

Final Project CS-470

Fall 2016

The final project is divided into two parts:

- 1) Send an email to victor.fragoso@mail.wvu.edu with the team members. Include your full names and your mix emails. **Due Date:** Nov. 18th. **(20 pts)**
- 2) Implementation of your scene, which is described below. **Due Date:** Dec. 8 **(80 pts)**

Instructions: Implement the necessary code to render a scene using OpenGL 3.3. The scene must show the following covered features:

1. Model View Projection matrix evaluated in the vertex shader using GLSL.
2. Use of VAO, VBO, and EBO.
3. Textures.
4. Lighting (if time permits).
5. User input and camera control (if time permits).

The scene must be dynamic. This means that your models have to show some rotation and translation. Also, your scene must show that you are using textures. If time permits, your scene must show lighting effects as well as camera controls. Note: Lighting and camera controls are not necessary for your final project.

Base Code: A base project has been posted in http://github.com/vfragoso/final_project.git. Modularize your code as much as possible. This means, create different .CC and .H files. Remember, .H files are mainly used to display your interface, while .CC contains only the implementation. The CMakeFileLists.txt in the base project contains documentation on how to add new CC files. Send email to the instructor if there are questions.

Recommended Online OpenGL 3.3 References:

1. <http://learnopengl.com/>
2. <http://www.opengl-tutorial.org/>