

TDT4195 Assignment 3

Zaim Imran

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1 Assignment 3

1.1 Task 1c

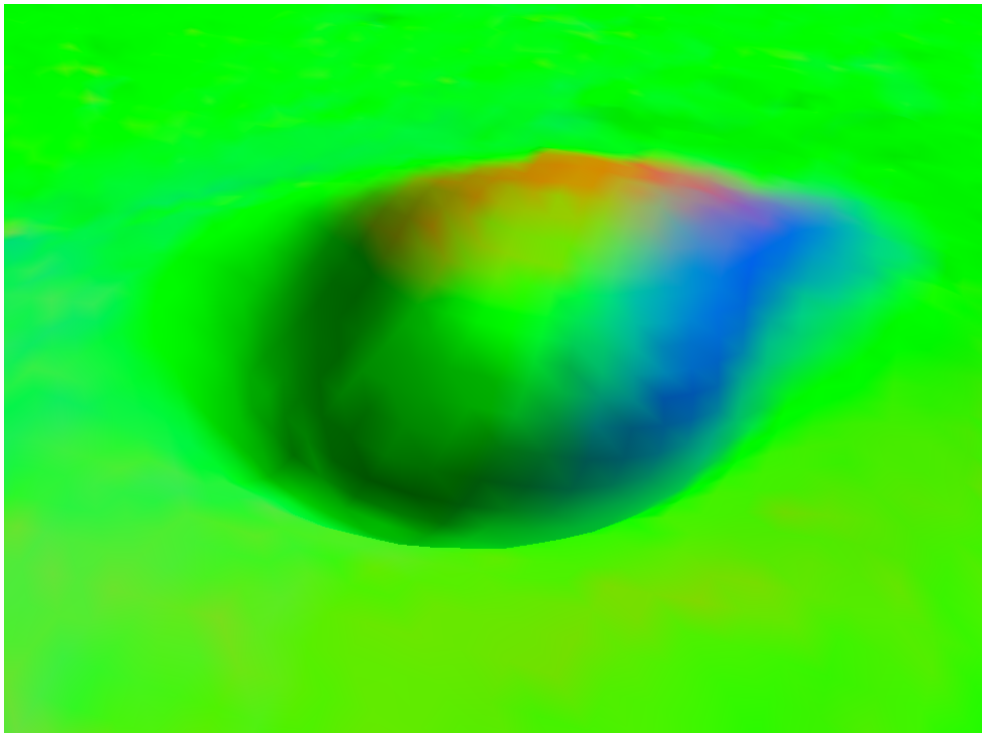


Figure 1: Terrain rgb color

Terrain with rgb colors

1.2 Task 1d

Terrain but instead of rgb colors we are using the normal vertices to shade the terrain.

1.3 Task 2c

Rendered helicopter in terrain.

