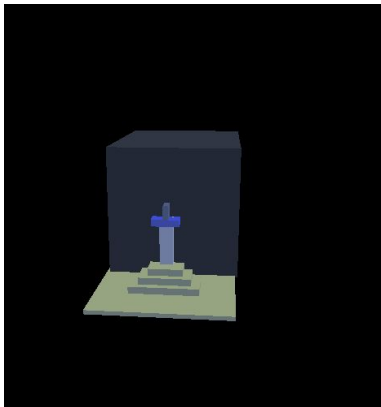


Project 2 Report

I had planned for my project to consist of several swords in the ground, somewhat like a battlefield, or like a duel had just taken place. I was going to first make a plane as my 'ground level' and then use the .obj files I exported to model the swords, parsing the information went ok but I ran into several problems of actually getting the swords to appear I thought I was making good progress but, after talking with you about it I realized that I wasn't as close as I thought, so with the deadline in mind I dropped the idea of using .obj files, for now. if I can better understand it maybe I'll try for project 3. So without the .obj files the first thing I did was use the block model to create another model (model of blocks) or in this case a very rough sword, I then created a sort of pedestal or platform for it(also out of blocks).



After losing the ability to use the .obj files I simplified my scene idea to a single sword,

the inspiration I would say came from the Zelda series. I tried to meet the project description by making the sword model. My lighting model seems to be working fine and when it comes to setting different aspects of the 3D scene it I think I completed most of them.

I had my fair share of difficulties I think, first when I exported an obj that had more information than I needed it made it harder to know what to parse, so I had to do a little poking around until I exported the correctly formatted .obj file. After parsing the file which went much smoother than I thought. I ran into my biggest problem of not being able to match up normals with the appropriate vertices, I didn't even really understand the problem I was having until it was explained to me. After I truly knew what was going on I gave up on it so I could atleast get some output before the project was due.

Also for the longest time I wasn't able to change the color of individual models so all my models were always the same color, I fixed that once I better understood ka.

I would say the only unique thing I tried to do was parse .obj files and failed miserably, I got a memory corruption error before I went and asked for help. In my submission I'll include the .obj files I was attending to use and here images if you wanted to see them.

