**HW3 Brag Sheet:**  
Michael Panighetti

Interactions:

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\* - 'd' Dragonfly Flies One Time Around.

\* - '1' - View from North.

\* - '2' - View from South.

\* - '3' - View from East.

\* - '4' - View from West.

\* - 'b' - Bird's eye view.

\* - 'c' - Dragonfly close-up view.

\* - 'h' - Dragonfly head-on close-up view.

\* - 's' - Reset.

\* - 'f' - Toggle Fire Breathing.

\* - 'Up Arrow' - Increase Cloud Speed.

\* - 'Down Arrow' - Decrease Cloud Speed.

\* - 'Right Arrow' - Increase Dragonfly Speed.

\* - 'Left Arrow' - Decrease Dragonfly Speed.

\* - Left-click on dragonfly to make it breathe fire.

\* - Left-click, hold, & drag any flag post to reposition.

\* - Dragonfly will always fly to Green, then Blue, then Red.

Accomplishments and Challenges:

* The lighting was a bit finicky. I had to disable it on a lot of my features and it only seemed to work well on the glut objects. Perhaps I will find out why later, but for now, I’m sticking with it as-is.
* I separated the files this time! Should be more organized. I’m glad that I learned how to do this.
* Everything else was straightforward with the examples from class. I made sure to start with the functional objectives, then I improved the art with the time I had left-over. I didn’t go overboard with the art though because this is a coding class, not an art class – it’s about functionality.

List of features:

* **Dragonfly** – head, body, tail, two pairs of wings that flip as it leaves the Lilypad.
* **Dragonfly Fire** – the fire display is blended to go from 1.0 alpha to 0.0 alpha towards the base of the cone. This sort of gives it a more particle like appearance.
* **3 Objects** – flag posts – differing in color, they can be clicked on and dragged around with color selection. The repositioning of the objects updates the circuit route of the dragonfly.
* **Cloud** – random spheres of different sizes clustered together – travels around the area – can be sped up or slowed down.
* **Shadows** on dragonfly, cloud, and flags.
* **Dragonfly Circuit** – lifts off from lily pad, goes to green flag post, then blue, then red. The repositioning of the objects updates the circuit route of the dragonfly. Since the path is usually a circle – the dragonfly rotates in synchrony with speed and distance between the flags to face the direction it’s headed without jolting movements. This only becomes awkward when the flag posts aren’t positioned in the circle they were originally.
* **Camera Angles –** As seen in ‘interactions,’ there are multiple camera angles setup in addition to the north, south, east, and west, per requirements.

References:

* None – other than class materials.