Project 1 – Doraemon

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Description:

I applied OpenGL's transformation functions, including glTranslatef, glRotatef, and glScalef, to manipulate each body component's position, rotation, and scaling. Here is a short brief about how the components are created.

1. **Face:**
   - A blue sphere as a base of Doraeman's face.
   - A smaller white sphere to be on top of the blue sphere representing Doraemon's muzzle.
   - Two white and black spheres as eyes.
   - A red sphere as the nose.
   - The mouth is drawn as a half-circle using line segments.
2. **Collar:**
   - A red-scaled sphere around the neck and a sphere for the badge on top of it.
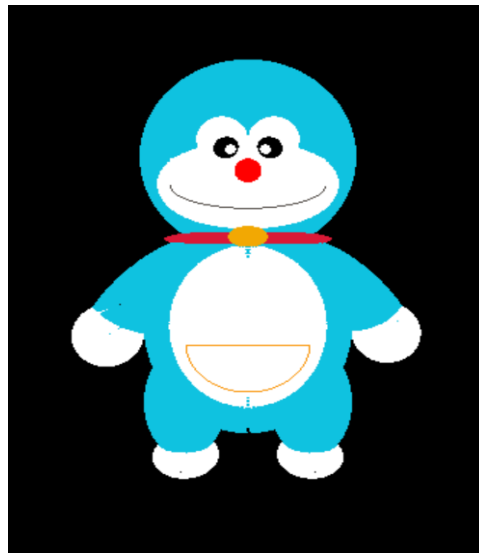3. **Body:**
   - A white and blue sphere is used to represent the body.
4. **Pocket:**
   - The half pocket is drawn using a line loop.
5. **Hands and Legs**:
   - A scaled blue and white spheres are used to create the lower body.

Vertices: 10000+ , Colors: 8

Kaltura Video Link: https://media.oregonstate.edu/media/t/1_mzt99j3g