

Two Box and One Source light

Computer Graphic

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Section 1

Introduction: Objects System

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Computer Graphic

- Game
- System Simulation

OpenGL

- Standard Specification, Not Library
- GLEW, GLUT
- Immediate and core-profiles -> context
- Mesa

Section 2

Objective

Objective

Objective

- The simple objects system
- Elements controller
- Scalable world
- OpenGL studying

Section 3

Method

Method

Window X API

- glutInit
- glutInitDisplayMode(GLUT_DEPTH | GLUT_DOUBLE | GLUT_RGBA)
- glutInitWindowPosition
- glutInitWindowSize
- glutCreateWindow

Function call Register

- glutDisplayFunc
- glutIdleFunc
- glutReshapeFunc
- glutSpecialFunc, glutSpecialUpFunc, glutKeyboardFunc

Method

Setup Parameter

- glEnable
- glMatrixMode
- glLoadIdentity
- gluLookAt, glRotatef, glTranslatef
- gluPerspective, glViewport
- glClearColor, glClear, glutSwapBuffers

Method

GL loop

- glutMainLoop

Special function

- glBegin, glEnd
- glNormal3f, glVertex3f

Section 4

Conclusion

Conclusion

What we done !

- Draw Primitive object and sphere
- Controll some proproperties
- Enable lighting mode

What we haven't done !

- Texturelize object
- Import model from file
- Sharding object
- Triggler object collision

Conclusion

Will we be continue improve system

- YES and NO ! It can be updated as the hobby project
- BUT Im busy now, so It is delay infinite

Section 5

Demo