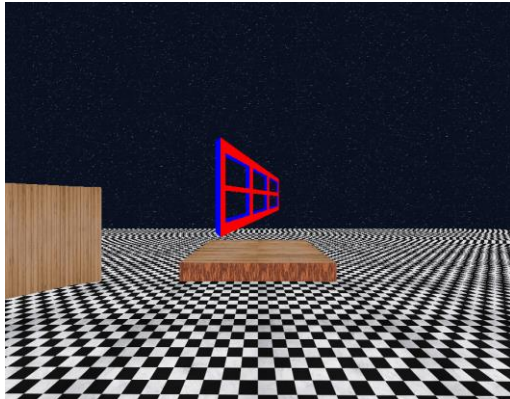
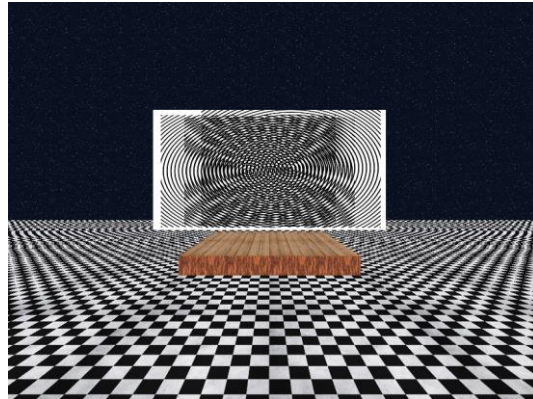


My scene is a gallery arranged around a centre point. When you start the program you start in the middle of the Gallery. Straight ahead you will see a Moire Pattern which is AAO-2. To the left of this you find a Rotating Ames Window which is AAO-1 and to the right of the Moire Pattern you will see an Animation of a Cricket Ball hitting Stumps and one of the Bails flying off, which is AAO-3. All 3 of the main Gallery items sit on top of wooden Podiums. To the right of the Cricket Animation you will find Two more static illusions in front of a wooden wall.

Ames Window AAO-1:

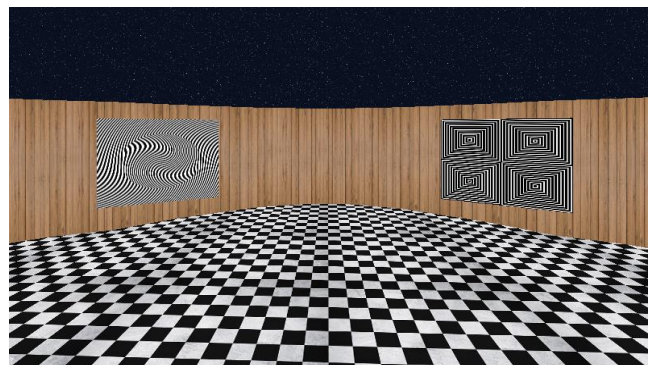
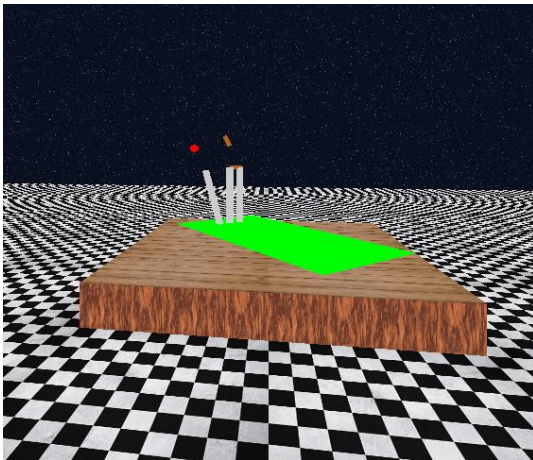


Moire Pattern AAO-2:

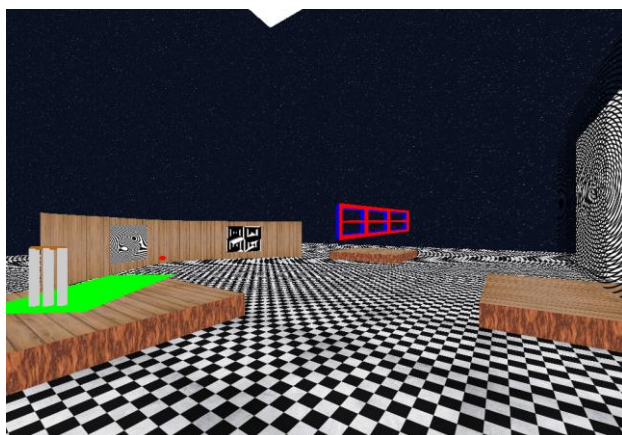


Cricket Animation AAO-3:

