Project 2: Eye of Rah

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CS 351

Files Submitted

- Lib (Folder)
- Resources
  - Emerald1.obj
  - Emerald1.tri.obj
  - Favicon
  - Pyramid.obj
  - Pyramid.tri.obj
  - Sphere.obj
  - Sphere.tri.obj
  - Teapot.obj
- Make_tri.py
- project1starter.html
- project1starter.js
- terrain.js
- ProjectReport.pdf

Description

My project, ***The* Eye *of Rah***, consists of three independent models, as shown in Illustration 1-2: the pyramid, the emerald, and the sphere. I include instructions about moving the camera and their specific keyboard controls. Some examples can be found in Illustration 4-5. Furthermore, my program shows a series of user-interaction buttons: Rotate Sphere and Randomize which are all shown in Illustration 2. Upon loading, both the pyramid and the emerald begin to move automatically. The sphere at the corner can be rotated around the y-axis by clicking the ***Rotate Sphere*** button as shown in Illustration 3. The **Randomized** button allows for randomized terrain generation. Aside from changing the terrain any time the button is clicked, the emerald at the top of the pyramid changes position to the peak of the highest mountain. This is found in Illustration 6-8

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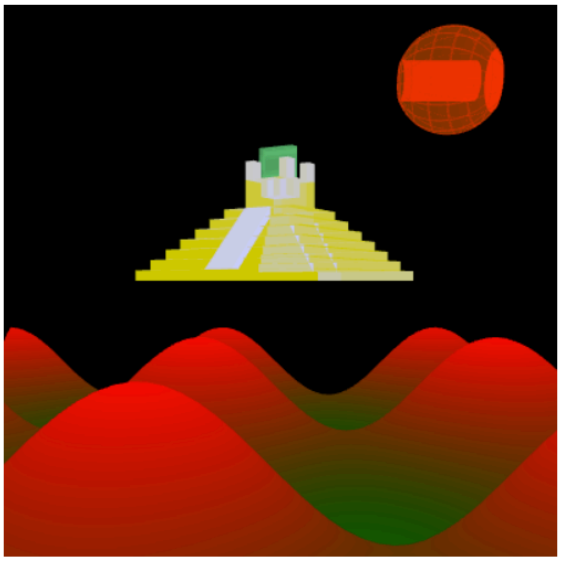

Controls for camera movement:
WASD forward/backward/left/right,
UP ARROW/DOWN ARROW rotates camera up and down,
RIGHT ARROW/LEFT ARROW rotates camera left and right

Click here to rotate the sphere!

