CSCI 3260

Final Project Report

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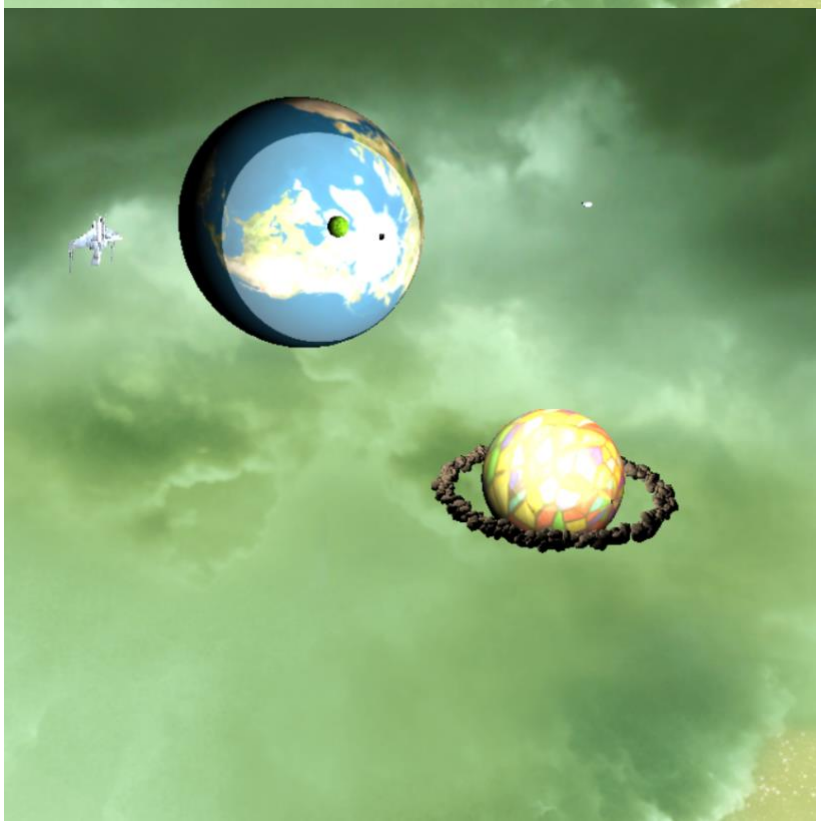
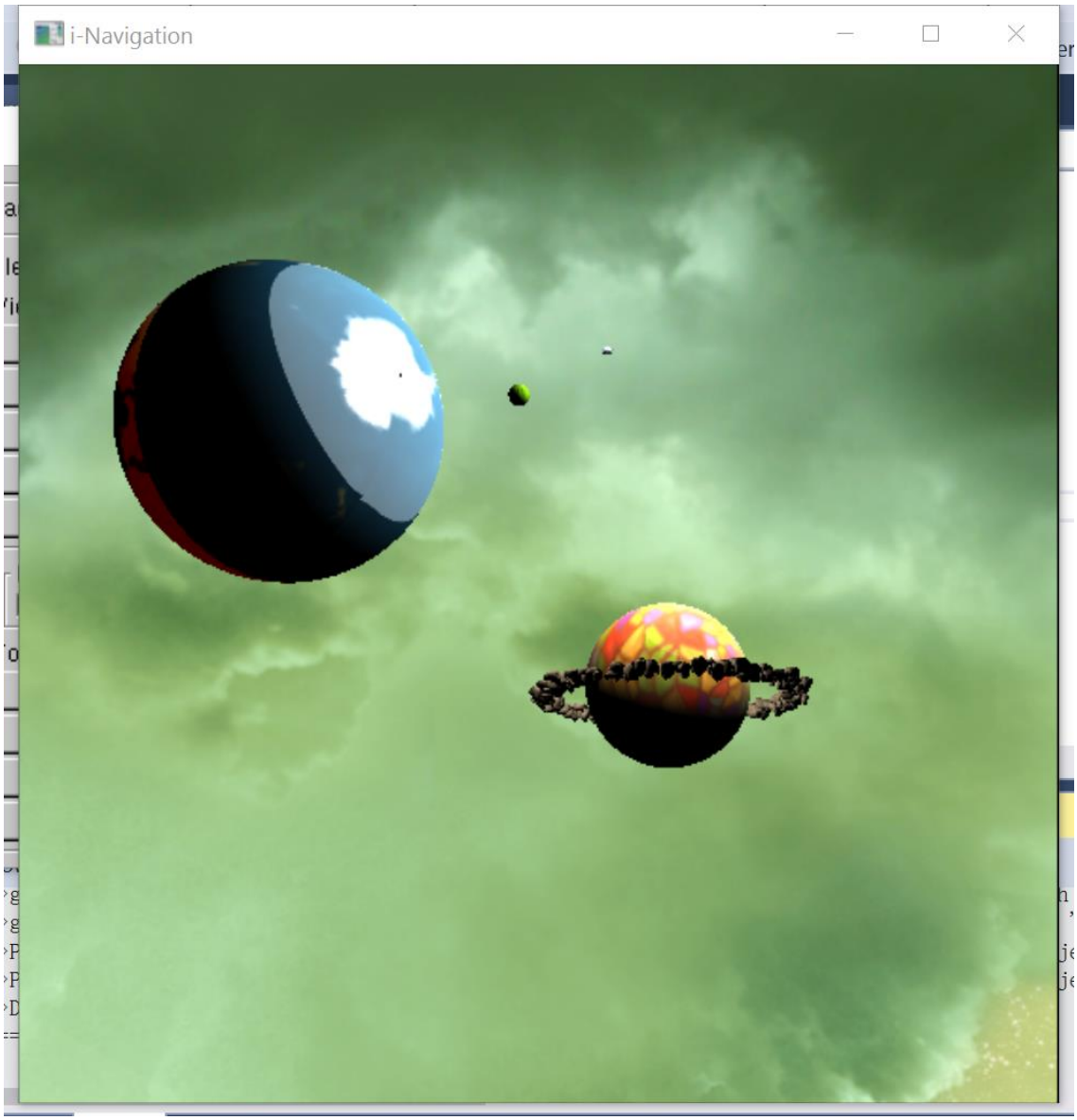
