COMP3011 Computer Graphics

Spring 2025

Assessment 2

Report Sheet

This report will help you prepare for your demo. **Submit this report to Moodle**.

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**I agree for my code & report to be published, with my name, to future students as an example (yes/no): no**

|  |  |  |
| --- | --- | --- |
| **Introduction** | | |
| *Please explain why you implemented this scene* | *Describe your inspirations* | *Provide a general description of the scene.* |
|  |  |  |
| **TR 2 – 3D Modelling** | | |
| Object 1 - procedurally generated | | |
| *Please give a screenshot* | *reference specific code (filename and line)* | *Description of object* |
|  | *cylinder.h*  *Assessment2.cpp lines* | The first object is a Cone / Cylinder shape, representing a beam emitting from the UFO. |
| Object 2 - OBJ parser | | |
| *Please give a screenshot* | *Provide the URL for the OBJ files you submitted* | *Description of object.* |
|  |  |  |
| **TR 3 – 3D Transformations** | | |
| Object 1 - procedurally generated | | |
| *Please give a screenshot of transformed object* | *reference specific code (filename and line)* | *Description of transformations* |
|  |  |  |
| Object 2 - OBJ parser | | |
| *Please give a screenshot of transformed object* | *reference specific code (filename and line)* | *Description of transformations* |
|  |  |  |
| **TR 3 – Animation** | | |
| *Please give a screenshot of animated object* | *reference specific code (filename and line)* | *Description of animation* |
|  |  |  |
| **TR 4 – Camera** | | |
| *Please give a screenshot* | *reference specific code (filename and line)* | *Description of camera* |
|  |  |  |
| **TR 5 – Texture** | | |
| Object 1 - procedurally generated | | |
| *Please give a screenshot* | *reference specific code (filename and line)* | *Description of texture* |
|  |  |  |
| **TR 6 – Lighting** | | |
| Object 1 - procedurally generated | | |
| *Please give a screenshot* | *reference specific code (filename and line)* | *Description of lights on object* |
|  |  |  |
| Object 2 - OBJ parser | | |
| *Please give a screenshot* | *reference specific code (filename and line)* | *Description of lights on object* |
|  |  |  |
| **TR 7 - Shadow** | | |
| Object 1 - procedurally generated | | |
| *Please give a screenshot* | *reference specific code (filename and line)* | *Description of shadow on object* |
|  |  |  |
| Object 2 - OBJ parser | | |
| *Please give a screenshot* | *reference specific code (filename and line)* | *Description of shadow on object* |
|  |  |  |
| **TR 8 - Interactive object** | | |
| *Please give a screenshot* | *reference specific code (filename and line)* | *Description of interactive object* |
|  |  |  |
| **TR 9 – Curves** | | |
| *Please give a screenshot* | *reference specific code (filename and line)* | *Description of curves* |
|  |  |  |
| **TR 10 – Transparency** | | |
| *Please give a screenshot* | *reference specific code (filename and line)* | *Description of transparency* |
|  |  |  |
| **R&D**  Please provide details of any research and development you conducted, as additional techniques not in the lecture notes. | | |
| *Please give a screenshot* | *reference specific code (filename and line)* | *Description of Research including websites, articles, references, etc.* |
|  |  | *Percentage Closer Filtering for Shadows* |