
Subject: Re: UltimateOpenGL [BETA] 3D engine
Posted by [Xemuth](#) on Tue, 03 Dec 2019 22:42:04 GMT
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Hello,

Here is some screenshot of UltimateOpenGL loading 3D model:

You can also find a gif of the model rotating here : <https://i.imgur.com/QYLhb2J.mp4>
(The framerate of the gif is not the same as reality)

How to do it :

```
/**All basic code to set Up glfw is coming before see my exemple or Readme of my
GITHUB**//
context.AddTexture("sand",TransformFilePath("/Textures/sand.jpg")); //Load sand texture

Scene& myScene = context.AddScene("main");
myScene.AddCamera("main");
myScene.SetBackgroundColor(context.TransformRGBToFloatColor(40,180,200));

Mesh m; //Use to simulate the flat float under the model
m.GetVertices().Add().SetPosition(glm::vec3(-20.0f, 0.0f, -20.0f)).SetTexCoords(glm::vec2(0.0f,
20.0f));
m.GetVertices().Add().SetPosition(glm::vec3(20.0f, 0.0f,
-20.0f)).SetTexCoords(glm::vec2(20.0f, 20.0f));
m.GetVertices().Add().SetPosition(glm::vec3(20.0f, 0.0f, 20.0f)).SetTexCoords(glm::vec2(20.0f,
0.0f));
m.GetVertices().Add().SetPosition(glm::vec3(20.0f, 0.0f, 20.0f)).SetTexCoords(glm::vec2(20.0f,
0.0f));
m.GetVertices().Add().SetPosition(glm::vec3(-20.0f, 0.0f, 20.0f)).SetTexCoords(glm::vec2(0.0f,
0.0));
m.GetVertices().Add().SetPosition(glm::vec3(-20.0f, -0.0f,
-20.0f)).SetTexCoords(glm::vec2(0.0f, 20.0f));

Object3D& floor = myScene.CreateGameObject<Object3D>("floor",m); //Lets create floor
floor.BindTexture("sand");

Object3D& modele = myScene.CreateGameObject<Object3D>("modele");
modele.LoadModel("C:\\Upp\\myapps\\ExempleUltimateOpenGL_V3\\obj upp\\upp.obj");
//Loading of model

modele.GetTransform().SetNewPosition(glm::vec3(0,4,0)); //Set new position
modele.GetTransform().ScaleNewValue(glm::vec3(0.05f,0.05f,0.05f)); //Scale the model

modele.SetOnDrawFunction([](GameObject& gm){ //Bind event on draw
double rotation = glm::cos(context.GetEllapsedTime())/100;
```

```
gm.GetTransform().RotateFromEulerAngles(context.GetDeltaTime() * 2,glm::vec3(0,1,0) );
});

myScene.Load();
while(!glfwWindowShouldClose(window)) {
    processInput(window);

    glfwSetWindowTitle(window, "UltimateOpenGL V3 - " +AsString(context.GetFPS()) +" FPS");
    try{
        context.Draw(); //Draw the context
    }catch(UGLException& e){
        LOG(e.what());
    }

    glfwSwapBuffers(window);
    glfwPollEvents();
}
glfwTerminate();
```

As you can see it's very simple !

Next step before digging the physic is to impletement animation and FBX support.
If you are interesting in 3D model of UPP Symbol, ask me !