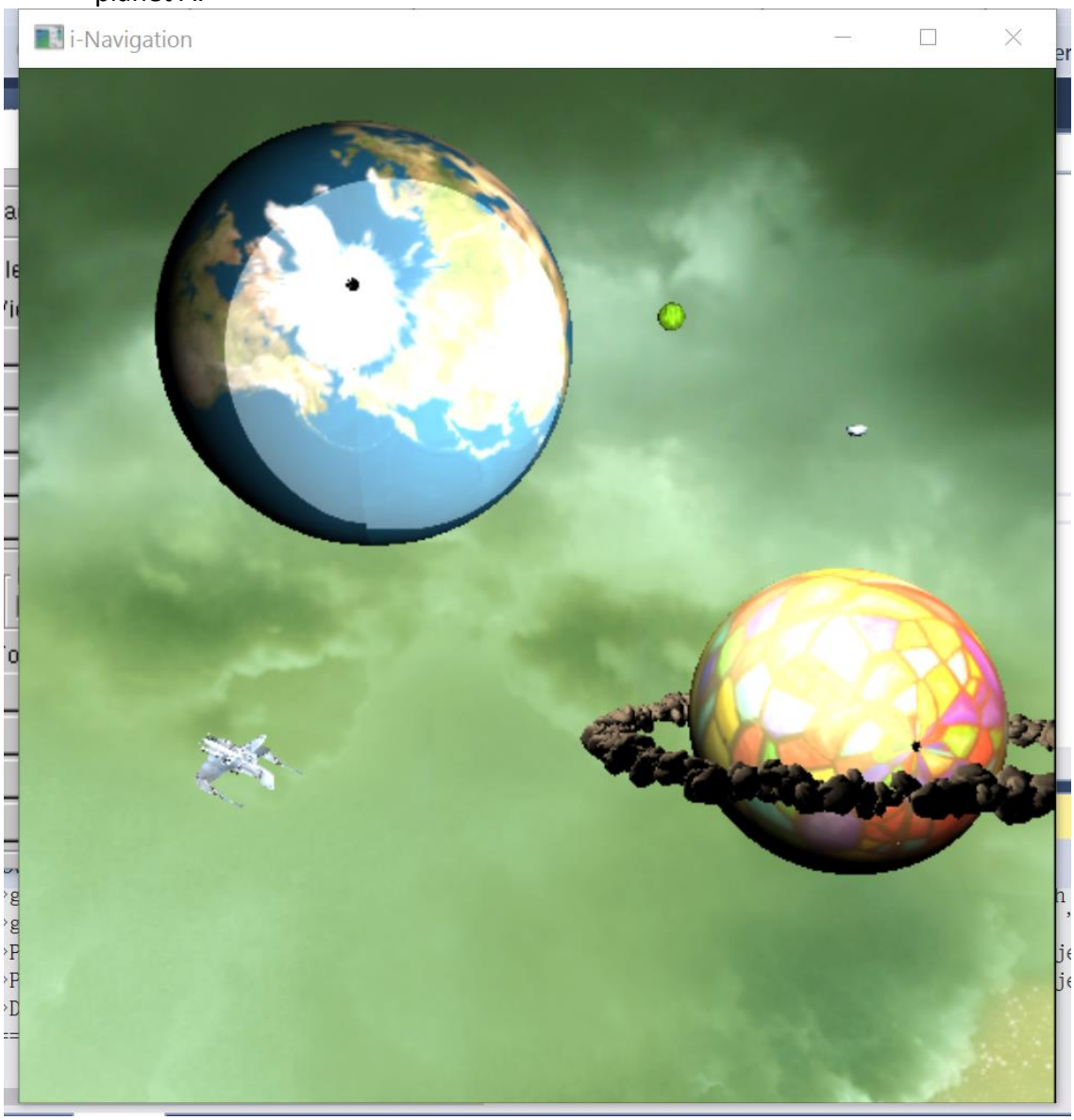
1. The frames from different time points which can illustrate the movement of all moving objects.



