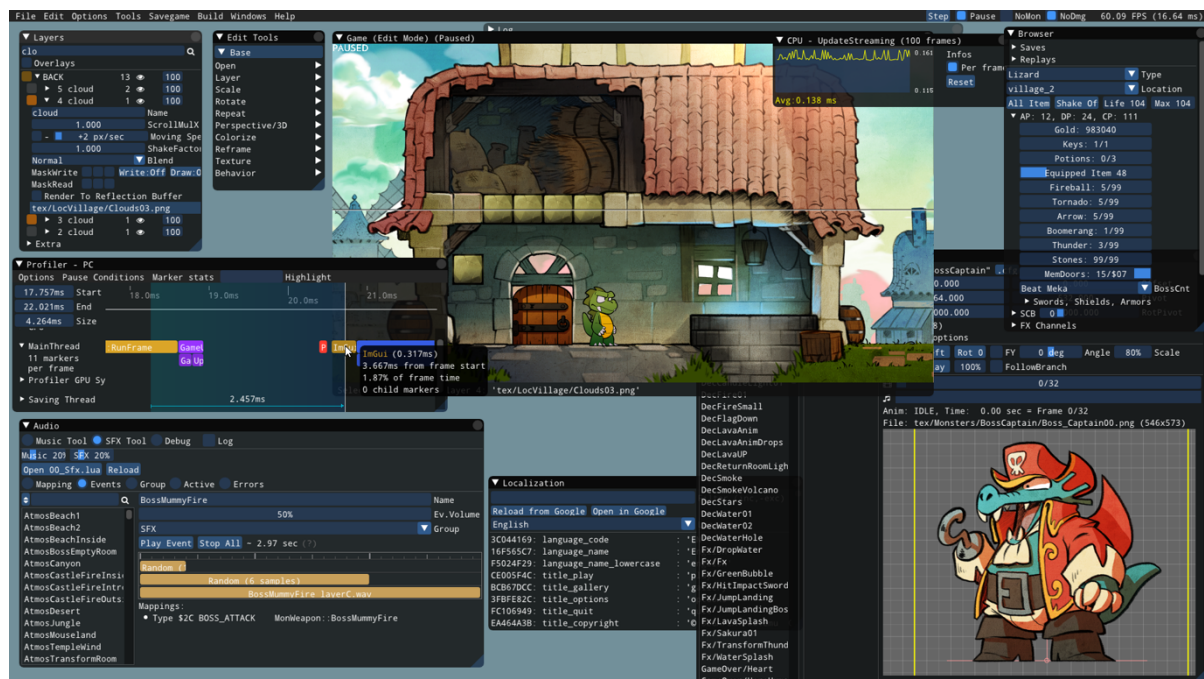# laSalle

RAMON LLULL UNIVERSITY

Master in Advanced Videgame Development 2018/19

Advanced Graphics 2 Final Delivery

Scene Property Editor

Task: Create a scene in your engine and use Dear Imgui to enumerate and edit as many properties of the scene as possible

Ideas (for inspiration!):
- **Materials**: enumerate all materials in scene. In editor, show/edit:
    o Properties of materials
    o Textures
- **Components**: Use existing object picking method to select an object. Create imGUI elements to edit properties of that component
- **Scripting**: Create a simple text parser/scripting language in order to add/modify elements to your scene
- **Picking**: use colour-based picking instead of collision-based picking: this avoids the need for the use of colliders on every object

http://www.opengl-tutorial.org/miscellaneous/clicking-on-objects/picking-with-an-opengl-hack/