

Progress Report – April 25

Introduction

The purpose of this project is to create a model of a 3D object and apply as many features as possible to it. Features include transform object and camera, multiple views of created object, different projections of object, change vanishing points of object, and add a texture to the object.

Work Completed

Updated the layout and Manual.

Added implementation to the translation transform button.

Added a “RESET” button that sets the cube back to its starting position by resetting the page.

Added movement of the x-axis and y-axis when auto rotating.

I struggled to try to add a texture to each face of the cube. In the meantime, I decided to change the color of the cube to gold for the Bruins after their series win against the Leafs.

Brainstormed ways to implement sheering.

Work Scheduled

Add marble texture to each face of the cube.

Add implementation to the sheering transform button.

Add animation when clicking projection buttons.