

CSE 20212: Fundamentals of Computing II

Group Project Report 1

Yuxuan Chen, Shuyang Li

Yuxuan Chen

Total time spent: ~6 hours

- Install Blender on Mac
- Research on exporting Blender models to OpenGL
 - *Reference: How To Export Blender Models to OpenGL ES: Part 1/3*
 - <http://www.raywenderlich.com/48293/how-to-export-blender-models-to-opengl-es-part-1>
- Start online courses on Blender
 - *Notes: Watched all the video tutorials in the link below and still working on the PDF tutorial.*
 - <http://gryllus.net/Blender/Lessons/Lesson01.html>
- Read *SDL Game Development* by Shaun Mitchell
 - *Notes: Read Chapter 3: Working with Game Objects*

Shuyang Li

Total time spent: ~10 hours

- Setup SDL2 and OpenGL development environment on Mac
- Start understanding OpenGL programmable pipeline
 - *Reference: OpenGL Programming Guide, 8th Edition*
- Start learning GLSL language for vertex and fragment shaders
 - *Reference: Learning Modern 3D Graphics Programming*
 - <http://www.arcsynthesis.org/gltut/index.html>