Natalie Hong (45309740)

COSC300 Graphics Report

Semester 1 - 2020

Contents

List of Images

1   Introduction

In this document, you will find my findings and attempts at creating a completed game. The game I had chosen to make was that of the supplied mega racer code.

To create the graphics required for this project, I used Python 3.5 and OpenGL to create objects and renderables within the computer graphics scene. I also used GitHub to allow for version control between each implemented feature that I added.

The features that were made were:

- 1.1 - Scaling the Terrain
- 1.2 - Setting up the Camera
- 1.3 - Orientating and Placing the Racer Model
- 1.4 - Texturing the Terrain

In the following documentation. You will find screenshots and findings around each feature as well as how I went about approaching each feature within the project.

1.1 - Scaling the Terrain

Scaling terrain consisted of scaling the terrain according to the path image supplied.

```
# TODO 1.1: set the height
zPos = 0
```

Initially,

```
# TODO 1.1: set the height
zPos = self.heightScale * red
```