

Progress Report – April 18

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 remaining projection buttons. All four projection buttons work now: dimetric, trimetric, isometric and orthographic.

Created a Manual.

Added buttons for transformations.

Work Scheduled

Add texture to each face of the cube.

Add implementation to transformation buttons: sheering and translation.

Add animation when clicking projection buttons.

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

Update Manual.