



SPIDERMAN ANIMATION

CP411 FINAL PROJECT

November 22 2011

Spiderman Animation

Description

This project will consist of building a C/C++ program that will animate a Spiderman model in a simulated city landscape. The main object of the program will be the Spiderman model and the background city will be simulated by adding a surrounding city texture. The animations of the Spiderman model will be done by using transformations developed in previous assignments and a timer system. The Spiderman model will be located in a fabricated city, which will be made using the texture mapping features of OpenGL. The main goal of the project will be to create a simple Spiderman Model that will carry out a few animations in the simulated city and if time permits, more complex features can be added, such as a lighting system and enhanced animations.

Design and Implementation Plan

Objective 1: Create a city world by adding a city textures to the surrounding world planes.

Objective 2: Create a simple Spiderman Object model using simple shapes and add textures to create model.

Objective 3: Develop transformations that can be performed on the model that will build up to and permit for more complex movements.

Objective 4: Develop timed animations by using a timer system to control the complex transformations to simulate the movement of the Spiderman model in the real world.

Objective 5: Add advance features if time permits.

Schedule

November 24: Finish Objective 1
November 25: Finish Objective 2
November 27: Finish Objective 3
November 29: Finish Objective 4
November 30: Finish Objective 5

References and Tools

Dev-C++
C/C++
OpenGL
GLUT
GLUI

Spiderman Animation

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