Subject: Re: Geom cleanup - what do you use?
Posted by koldo on Tue, 18 Jun 2024 13:58:05 GMT
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Hi Oblivion

Although I think the original post was not devoted to show this code, it is very interesting.

To run it in Windows and CLANG as deployed in U++, I have had to do a couple of changes:

- Set 'struct' instead of 'class' in 'template<typename T> struct Point3_;'
- In 'Perspective', 'Frustum' and 'Ortographic', replace 'near' and 'far' with other names. Maybe they are reserved.

The speed is right, even moving >15000 panels. I have opened the teapot four times, moving it to different positions to avoid overlapping.

There are minor details that can be added, such as the definition of background colour, object colour, location and lighting intensity, but, overall, this demo has the highest interest versus size ratio I've seen in a long time :)

A question: the broken panels selected in red, are they a defect from the original model, or are a defect in rendering?

File Attachments
1) image.png, downloaded 347 times