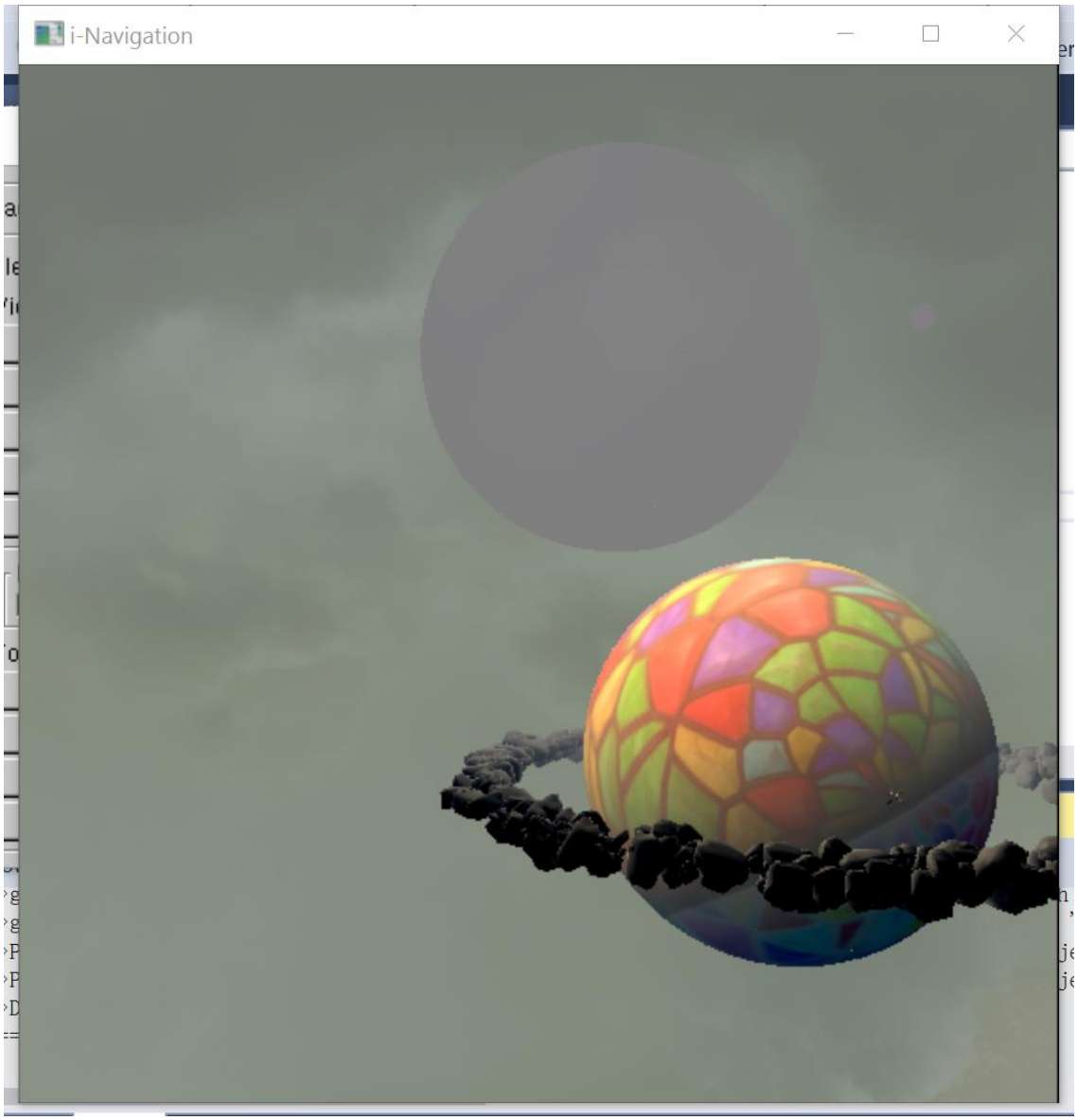
2. The frames which can provide close look at the basic light rendering results (zoom in function can facilitate you in this part).



