**Blind Engine**

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**Abstract**

**Concerning Blind Engine**

Blind Engine is a graphic engine written in C++ that through the cross-platform vector-graphics API widely known as OpenGL allows the loading of graphical scenes in DAE format.

The objective is to create an interface between OpenGL and the user.

Blind Engine was written by students Niko Storni, Marko Pacak and Jorge Esteves as final project for the course Computer Graphics.

**Development & Libraries**

The project was entirely written using Microsoft Visual Studio and ultimately Code::Blocks. Our graphic engine works across multiple platforms thanks to the C++ and C standard libraries on which we relied. OpenGL API was used to accomplish the rendering in 2D and 3D.

Additionally, the following libraries were used:

* FreeGLUT (Allows for a better interfacing with OpenGL)
* GLM (Several math tools and operations provided)
* Assimp (A parser that allows us to quickly import a scene from a file)
* FreeImage (A tool used for quick and reliable managing of images)

**Project Architecture**

**Solution Structure**

BlindEngine is divided into two sub-projects:

1. The engine library itself
2. The demo that implements the library

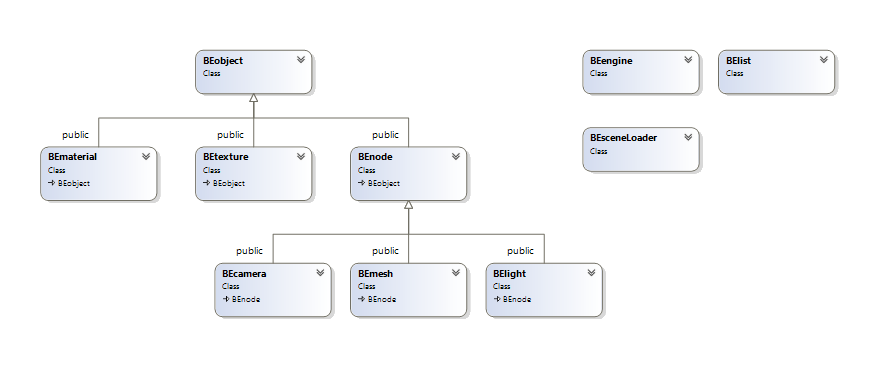
The first one is not executable alone, it’s in fact a library (either .dll or .so) and it can be interfaced with projects such as our demo.

The demo is the implementation of a simple game (the Rubik’s Cube) where the user is able to interact and solve a Rubik’s Cube loaded through the engine library. The scene was previously compiled in 3D Studio Max and exported.

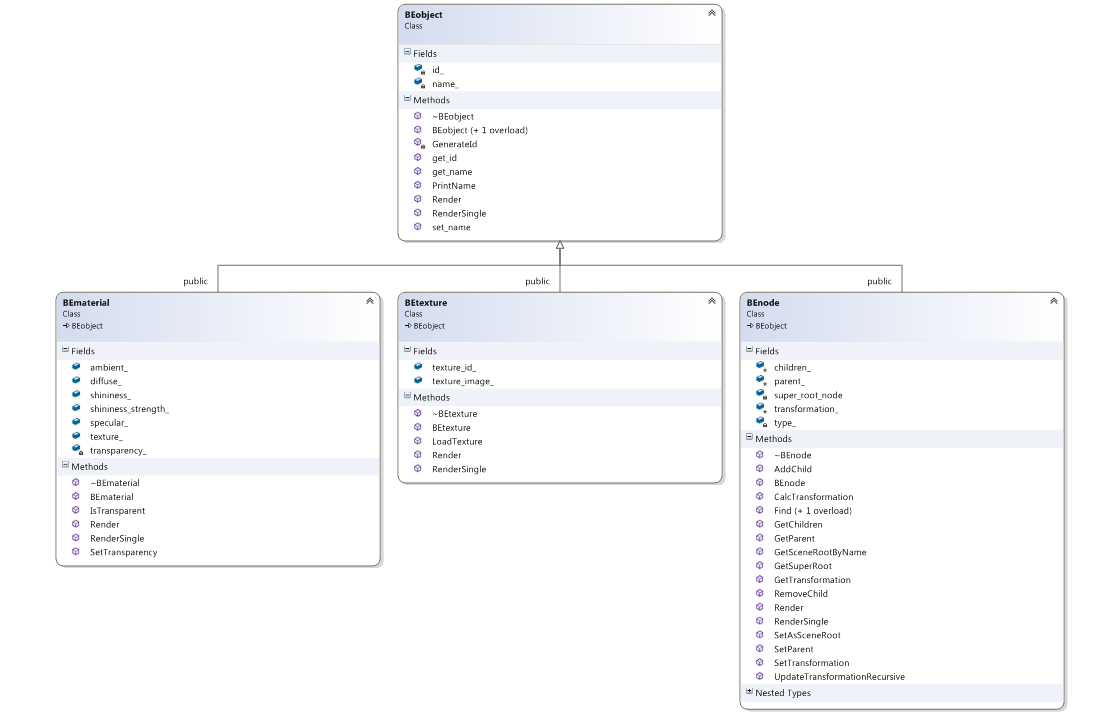
The engine itself doesn’t have any intelligence over how the cube is formed or how the faces are rotated, however it gives the necessary tools for the developers to accomplish such tasks.

