GO GREEN

THE GREEN TEAM

CG PROJECT

WHY GO GREEN?

going Green is the best way to say thanks to the earth.

we chose this topic to increase awareness , and to show you that simple changes in your lifestyle could change a lot .

ABOUT THE PROJECT

our project will show you some tips to how to go green. I we have make our project to be similar to motion graphics videos.

We have wrote a few methods using visual Studio opengl in c++.

IMPORTANT VARIABLES

FLAGS

to control the animetion

X , Y , ROTATE

to animate the object .

- x to move in x axis
- y to move in y axis
- rotate is the rotation angle

METHODS

ACATION METHOD

it helps us to animate our object using the animate variables .
we have 7 cases in this method each case have some images , the image have 3 states first is how to enter then how it stops on the screen and last how to exit the screen.

PLAYEARTH METHOD

this method is charging of rotation of the earth. We need it because the value of earth rotation won't effect by the timer In the action method.

INIT()

To load texture for each image and specify it's size

TEXT()

it allow us to create a text with a specific color and position, and show it on the screen

EARTH()

This method is to place the earth texture on the sphere.

SQUARE TEXTURE()

we use these methods to place the texture on our 2d shapes

KEYBOARD

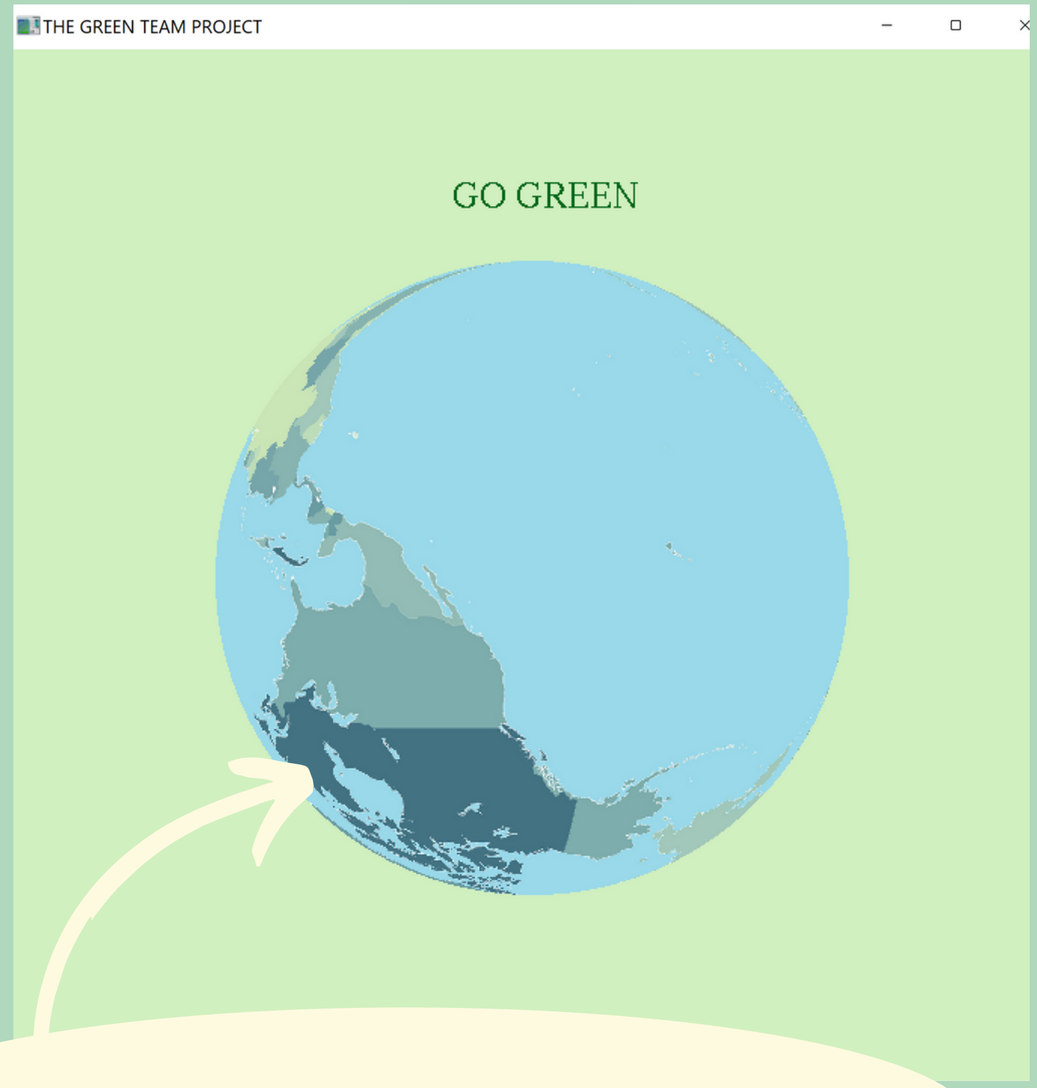
To move the images and control their speed and directions by changing the values of the variables, it also allows us to move between scenes using the keyboard