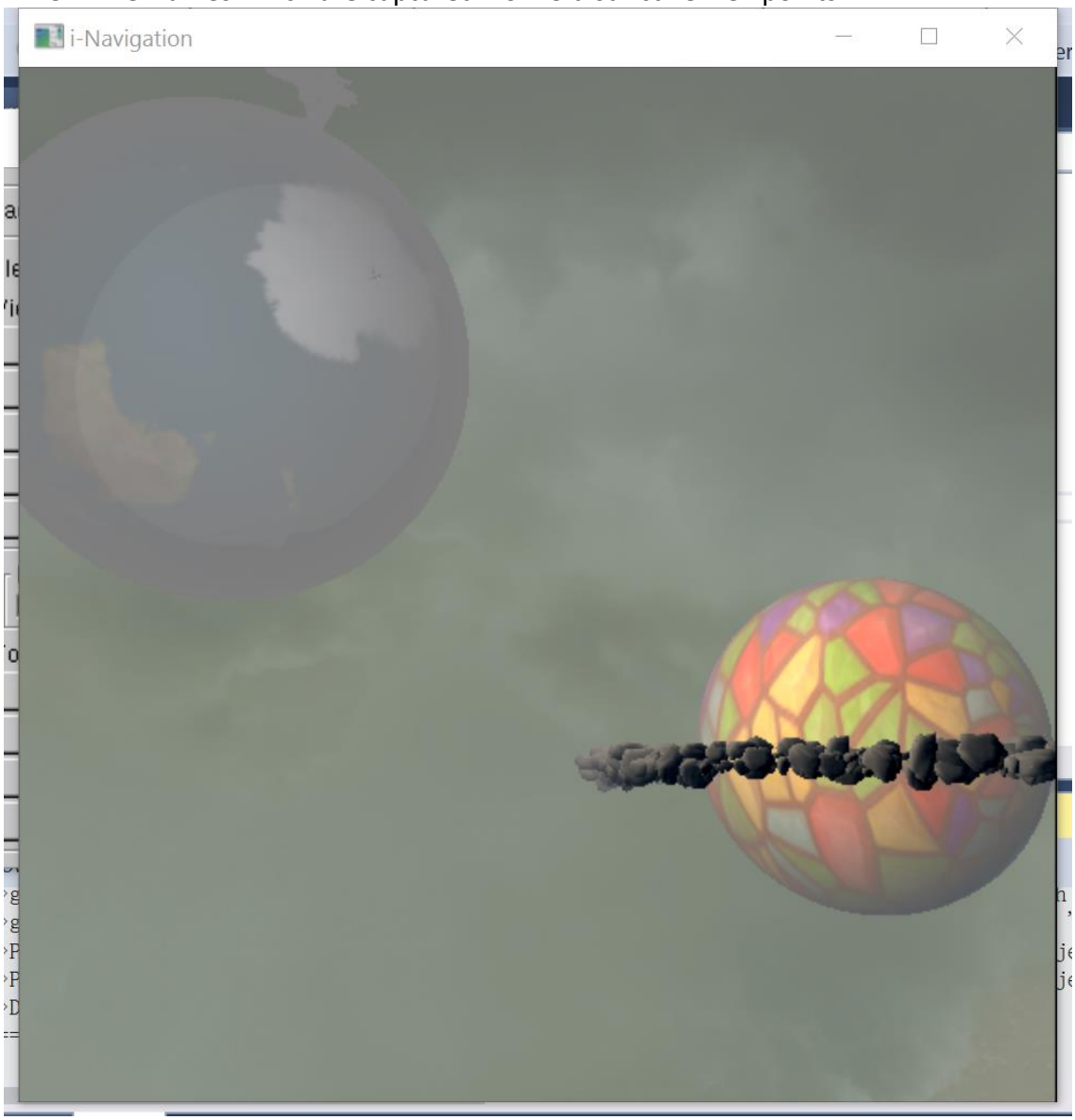
3. The frames which can provide close look at the normal mapping rendering results on planet A.

