

Introduction to Computer Graphics

Project A

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Title: Aquarium

Goal: To construct a creative aquarium and make an interactive drawing.

User Guide:

- Fish: Click left mouse button, and the fish can move with a certain route.
- Jellyfish: Drag your mouse to anywhere on the screen, the jellyfish can move along with it. Click the button “spin” or “stop” can change the speed of rotation of its feet.
- Shrimp: Click the button “spin” or “stop” can change the speed of rotation of its tail and antenna.
- Caterpillar: It can move up continuously, and even it reaches the top, it can start from the bottom again. Press the key “Enter”, the size of its eyes can be larger.
- Starfish: Press the key “A”, you can see the creature with a horizontal view. Click the button “spin” or “stop” can change the speed of rotation of its body.
- Click “Reset” button to reset everything on the screen.

Result Pictures:

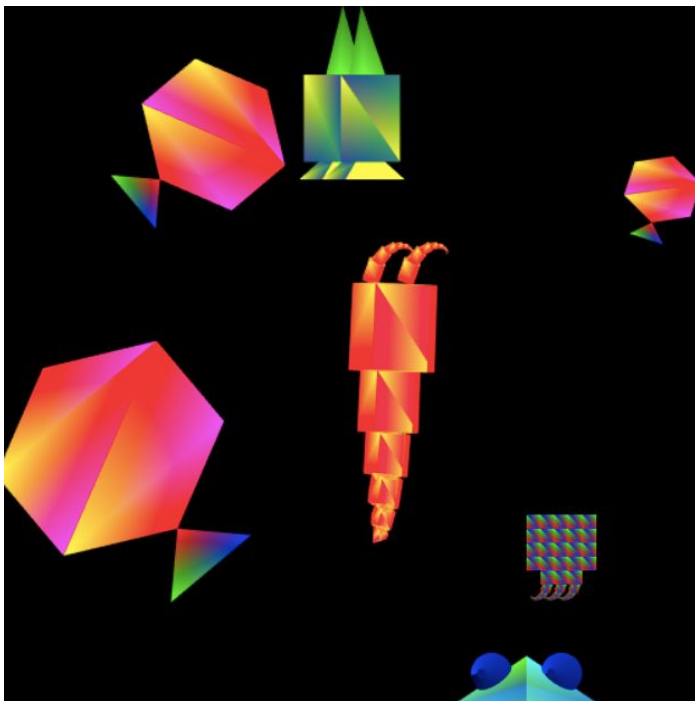


Figure 1. Press the key ‘A’ to see the creature in horizontal view.

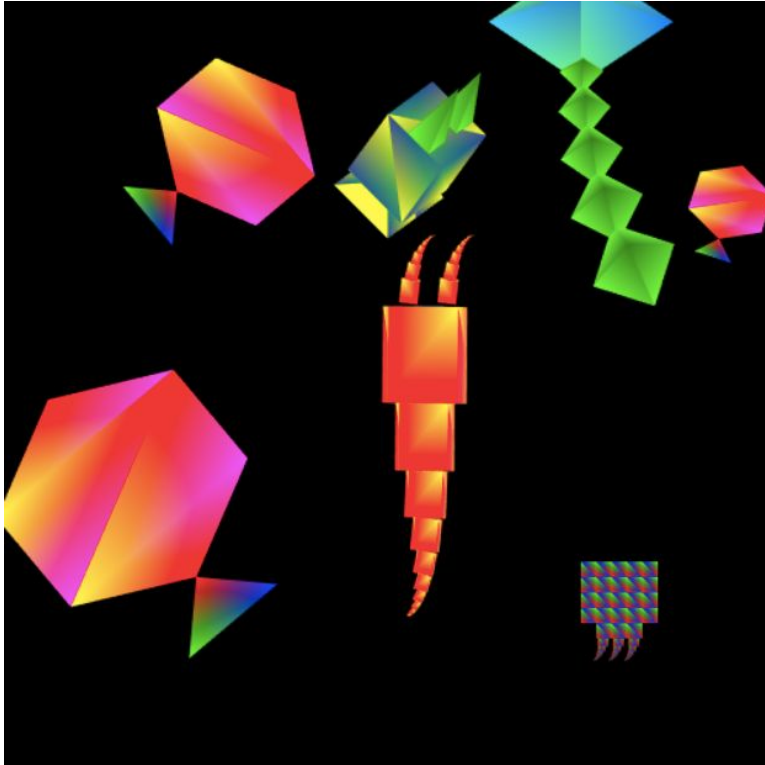


Figure 4: The caterpillar reaches the top of the screen.

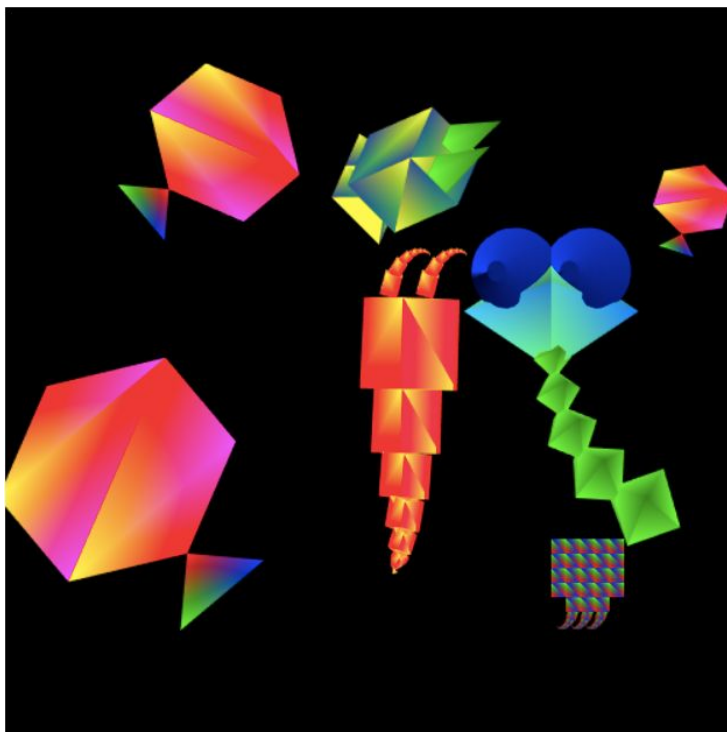


Figure 5: The eyes of the caterpillar became large.

Tree of Transformation:

