65, 0.01);

    glBegin(GL_QUADS);  //  feet
    glColor3f(0.0f, 0.0f, 0.0f);
    glVertex2f(-0.06f, -0.78f);
    glVertex2f(-0.06f, -0.80f);
    glVertex2f(0.06f, -0.80f);
    glVertex2f(0.06f, -0.78f);
    glEnd();

    glBegin(GL_TRIANGLES);//white blouse
    glColor3f(1.0f, 1.0f, 1.0f);
    glVertex2f(-0.035f, -0.59f);
    glVertex2f(0.0f, -0.67f);
    glVertex2f(0.035f, -0.59f);
    glEnd();

    glBegin(GL_TRIANGLES);//his craft
    glColor3f(0.0f, 0.0f, 0.0f);
    glVertex2f(-0.020f, -0.59f);
    glVertex2f(0.0f, -0.62f);
    glVertex2f(0.020f, -0.59f);
    glEnd();
}
```
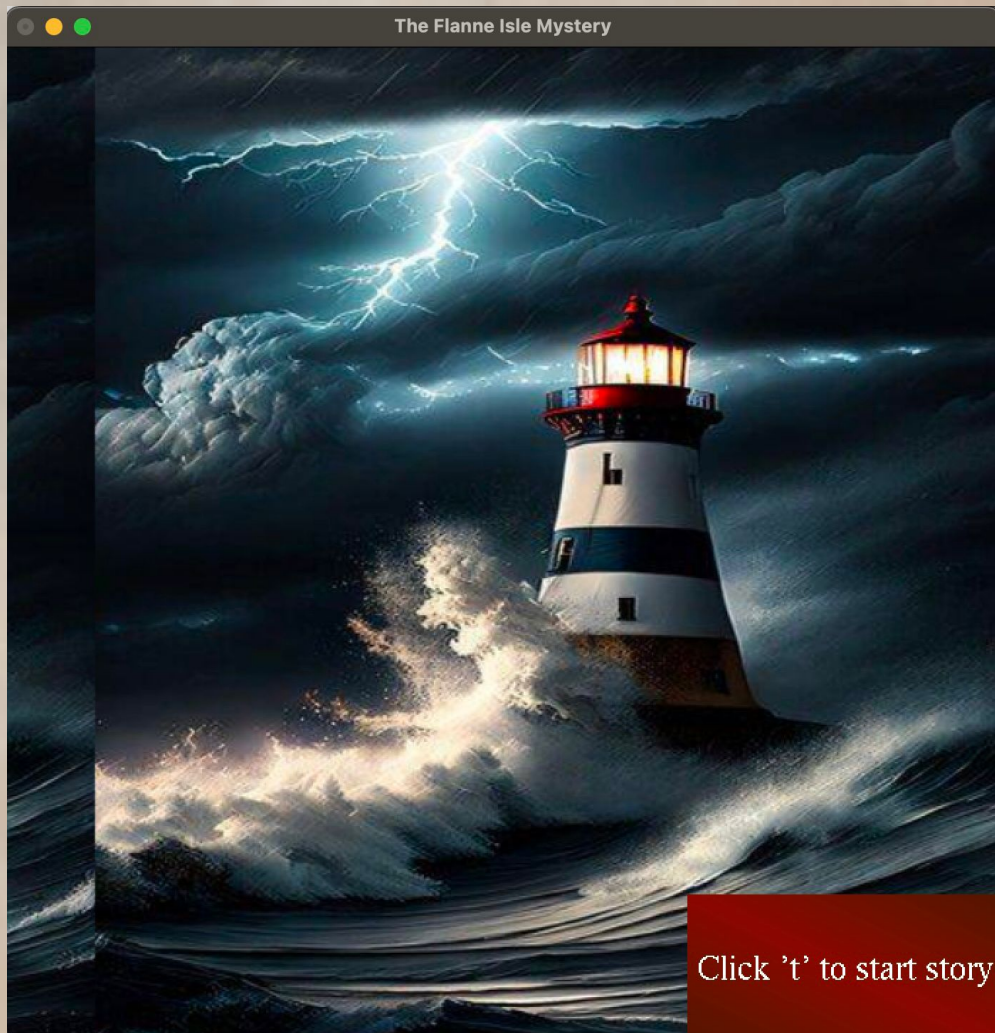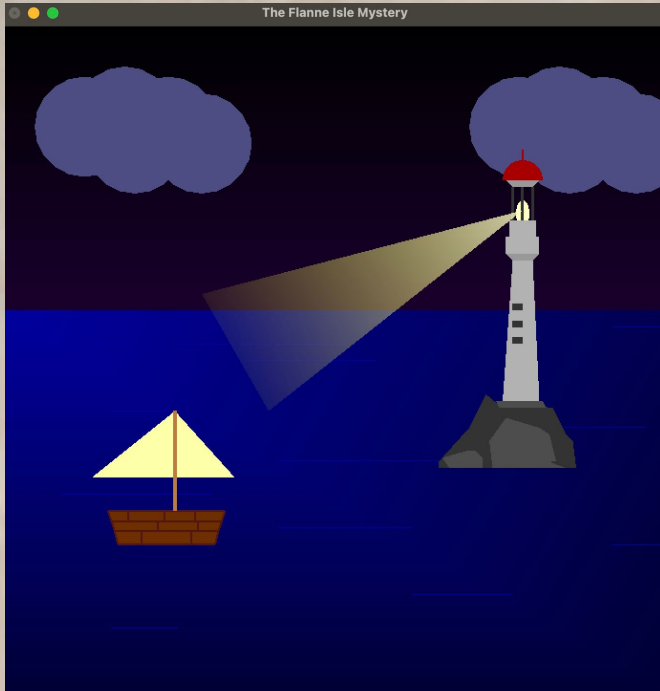
8

In the beginning of the story we use a texture and download it into the right coordinate of the screen.

1

2
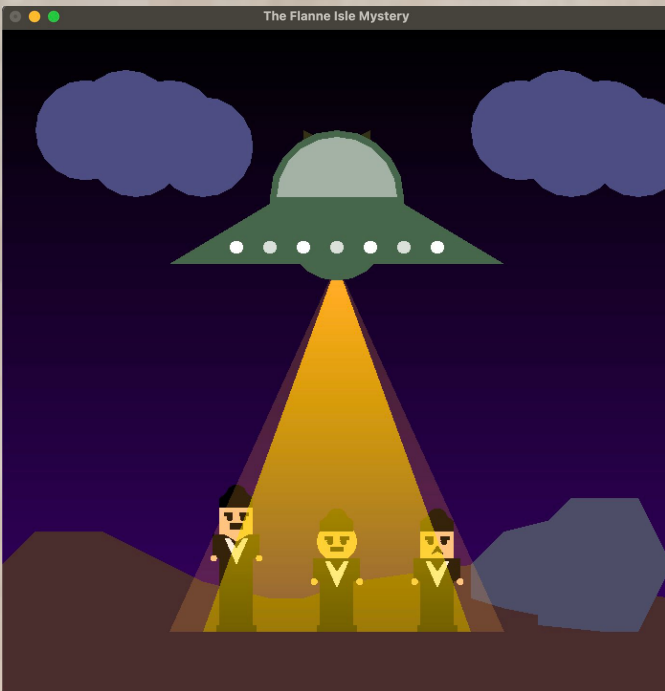

3

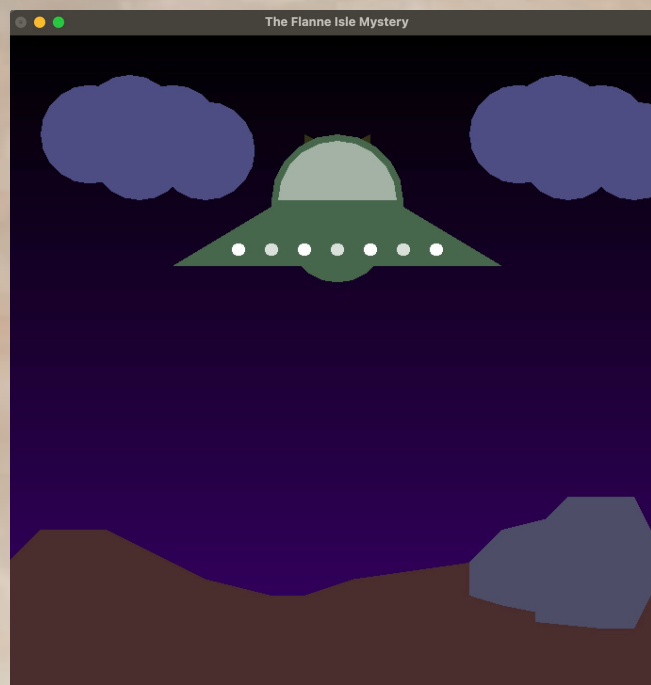ships passing near the island began to notice something strange: the lighthouse lights were no longer shining.

