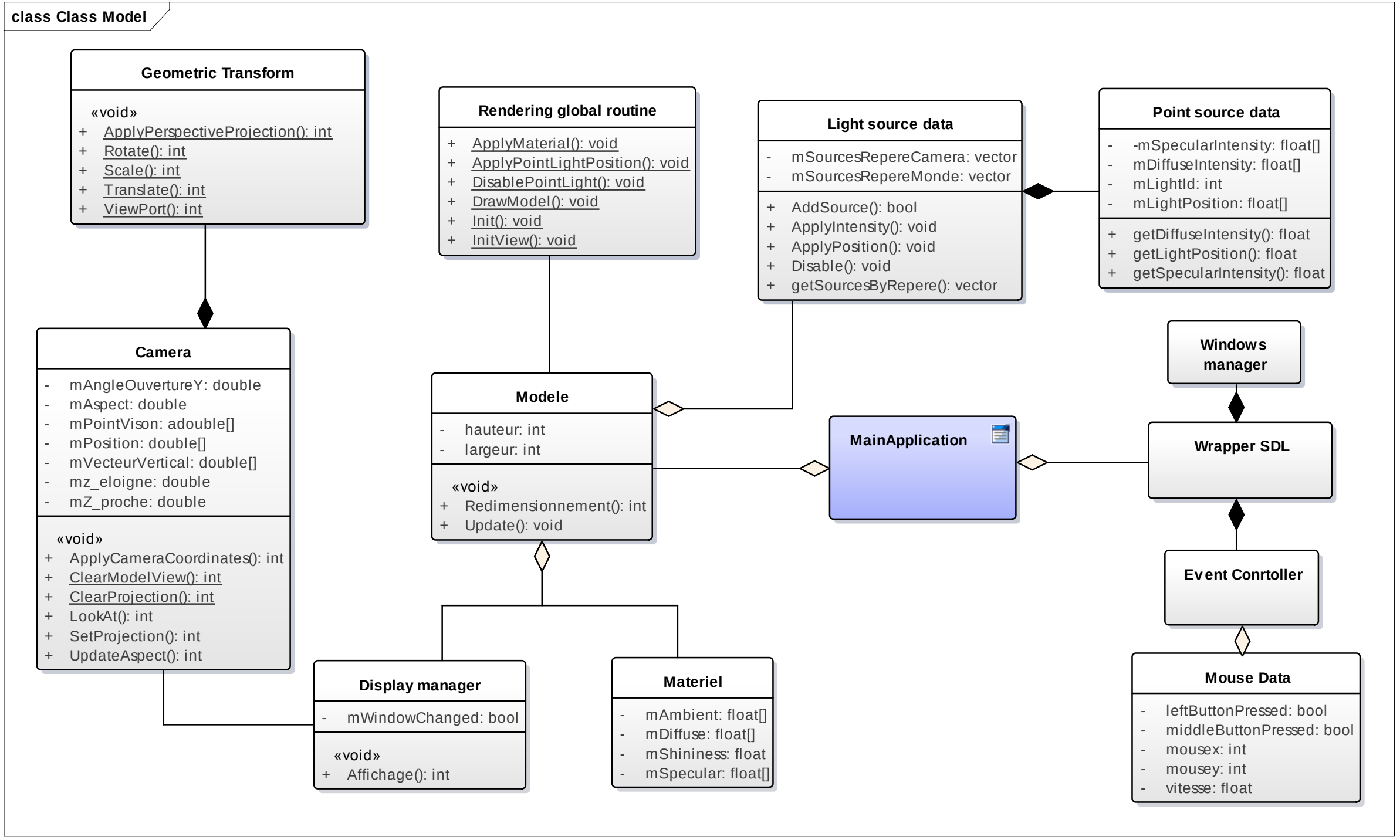
class Class Model
Geometric Transform
«void»
+ ApplyPerspectiveProjection(): int
+ Rotate(): int
+ Scale(): int
+ Translate(): int
+ ViewPort(): int
Rendering global routine
+ ApplyMaterial(): void
+ ApplyPointLightPosition(): void
+ DisablePointLight(): void
+ DrawModel(): void
+ Init(): void
+ InitView(): void
Light source data
- mSourcesRepereCamera: vector
- mSourcesRepereMonde: vector
+ AddSource(): bool
+ ApplyIntensity(): void
+ ApplyPosition(): void
+ Disable(): void
+ getSourcesByRepere(): vector
Point source data
- -mSpecularIntensity: float[]
- mDiffuseIntensity: float[]
- mLightId: int
- mLightPosition: float[]
+ getDiffuseIntensity(): float
+ getLightPosition(): float
+ getSpecularIntensity(): float
Camera
- mAngleOuvertureY: double
- mAspect: double
- mPointVison: adouble[]
- mPosition: double[]
- mVecteurVertical: double[]
- mz_eloigne: double
- mZ_proche: double
«void»
+ ApplyCameraCoordinates(): int
+ ClearModelView(): int
+ ClearProjection(): int
+ LookAt(): int
+ SetProjection(): int
+ UpdateAspect(): int
Modele
- hauteur: int
- largeur: int
«void»
+ Redimensionnement(): int
+ Update(): void
MainApplication
Windows manager
Wrapper SDL
Event Conrtoller
Mouse Data
- leftButtonPressed: bool
- middleButtonPressed: bool
- mousex: int
- mousey: int
- vitesse: float
Display manager
- mWindowChanged: bool
«void»
+ Affichage(): int
Materiel
- mAmbient: float[]
- mDiffuse: float[]
- mShininess: float
- mSpecular: float[]