**ASSIGNMENT #1**

Lucas Krespi dos Santos

Julian Escobar Echeverri

George Brown College

CRN-49578: ADVANCED GRAPHICS PROGRAMMING

Instructor: Hooman Salamat

September 11, 2021

Contents

[1.CASTLE DESIGN 3](#_Toc63859845)

[1.1Blender model 3](#_Toc63859846)

[1.2Turrets Broken down 3](#_Toc63859847)

[1.3Tile Map 4](#_Toc63859848)

[2.DIRECTX RESULT 5](#_Toc63859849)

Figure Table

[Figure 1 - Castle Blender Model 3](#_Toc63859807)

[Figure 2 - Turret Primitives 3](#_Toc63859808)

[Figure 3 - Tile map txt file 4](#_Toc63859809)

[Figure 4 -Final Castle Wireframe 5](#_Toc63859810)

[Figure 5 - Final Castle 5](#_Toc63859811)

# CASTLE DESIGN

## Blender model

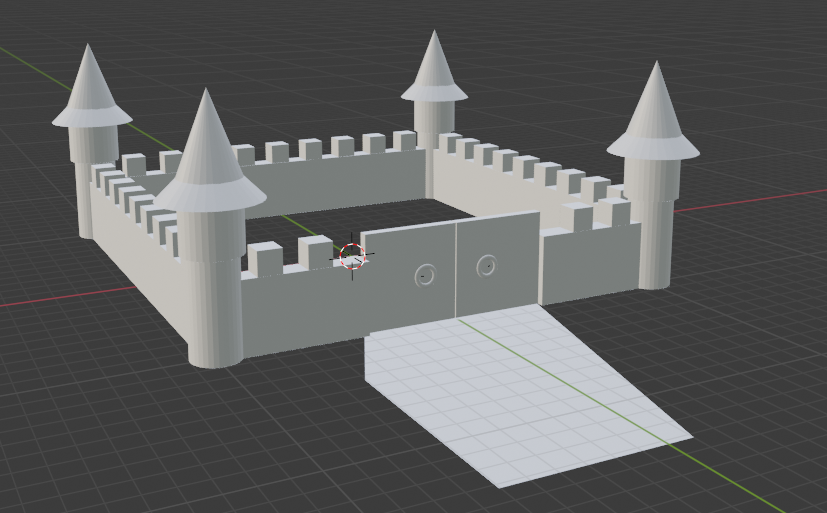


Figure 1 - Castle Blender Model

## Turrets Broken down

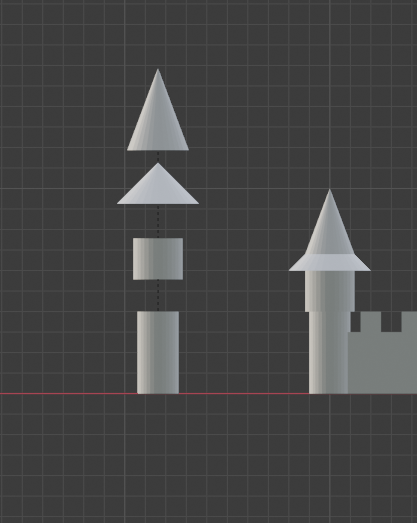


Figure 2 - Turret Primitives

## Tile Map

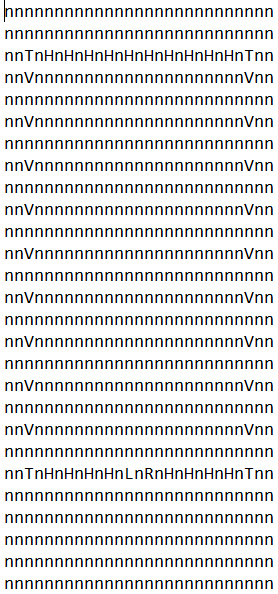


Figure 3 - Tile map txt file

**Where:**

n = empty.

T = turret.

H = Horizontal Wall.

V = Vertical Wall.

L = Left Gate.

R = Right Gate.

Obs: The tiles have an “n” in the middle because in our program walls, turrets and the gate have the size of 2 units.

