

COMP 471

Nadia Chaouch

Assignment 2

How to Compile, Build and Run the program:

1. In the Windows environment, open the file called comp471.dsw using Microsoft Visual C++ 6.
2. To build the program, press F7.
3. To run, press F5
4. Control the camera using the buttons described in the Usage section.
5. To exit the program, press the ESC key.

Usage:

Key	Functionality
Right	Rotates the camera right
Left	Rotates the camera left
Up	Rotates the camera up
Down	Rotates the camera down
f	Moves the camera forward
F	Moves the camera backward
Esc	Exits the program

Structure of the Model:

This section includes a text description as well as some screenshots of the submersible.

Submersible Body:

The submersible's body is modeled using a cylinder. The prow is composed of a sphere and the stern is a cylinder in which the propeller is contained. The propeller itself is a triangle strip. The entrance is yet another cylinder and includes a cover.

Manipulator Arms:

The manipulator arms are formed by a series of cylinders and spheres. They are finished off by a threesome of finger-like manipulating devices. The arms were designed to be easily movable at the joints and are contained each within their own matrix to ensure that they are independent.

Specimen Basket:

The basket is modeled as a set of polygon (faces). The bottom of the basket is shown in different color from the sides to allow the viewer to see that it is in fact an empty basket with no lid.

