

Twinkle Twinkle

From Nointrigue

Twinkle Twinkle is my Semester 2, 2005 project with the following aims:

- Familiarisation with 3D graphics programming using OpenGL, in particular with lighting and materials
- Visualisation of large, sparse data sets, in particular astronomical data

The project is divided into two sub-projects, GLVis, which addresses the first of the points above, and AstroVis, which addresses the second of the points.

Note: Due to the large number of pages that comprise the documentation for this project, I will not copy across the bulk of it. See <http://wiki.vislab.usyd.edu.au/moinwiki/TwinkleTwinkle>.

Contents

- GLVis
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GLVis

- OpenGL
- JOGL basics
- Lighting in OpenGL, including its limitations
- Materials in OpenGL

See: GLVis documentation (<http://wiki.vislab.usyd.edu.au/moinwiki/TwinkleTwinkle/GLVis>)

AstroVis

- Hierarchical data structures including octrees
- Texturing and billboarding
- Camera animation

See: AstroVis documentation (<http://wiki.vislab.usyd.edu.au/moinwiki/TwinkleTwinkle/AstroVis>)

Download

- Local mirror

People

- Supervisor: Nick Lowe (<http://nick.onetwenty.org>)

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Twinkle Twinkle - Enoch Lau's wiki

- Researcher: Enoch Lau

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