# DIRECTX RESULT

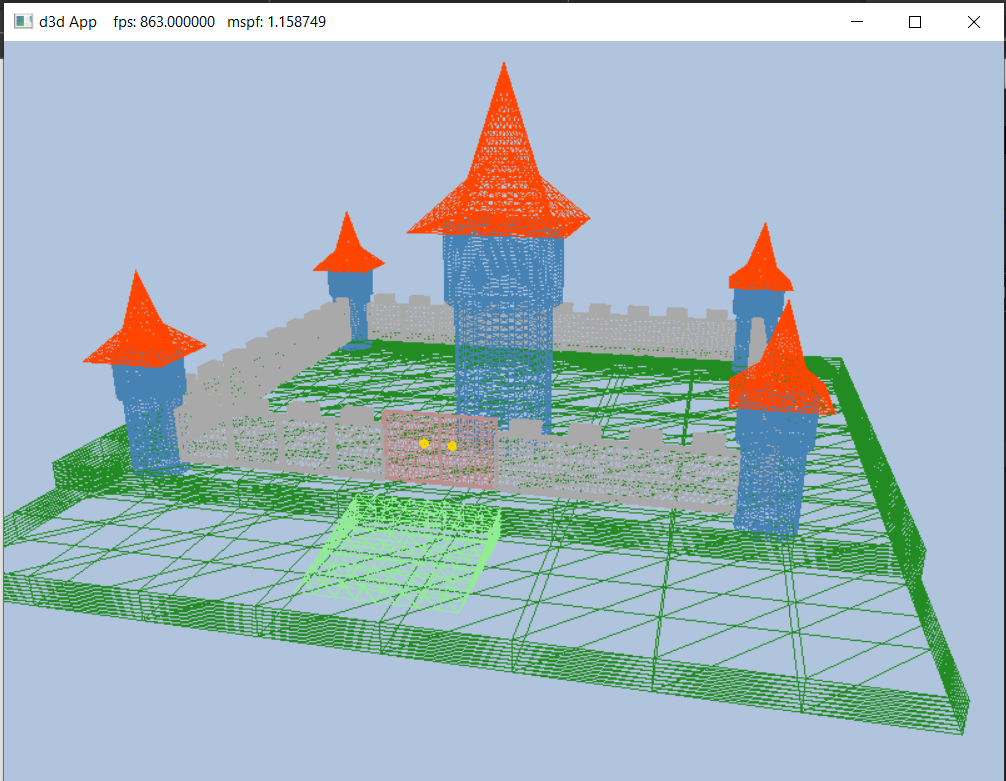


Figure 4 -Final Castle Wireframe

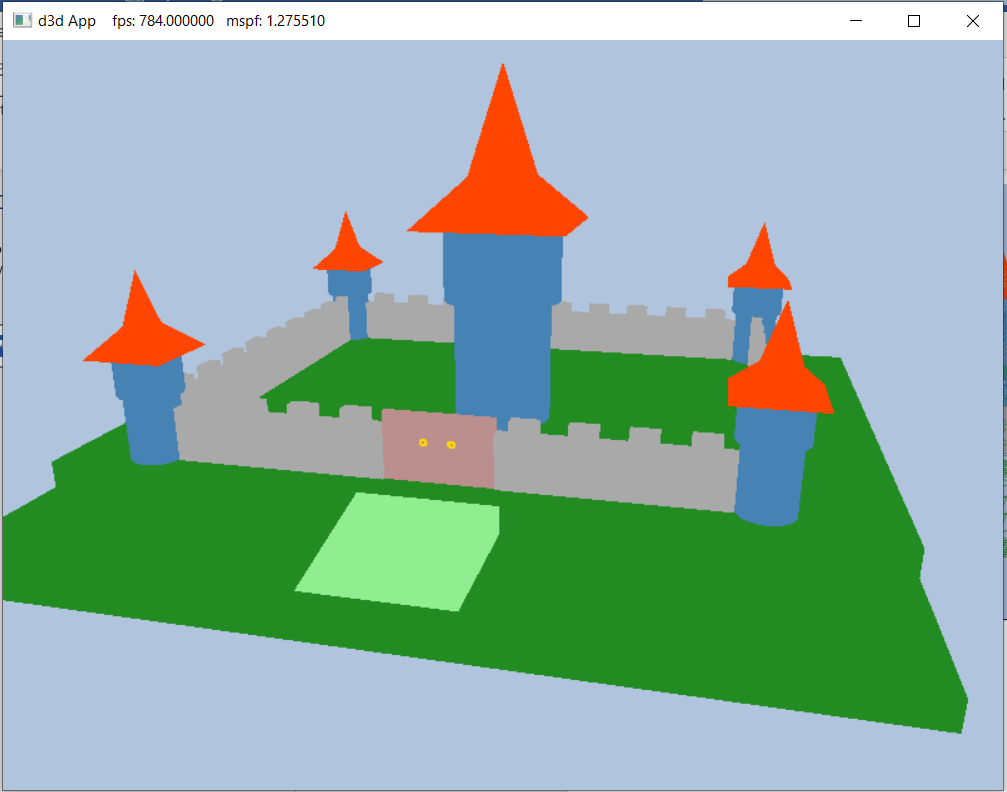


Figure 5 - Final Castle