

DM567 August 2018

Exercises 6

In these exercises, we start a larger project planned to be extended over the rest of the course.

The goal is to create a scene with some objects, a flying camera, and some objective that makes the program game-like. Examples can include:

- A part of outer space filled with planets of finite lifespan. The camera represents a spaceship, and your objective is to make the spaceship hit the most planets within a given time. Planets can be simple spheres.
- A similar scenario under water, with dolphins instead of planets (catch the most in a given time). Dolphins can be the model supplied in the accompanying material of the book.
- An area on earth where cars drives on a road curcuit. The camera represents a plane dropping bombs and you objective is to hit the most cars within a given time. Cars can be boxes (or models found on the web).

You are free to come up with your own ideas of similar (small) complexity.

1. Start on your project by creating a program containing a couple of your base objects (spheres, boxes,...).
2. Add a camera flying over your scene, controlled by keyboard input.
3. Add some lights to your scene.