1

2

3

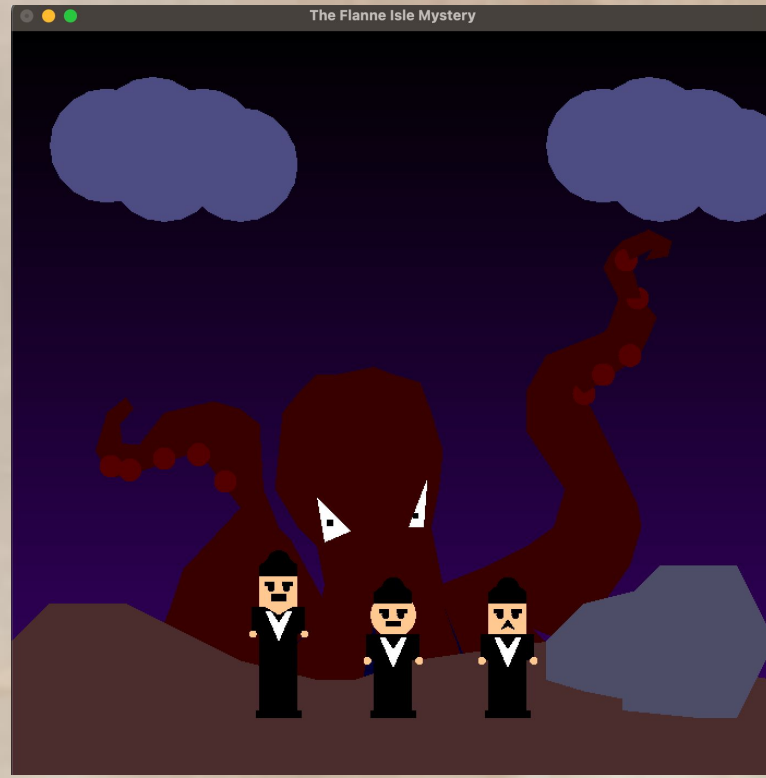The spaceship came and the light started to show then it took the three men and gone.

1

2

The waves started to become stronger and stronger then it turned into a giant storm that took the three men and gone.

12

1

2

The biggest squid started to show from the sea and it took the three men and gone.

Conclusion And Future Work :

Many attempts have been made to solve this mystery put a conclusion to this tragic story and honor the souls of the three lighthouse keepers who disappeared while on duty.

Three guards left behind three families burned by the fire of loss and not knowing the fate of their loved ones. What is certain is that whoever of them died with grief in their hearts for not knowing their fate, and whoever remained of their lineage, whether children or grandchildren, would undoubtedly want to know what happened to their ancestors.

For our future work, we will try to provide more details about their lives, how they were appointed for this mission, and how the investigation was conducted after they disappeared from the lighthouse. We will also add other theories to their disappearance.

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Experts Exchange.(2008).*OpenGL(Timer Function).*
https://www.experts-exchange.com/questions/23733731/OpenGL-Timer-Function.html

SH Academy.(2017).*Open GL Tutorial for Beginners-Animation ||moving of two-dimensional object.*
https://www.youtube.com/watch?v=CR5SW3gmxPE

Translate, movement , update and write the text:
Stack Overflow.(1992).*Questions tagged [opengl].*
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Story details:
Genevieve Carlton.(2023).*Inside The Chilling Flannan Isle Mystery Of The Three Lighthouse Keepers Who Suddenly Vanished In 1900.*
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