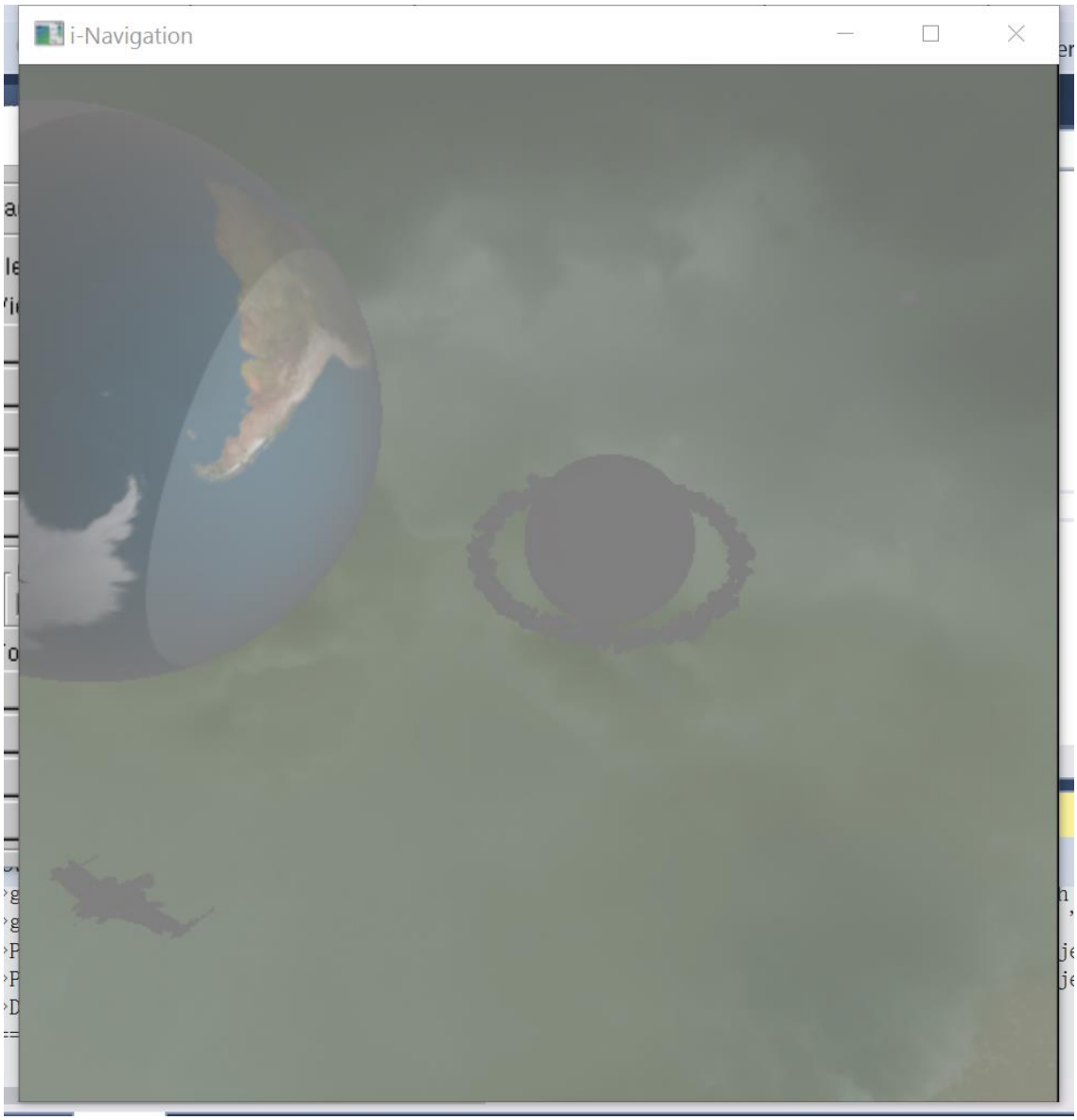


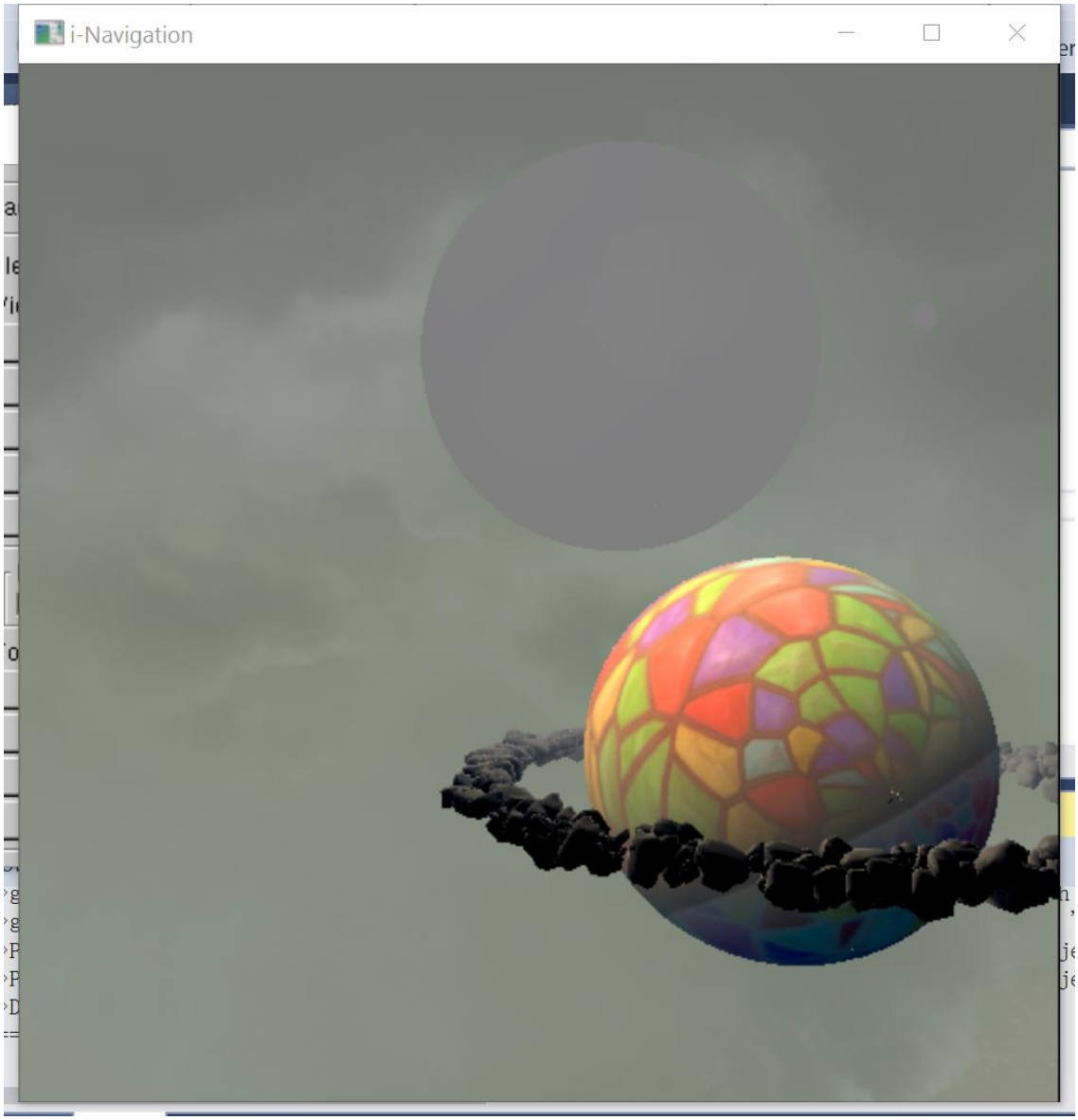
4. The frames which illustrate the fog effect with different visibilities.