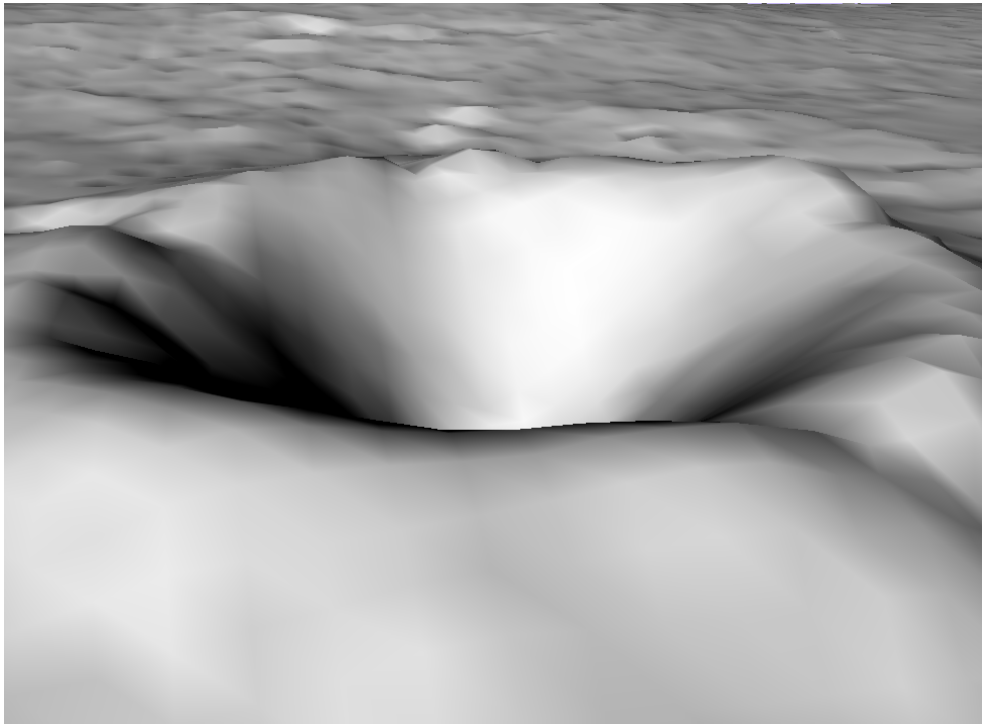


Figure 2: Terrain with normal vertices



Figure 3: Rendered helicopter

1.4 Task 5a

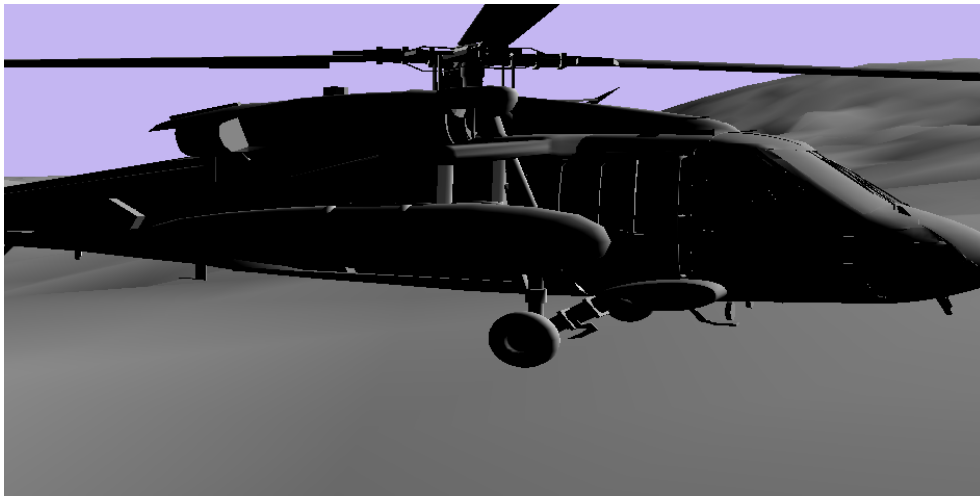


Figure 4: Helicopter right without normal vertices rotated



Figure 5: Helicopter left without normal vertices rotated

Helicopter rendered without rotated normal vertices, both left and right side. The dark shades are a lot stronger when the vertices are not rotated.

1.5 Task 5c

Helicopter rendered with rotated normal vertices, both left and right side. A lot more natural lighting on both sides.

1.6 Task 6a

Rendered 5 helicopters with offset to get 5 helicopters following each other :D



Figure 6: Helicopter right with normal vertices rotated



Figure 7: Helicopter left with normal vertices rotated



Figure 8: Five helicopters

1.7 Task 7d

By using the **x** and **z** buttons you are able to open and close the helicopter doors with a sliding animation.

1.8 Task 7f

The easter egg is hidden within the helicopter cargo hold.

