Final project progress report

In week 1, I achieved:

1. Modeling: create and store a 3D object by draw three 2D "elevations" (front, top, side of "my dream house"). And create a 3D model (isometric) of the object from them.
2. Transform object: apply 3D (Translate/Rotate/Scale/SHear) transformations to the created object (isometric).

In week 2, I achieved:

3. Viewing: view your created object (Isometric) from multiple views.
4. Transform camera and light sources(s).
5. Generate different projections of the objects (dimetric, trimetric, oblique, perspective 1 point, perspective 2 point, perspective 3 point).
6. Edit/Change perspective projection vanishing points (1, 2, 3).

In week 3, I achieved:

7. Create texture mappings for the object.

In week 4 and 5, I will remain what I did before.

My project is almost completed. It draw three 2D elevations (front, top, side) of my house, then create one axonometric of the parallel projections: isometric. The house can be adjusted according to the user input. All the 2D elevations and the isometric can apply translate, rotate, scale, and shear transformations. The user can also transform by using the input number. The isometric can be viewed from multiple views that you can rotate it to view it. The house model is specific when transformed camera and light sources.

My project generates different projections of the objects (isometric, dimetric, trimetric, oblique, perspective 1 point, perspective 2 point, perspective 3 point). The last four projections can be adjusted by change the parameters that user inputs.

The last feature that my project achieved is the texture mappings. I create the door, windows, walls, roof and chimney texture mappings for my house, and want to make it looks like a real house.