**Class Diagram**

The following diagram briefly illustrates all classes present in the project.



The abstract class Object operates as base class for all the other classes responsible for holding the data and the structure of the scene. It implements the pure virtual method Render() inherited by all subclasses which will force them to implement their own render method. The node class acts as a generic node in the scene graph. Most of the methods implemented in BEnode are then overridden by the subclasses.



**Working Principles**

As the Demo is launched, Rubik’s main instantiates and initializes a BEengine object which takes care of loading the 3D Studio Max exported scene “scene\_final.DAE”.

The object Rubik Cube is then created through our engine API calls before finally starting the engine which will allow our program to enter freeGLUT’s main loop and therefore render the scene.

Keyboard Callbacks are directly implemented by the client and passed to the engine.

**Classes**

**Engine Classes**

**BEengine**

BEengine is the entry class of our application. Through BEengine we are able to load a COLLADA file (.DAE extension), analyze the scene graph and call all relative methods for rendering our scene.

This class is constructed using the singleton pattern, this means that there can ever only be one instance of BEengine.

Among all the methods it’s important to note the following ones:

* Init(): Initializes the context of freeglut, freeimage and opengl.
* LoadScene(): Calls the loader and passes the path given by the user to load a scene from a previously exported model.
* Start(): Calculates the world coordinates of each element to render and passes over the control to FreeGlut by entering the main loop.

BEengine acts as an interface to programmers for interacting with the implementation of the whole graphic engine.

**BElist**

This class contains multiple lists of objects that must be rendered.

Each object, either mesh, camera or light, is also paired with their own world coordinates where they should appear. Because meshes must be sorted, we can’t store them in a map, therefore we have an internal structure of “Meshes” that bundle together the pointer to the mesh and the coordinates. This allows us to store this object in a vector and sort it.

Among all the methods it’s important to note the following ones:

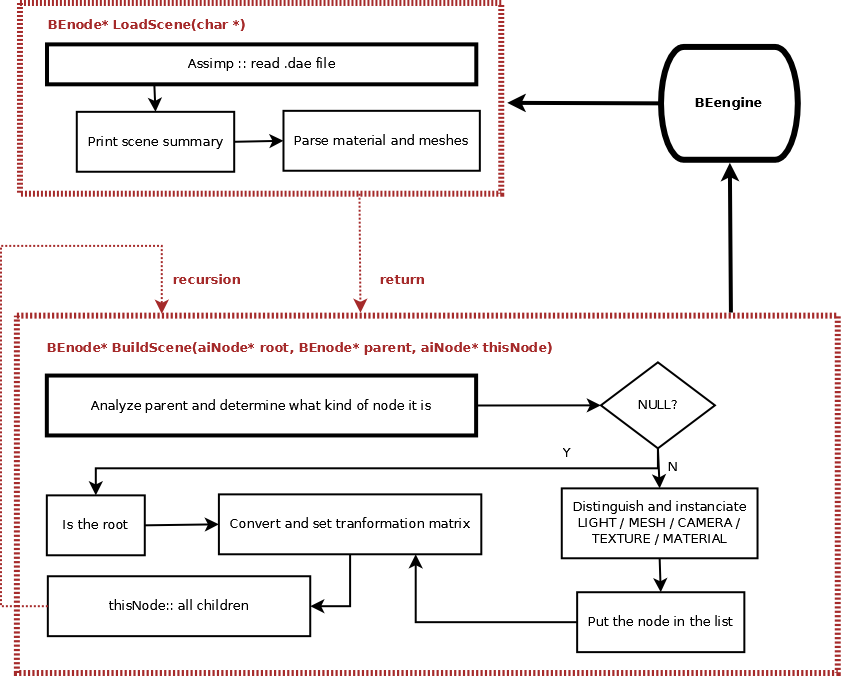
* RenderAll(): calls the rendering method of each type of node
* RenderMeshes(): initializes the stencil buffer, defines the area where reflections should be drawn, draws reflections, draws opaque objects, draws transparent objects.
* Pass\*(): All methods having pass in their name are used to update the world coordinates of the nodes in the lists.
* DeepSort(): Used to sort transparent meshes from the furthest to the closest one. A lambda expression is used to comply with C++ 11 standards.