Rotate Sphere

Click here to change the terrain

Randomize

Illustration 1: First Loaded Screen

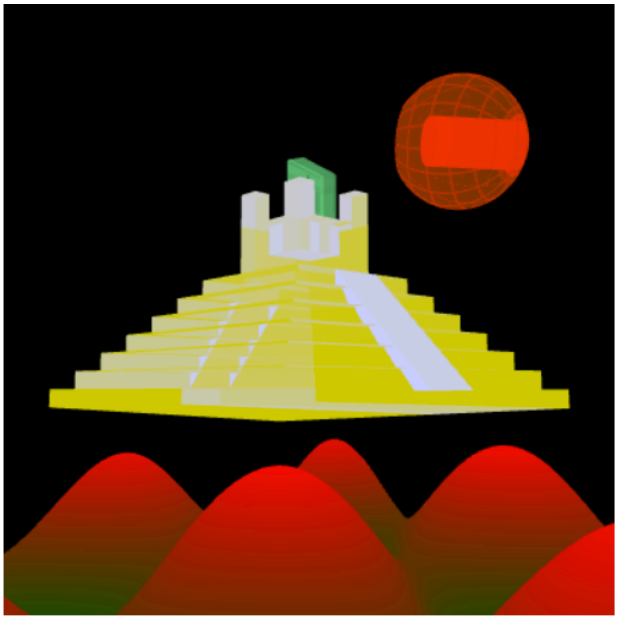

Illustration 2: Independent Solid Models

Illustration 3: Rotating Sphere Capture

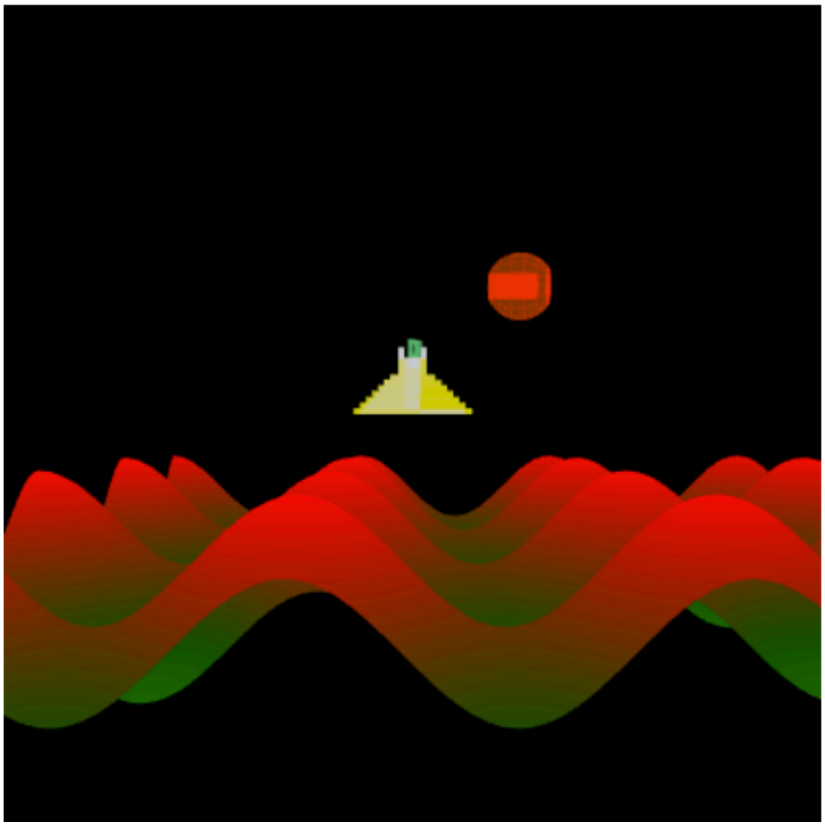

Illustration 4: Moving Camera Back

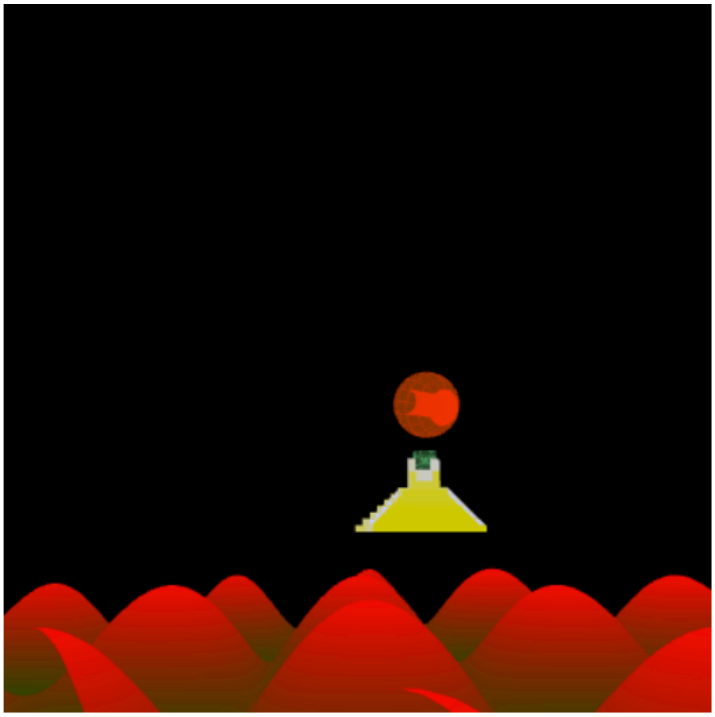