Illusion Wall:



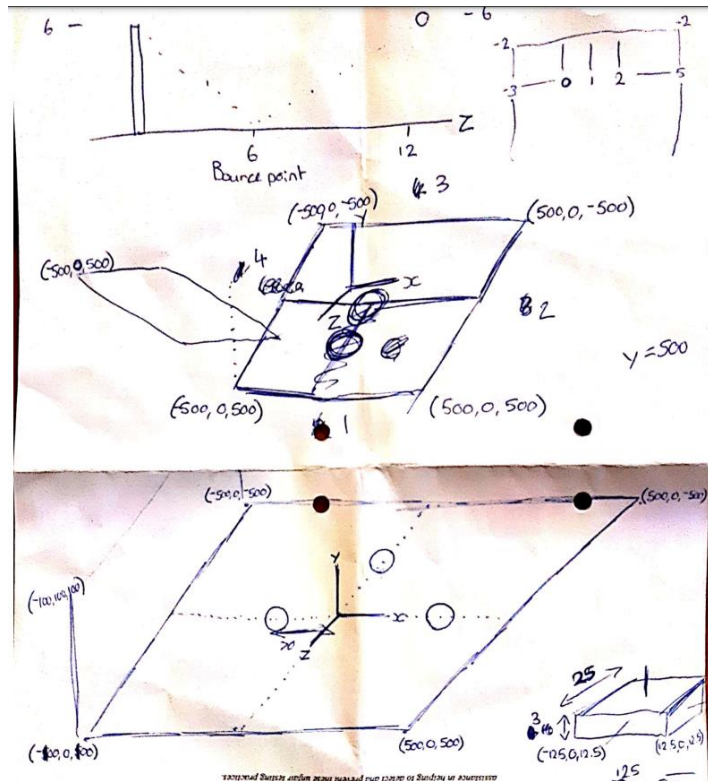
Gallery View:



Extra Features Implemented:

- Two texture mapped quads showing a static optical illusion (an image) (0.5 marks each)
- The Wooden Wall is a texture mapped quad strip that is not part of a sweep surface (0.5 mark)

Some Rough Sketches used in Development



Controls Implemented:

- **Up and Down Arrow Keys:** Move Camera Forward and Back Respectively
- **Left and Right Arrow Keys:** Turn Camera Left and Right Respectively
- **0 Key:** Gives a view of the entire Gallery
- **1 Key:** Gives a front on View of The Ames Window – AAO-1
- **2 Key:** Gives a Front on View of the Moire Pattern – AAO-2
- **3 Key:** Gives a Front on View of the Cricket Animation – AAO-3

Build Instructions:

I used Visual Studio to build my scene, On the Top of the IDE, click on Build then on the dropdown click on Compile, Then in the same drop down click on build to build the Application File. The IDE console should say where the file was Output to. Mine was located in my OpenGLProject\Debug Folder.

References:

moirepattern.tga: <https://www.istockphoto.com/vector/abstract-geometric-circle-pattern-lines-texture-gm1218850431-356314225>

woodplank.tga: <https://pngtree.com/free-png-vectors/wood-texture>

illusionOne.tga: <https://www.pinterest.nz/pin/398216792034228660/>

illusionTwo.tga: <https://www.pinterest.nz/pin/342273640420628085/>

floorPattern.tga: <https://www.istockphoto.com/photo/black-and-white-squares-checkered-pattern-gm1204416934-346545932>

skyBackground.tga:

https://st3.depositphotos.com/2980753/17985/v/600/depositphotos_179859066-stock-illustration-starry-sky-seamless-pattern-white.jpg

Declaration:

I declare that this assignment submission represents my own work (except for allowed material provided in the course), and that ideas or extracts from other sources are properly acknowledged in the report. I have not allowed anyone to copy my work with the intention of passing it off as their own work.

Name: Jake Wilson

Student ID: 49606681

Date: 31/03/2023