**ASSIGNMENT #1**

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CRN-49578: ADVANCED GRAPHICS PROGRAMMING

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February 11, 2021

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# CASTLE DESIGN

## Blender model

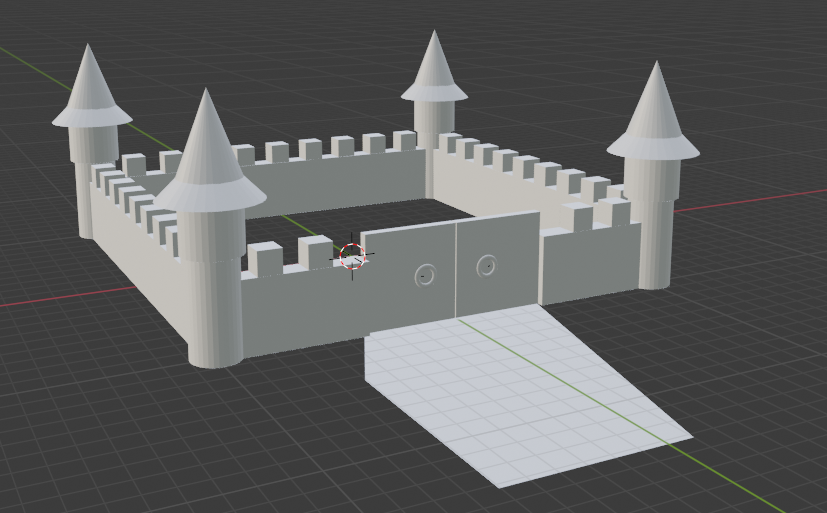


Figure 1 - Castle Blender Model