**BEsceneLoader**

This class is necessary for the loading of a .DAE exported model. Assimp reads the file and builds its own scene graph which we then parse ourselves and use to build our own internal structure. Assimp is capable of understanding and loading many different extensions, however for our engine we will be limited to the above mentioned one.

Among all the methods it’s important to note the following ones:

* LoadScene(): reads the scene through Assimp, prints debug information about it and then calls the relevant parsing methods.
* ParseMaterials(): goes through all materials found in the scene and retrieves the info in which we’re interested and then builds the relevant BEmaterial nodes.
* ParseMeshes(): same as the above method, it’s important to note that we also parse submeshes (which are meshes composed by other meshes)
* BuildScene(): Starting from the objects created in the previous methods, a scene graph is built mirroring the structure used by Assimp.

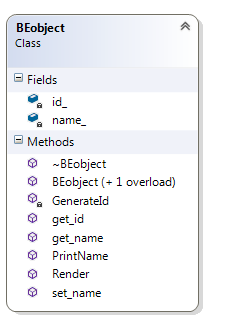


Distinguish and instantiates

Light / Mesh / Camera Texture / Material

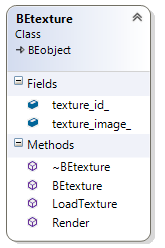
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**Scene-graph Classes**

This section illustrates all classes involved in the construction of the scene.

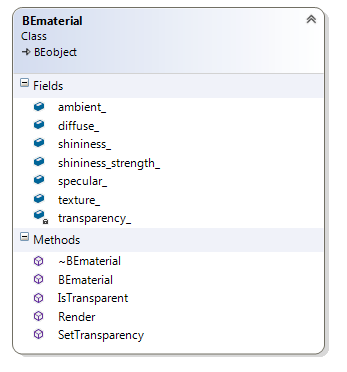
**BEobject**

As mentioned in the previous chapter BEobject act as base class for all objects present in a scene graph. It implements the pure virtual method Render(glm::mat4) that will allow all objects to draw themselves in the world.  
Moreover, it stores basic information useful to distinguish each single object.

**BEtexture**

This class stores the texture loaded on construction. This texture is then drawn on the screen when the render method is finally called.

LoadTexture() is responsible for retrieving the image from the disk and storing it in a standardized format (RGBA).

**BEmaterial**

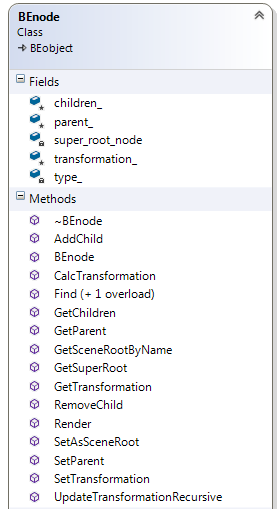
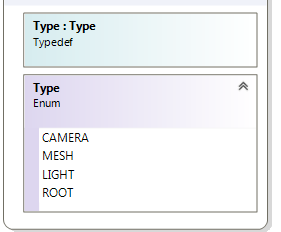
This class holds the material parameters such as ambient, diffuse and specular.

Ambient is the color a material is rendered when not directly illuminated.

Diffuse is the color resulting from light scattered on the surface

Specular is the reflection of the light source itself.

The material might also possess a texture. If a texture is stored, when the material is rendered, the texture render method is called as well.



**BEnode**

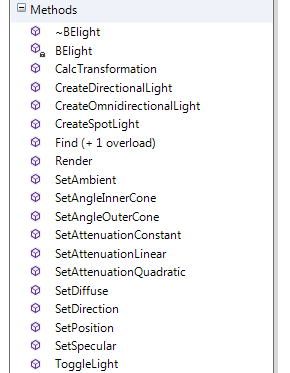
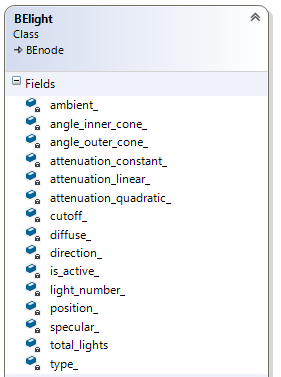
BEnode is the base for all physical objects in our graphical universe.

Each node holds a pointer to the parent as well as vector containing pointers to the children.

This class introduces some new utility functions useful for updating node’s data.

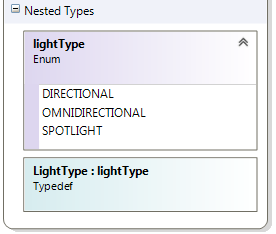
The Render(glm::mat4) method is overridden yet left emtpy as it’s not meant to be used here.

