Final Project Homework – CMSC405

1. The final project is where you build and design an OpenGL project that incorporates much of what you have learned this semester.
2. I am leaving what you do for the final project somewhat up to you. I provide the following guidelines:
   a. The work must be something you created for this class and is original work. (It is Ok to borrow code snippets (and reference those) but I want you to piece this project together and make it your own. Make it something you want to do.
   b. It needs to include some geometric transformations, animation and a menu system and lighting effects. It doesn't have to overly complex, but it should be something you are proud of and demonstrate your knowledge gained in this class.
   c. It can be a game, a simulation, or visual effect or anything else that you want to do in the OpenGL environment.

Summary of my work

I modeled a 3D character with a running animation. The name of the character is Ryujin Mabuyer who is a hugely popular local hero in Okinawa. He has an enormous popularity especially among kids. Kids enjoy not only TV broadcast series and a movie but also goods and shows at shopping malls of Ryjin Mabuyer. Actually, my company is one of the sponsors of the character, and we made its web sites and apps. Currently, Mabuyer has not been 3D computer-generated yet, so I first turned it into a 3D object unofficially.

Ryujin Mabuyer English Page : http://www.mabuyer.com/en/

Operating instructions

Press 'r' - rotate right

Press 'l' - rotate left

Click left mouse button - run

Execution result