DISPLAY()

In display method first we have declared string And added the text to it.

also we have 7 cases , 1 and 7 are showing the earth image ,the others will show the earth image and a few more images , For each image we called x y and rotate variables from action method as attributes to the glrotatef and gltranslatef functions to move the object, Then we called the square texture method to place our texture to the object

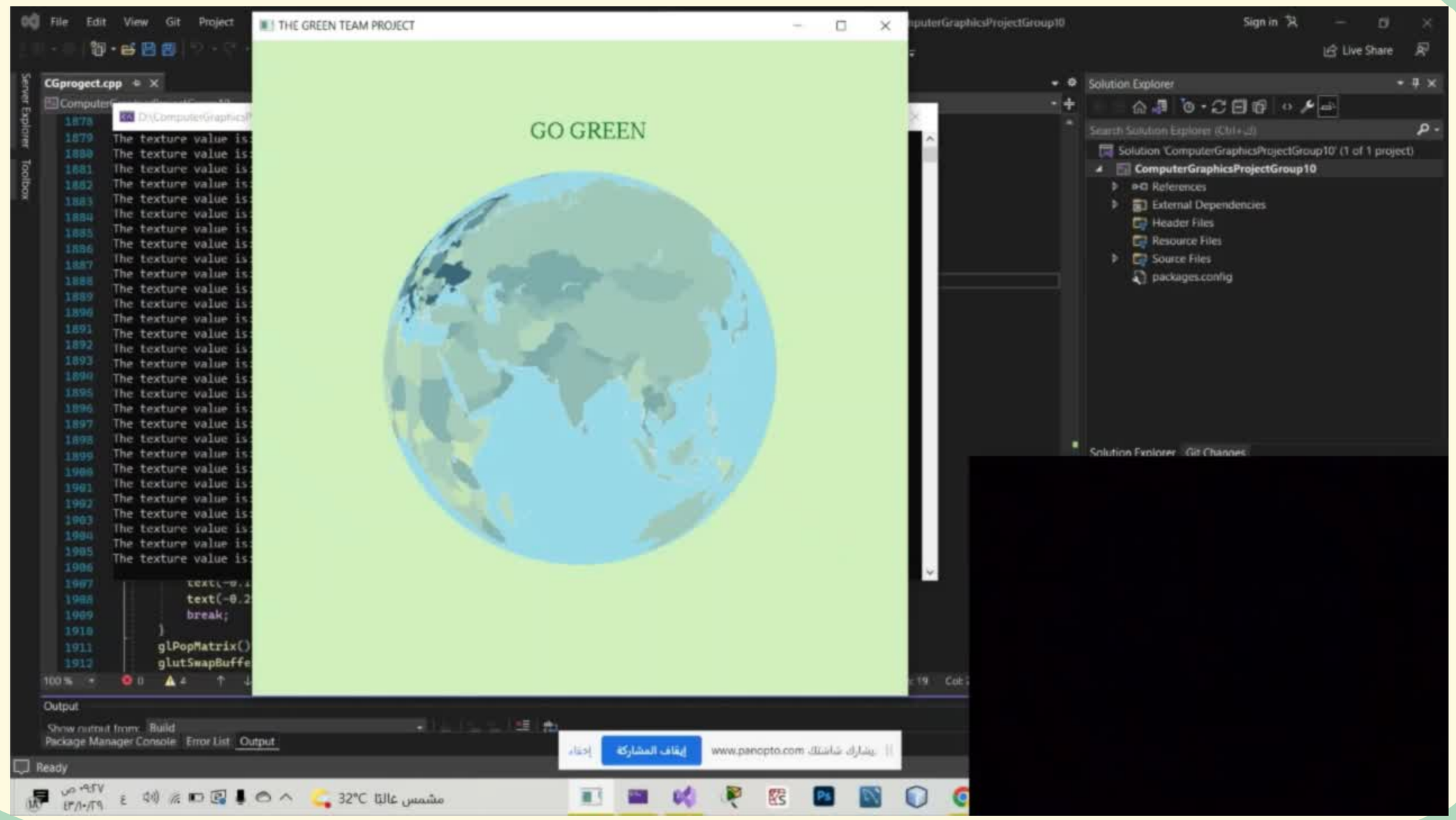
OUTPUT



SPHERE WRAPPED WITH TEXTURE

SQUARE WRAPPED WITH TEXTURE WITH SAME BACKGROUND COLOR

OUTPUT VIDEO



آلاء حسن سعيد	EARTH(), TEXT(),ANIMATION
تالة احمد بنجابي	CODE COLLECTED, PLAYVOICE(), CASE 6
جمانة حمدان منديلي	CASE 5 & SOME OF CASE4, VOICE RECORDING
رغد سليم العمري	CASE 4, PRESINTATION
وصال هاشم الحربي	CASE 3, PRESINTATION

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THANK YOU !