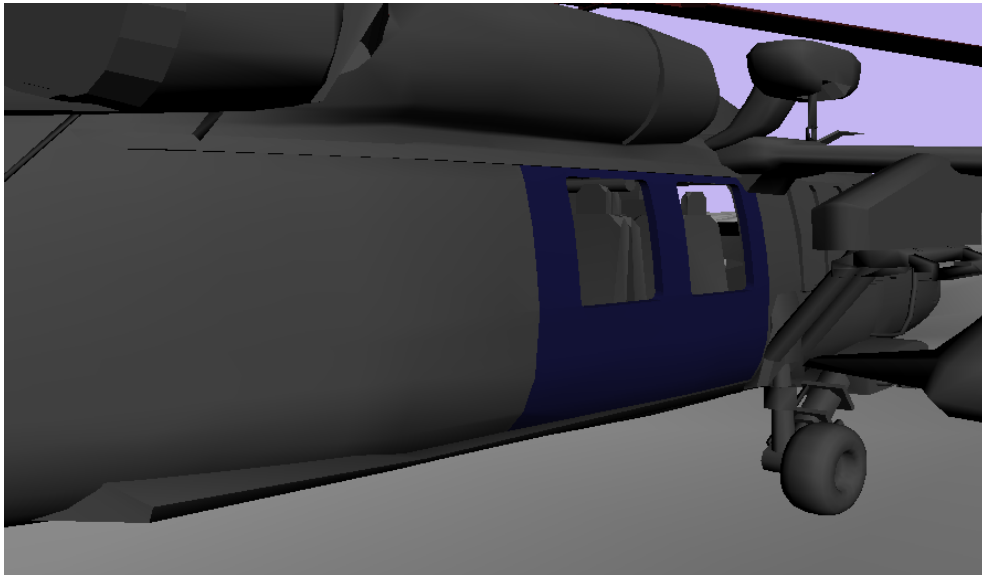


Figure 9: Closed Door



Figure 10: Mid Animation

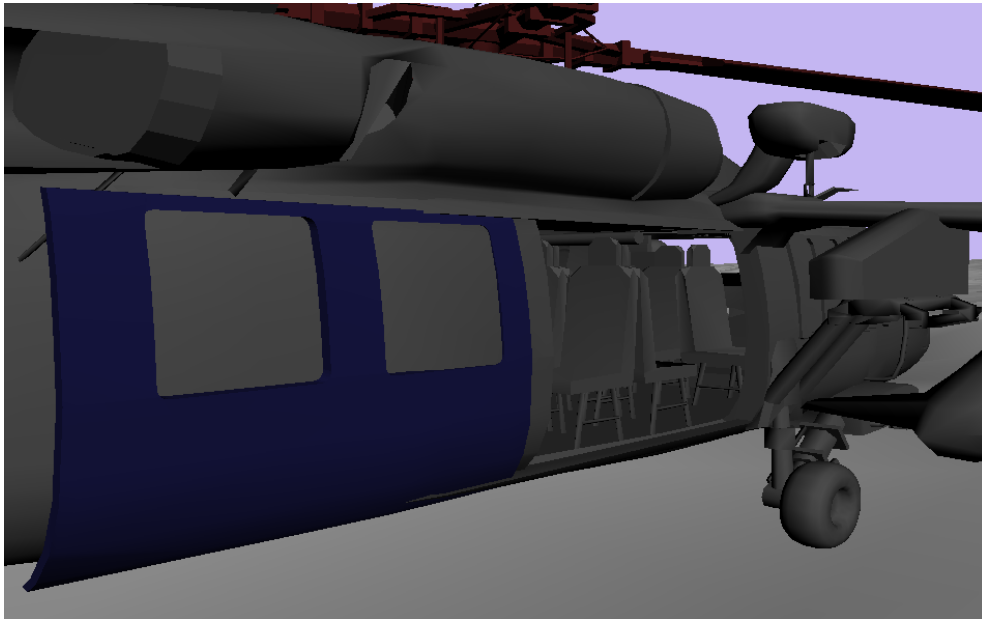


Figure 11: Open Door

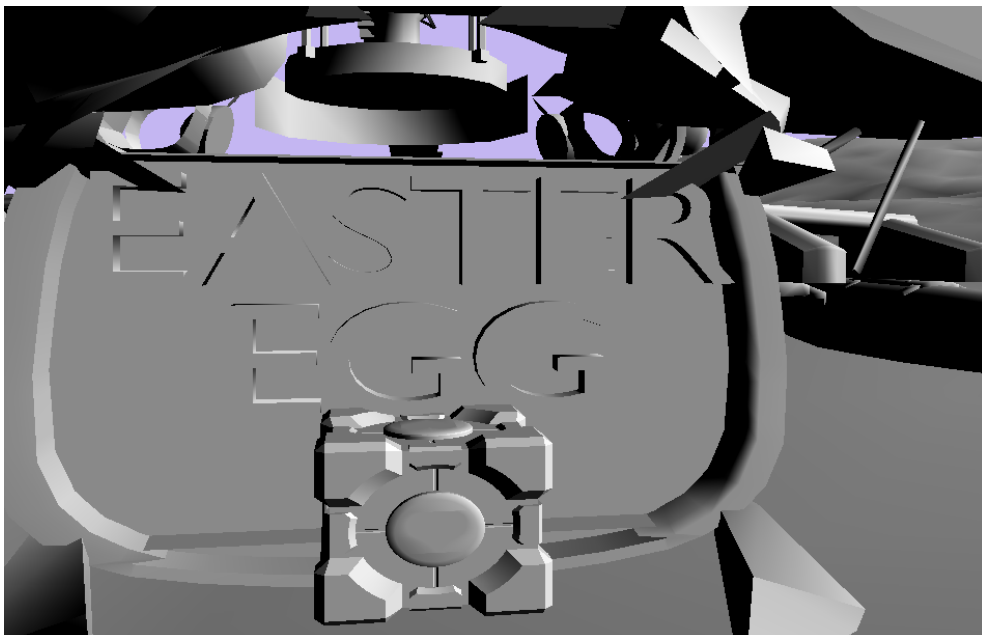


Figure 12: Easter egg