

Progress Report – April 11

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.

Added implementation to the projection buttons; got one currently working (orthographic).

Work Scheduled

Get the remaining three buttons working possibly with exact degree measurements.

Add texture to each face. If not a different one to each, just marble for all of them.

Implement an algorithm that checks the projection of the cube at any given time and display it somewhere on the screen.