Noteworthy are the functions relative to the transformation matrix. For example UpdateTransformationRecursive(glm::mat4) updates the current node’s matrix and does the same for all children.

**BElight**

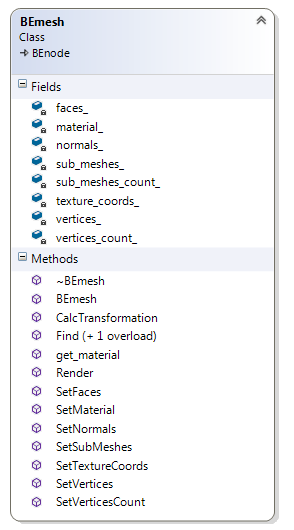
A light may be DIRECTIONAL, OMNIDIRECTIONAL or SPOTLIGHT and such file is defined by an enum. The class contains all parameters necessary to define a light by the standards of OpenGL.

The instantiation of a single light happens throught a global method which then calls one of the three factory methods.

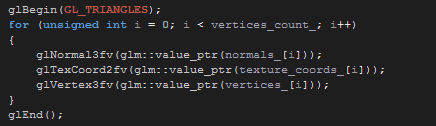
Before calling the specific method, the number of total lights is increased, the light is activated throught OpenGL and the paramters are set.

The Render(glm::mat4) method updates some common parameters (AMBIENT, DIFFUSE & SPECULAR), then depending on the light type others parameters such as the cutoff are updated.

**BEmesh**

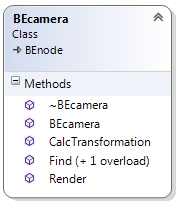
A mesh (also knows as Object or Model or Primitive) holds storage for different types of coordinates useful for object modeling such as vertices, normals, texture coordinates…

A mesh implements a material as well as an array of possible sub-meshes.

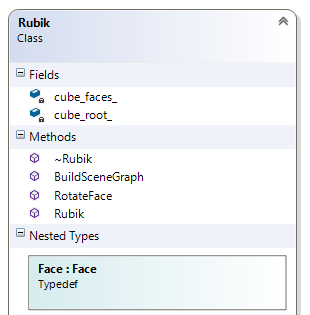
The Render(glm::mat4) method loads the matrix, renders a material (if present) and then draws the triangles throught OpenGL calls.

It then renders any sub-mesh if present.

BEmesh’s method CalcTransformation(glm::mat4) takes care of rendering the reflection of itself and then

**BEcamera**

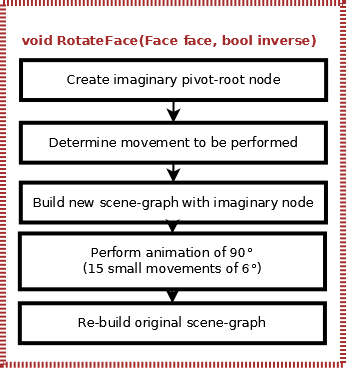
The class BEcamera has no purpose.

**Rubik Cube Classes**

**Rubik**

Rubik’s class simply holds an enum as reference to the faces as well as a matrix of BEnode’s (cube’s faces).

As we instanciate the cube throught the cube root, all faces are instanciated by calling the Find(std::string) method.

Noteworthy are the RotateFace(Face, bool) method which takes care of rotating a certain cube’s face and the Animation(int) method which explicitly generates the animation while the cube is rotating.

The diagram on the right side explains what RotateFace(Face, bool) does.

**Main**

Main simply acts as entry point for the Rubik’s Cube Application. It implements the callbacks for the keyboard.

**Issues**

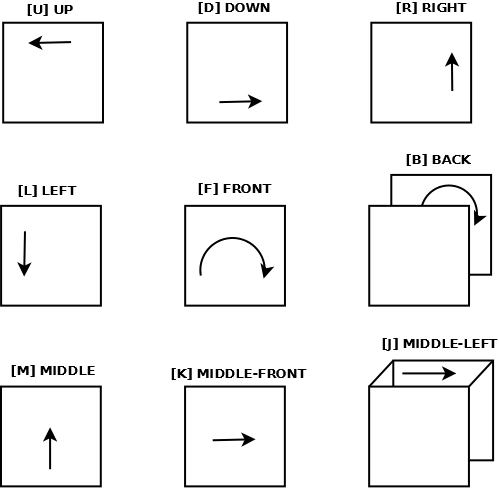
**Transparency & Mirroring**

Mirroring was implemented

**Multi-Mesh**

**Cube Rotation**

The rotation was implemented following a counterwise-logic where each movement holds an inverse-part.

As found difficult to implement a standard function for all kind of movements we hardcoded it into different