

Report Computer Graphics

Controls

C – Sets the camera from an automatic camera to a manual camera. Toggles on trigger.

WASD – Moves controls when the camera is set to manual. W(Forward) A(left) S(Back) D(Right)

B – Sets the Blur to entire scene. Toggles on trigger.

Shift – Goes Up on Y Axis.

Space Bar – Goes Down on Y axis.



Fig 1: In this image, we have a basic Island, with animated trees on the island, with a skeleton object and Chests. In this scene, we see an un-blurred scene which shows that the post-processing is currently not active. If we look closer to the water, we can see that the water is transparent, allowing us to see under the water to see the sand texture. We can also see the moon reflecting off the water clearly showing us that reflection works correctly. We can also see near the back of the map where the lighting has been set to give the main part of the beach more life, whereas on the back of the hills it's dark to give that effect that the sun/moon's position is on the other side.

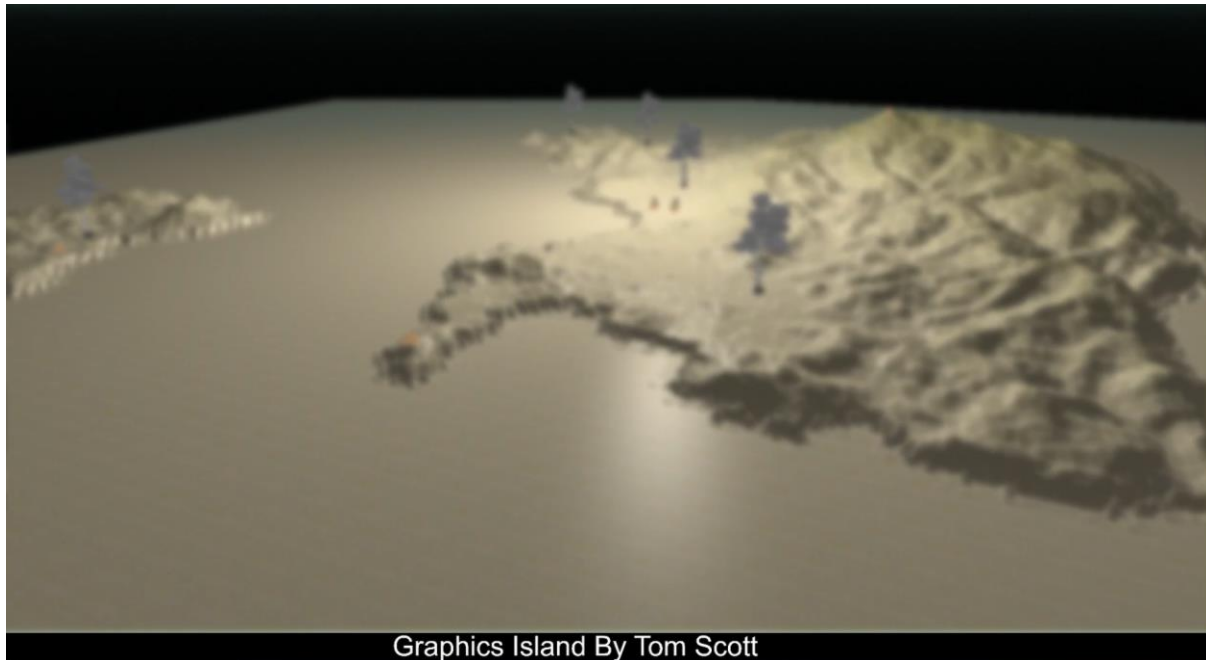


Fig 2: I wanted to demonstrate that post-processing is active and puts a blur across the world. This also takes away the water so that the user can see that there is a bottom to the heightmap and shows that it has all been textured and rendered.

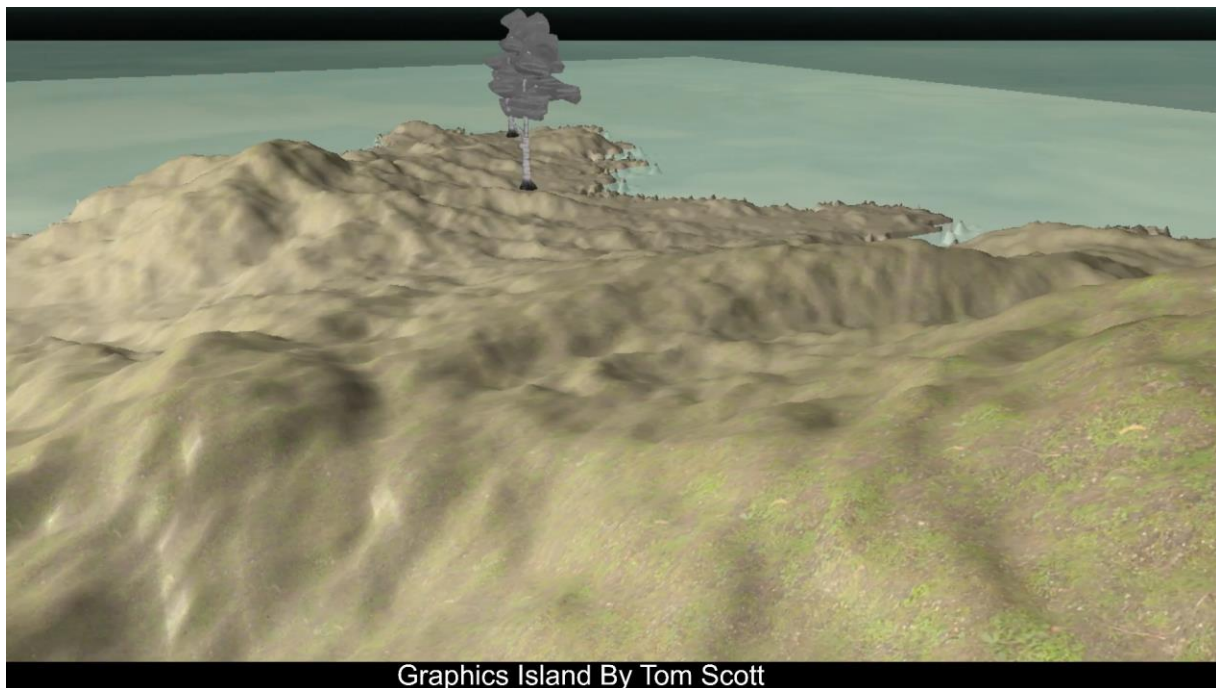


Fig 3: This was taken to show the different textures used to cover the terrain heightmap. When looking at the terrain we can see that near closer to the water has been set as sand and higher up you go the terrain starts to get a grass-like texture which has been done within the shader files.



Fig 4: In this picture I have 2 main points I would like to make about the skeletons and chests. The Skelton on the left with the chest on the left has been used to demonstrate setting a scene node child from another object. Current with these to objects on the left, the chest is the parent node of the skeleton whereas the parent of the chest is the root. This is to demonstrate the use of scene nodes. Whereas the skeleton with the chest on the right uses' animations. This skeleton is also drawn straight to the scene from the root. In this scene, both chests have active animation as does the skeleton on the right but the skeleton on the left does not have working animations. The trees in the background are also animated meshes.



Fig 5: This is just to show the cube map. When looking at the cube map be aware that there is a black strip around the map, but this is just as it was to give the effect that it is a horizon. I also used this map because it gave off a nice reflection on the water reflector.