## Turrets Broken down

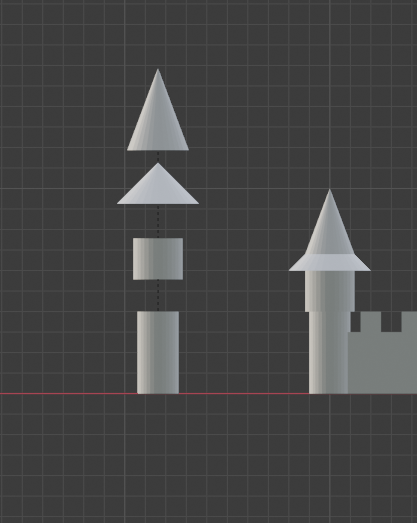


Figure - Turret Primitives

## Tile Map

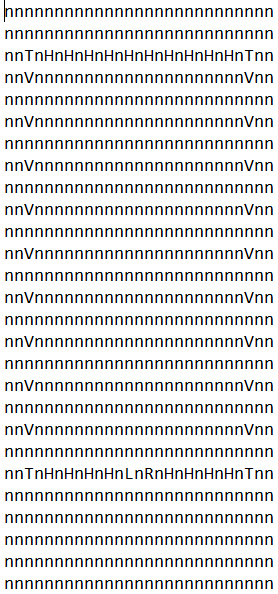


Figure 3 - Tile map txt file

**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

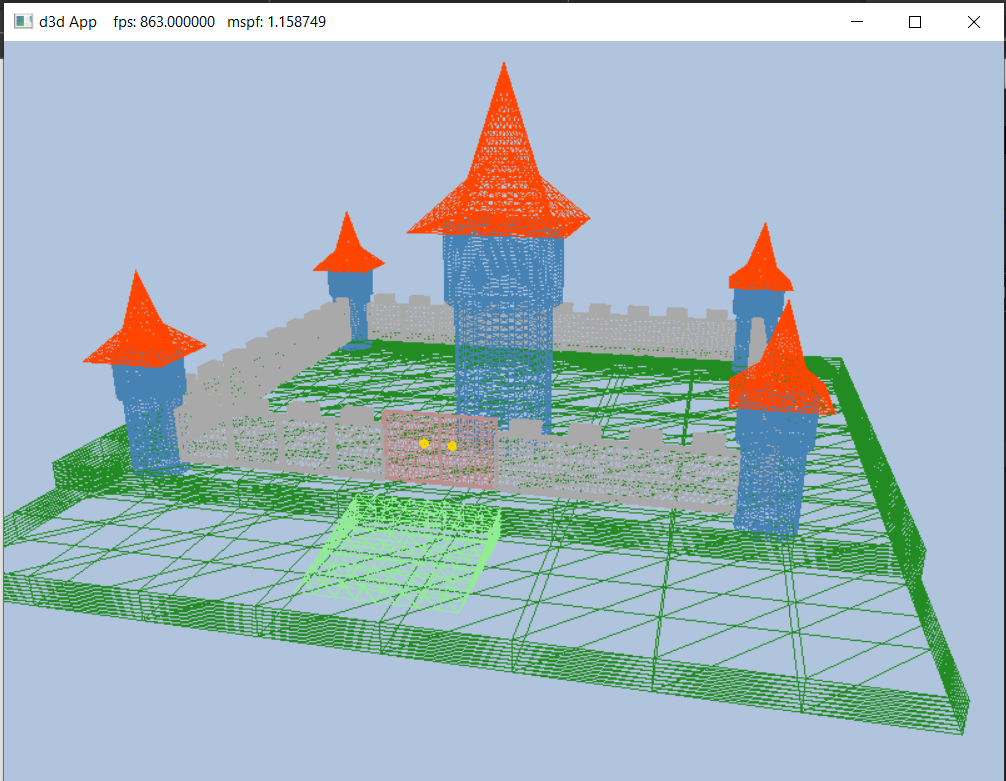


Figure 4 -Final Castle Wireframe

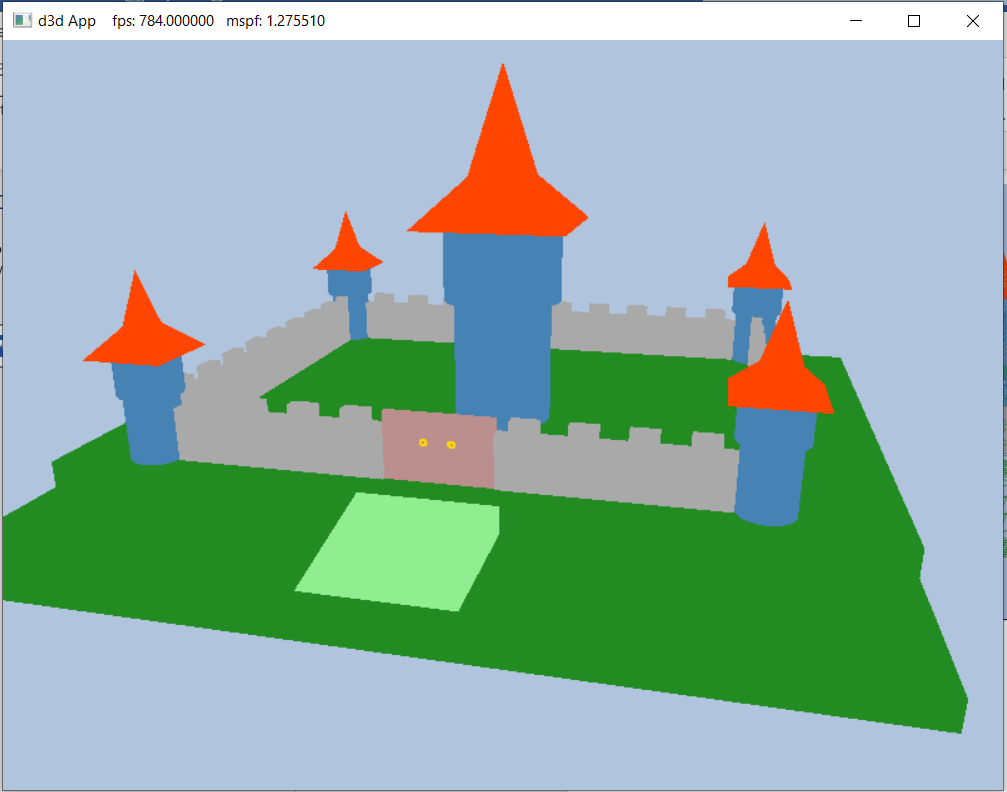


Figure - Final Castle