5. The frames which are captured from 3 distinctive viewpoints.

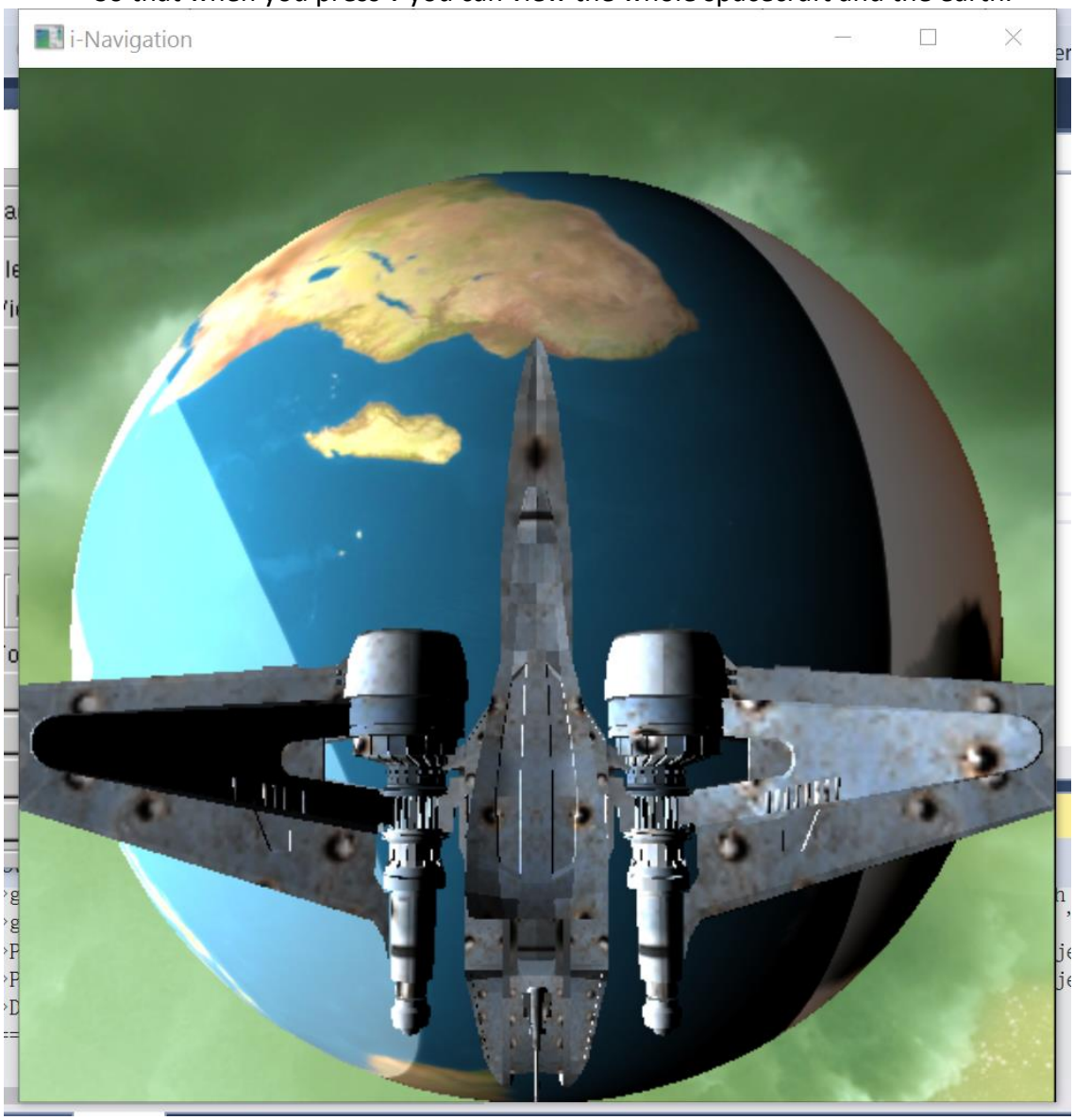



i-Navigation

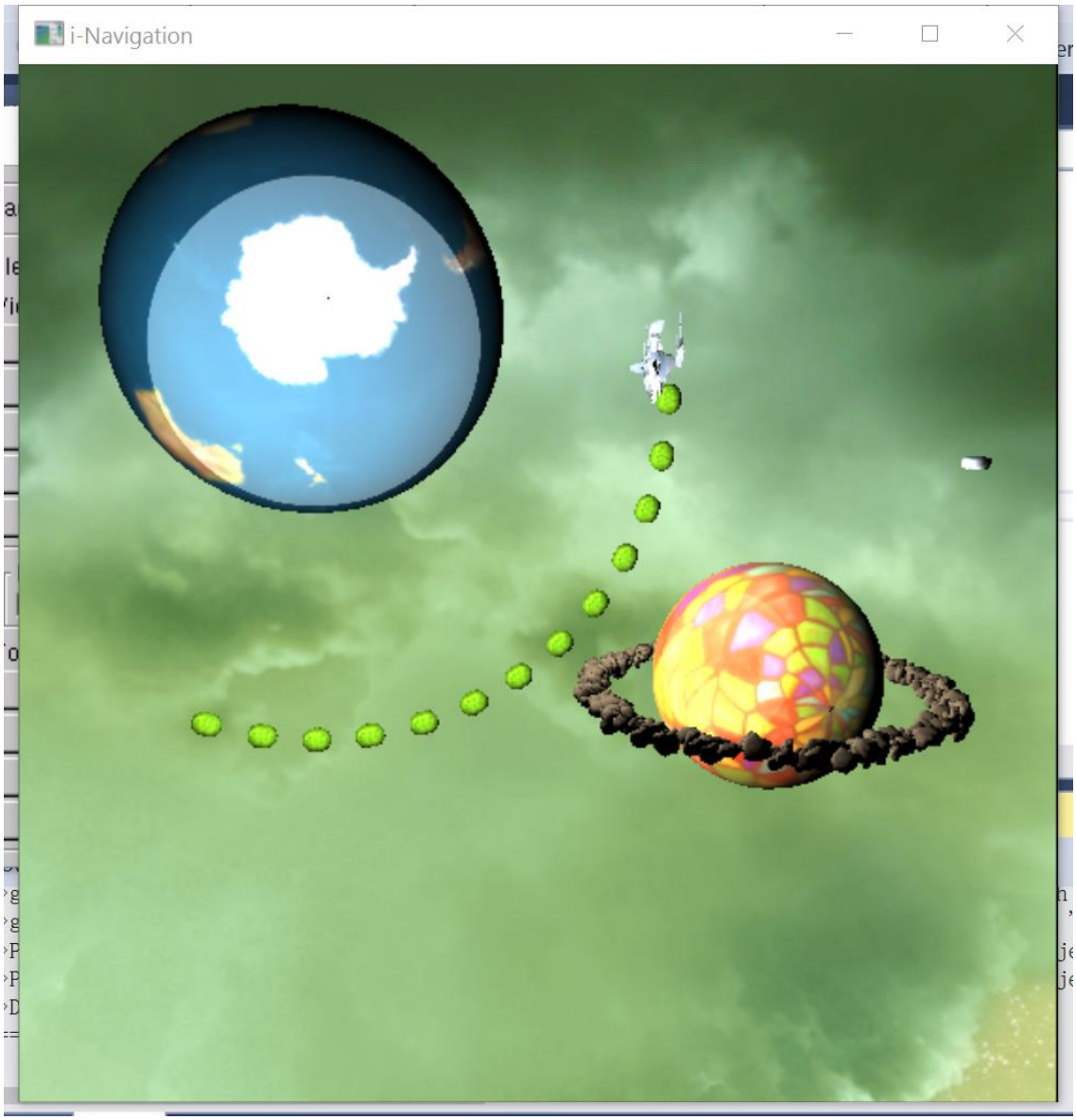

i-Navigation

6. The frames that can represent any bonus features that you have implemented. Some brief and necessary descriptions of your implementation details are appreciated.

- We add a view point on the vehicle with respect of it's position and earth's position. So that when you press v you can view the whole spacecraft and the earth.



- We store the position information of the vehicle in an array and design a function to render an object on the route of the vehicle. It will start rendering and stop by press b..



- Besides this, we have collision detection: when you reduce the orbit of vehicle to a certain degree such that the vehicle have collision with the earth, the vehicle will disappear. It just calculate the distance between vehicle and the earth and decide rendering. And we add a bgm for this scene, it will play when you run the project.