Illustration 5: Moving camera to the right and up

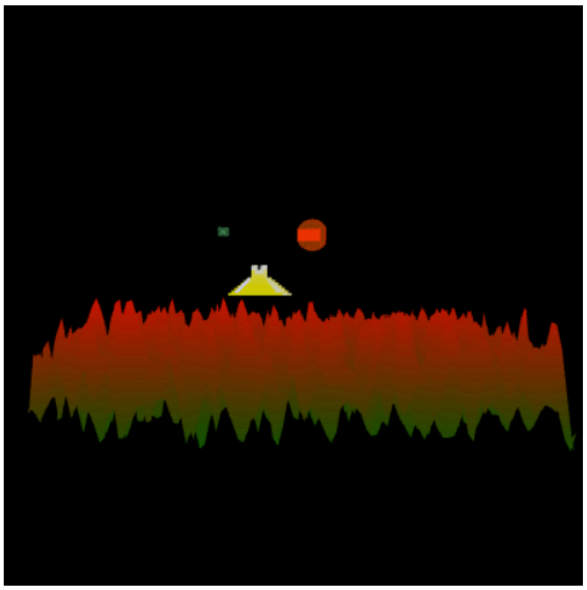

Illustration 6: Result of randomize terrain and emerald position

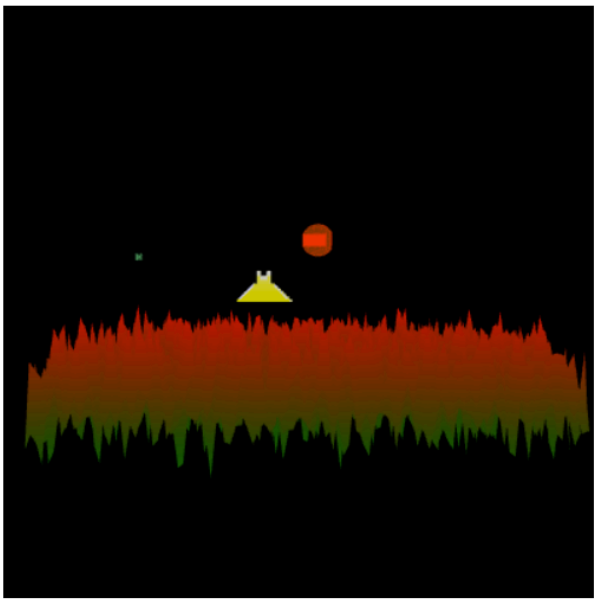

Illustration 7: Result of randomize terrain and emerald position

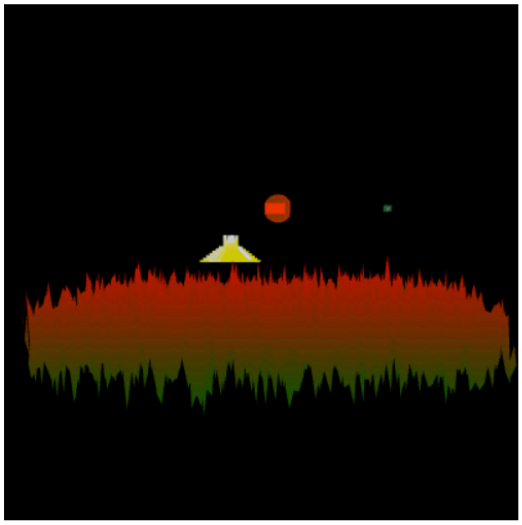

Illustration 8: Result of randomize terrain and emerald position