

# STUDY AND IMPLEMENTATION OF THREE-DIMENSIONAL USER ASSISTED MODELING FOR HOME DESIGN

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## ABSTRACT

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The title of this project is “Study and Implementation of Three-Dimensional User Assisted Modeling for Home Design”. This project is about developing an exteriority of a 3D house model. The aim of this project is to create a 3D exterior design for house developers and home owners and also architects. The core of the system developed is concerning to be reliable, reusable and optimized.

In the developed system, the author set the 3D and 2D primitives objects render in scene and allows users to select and so specific functions on them. The objects will then rotate it let the users have view on every angle of the model.

With OpenGL, this system can be run on any platforms shall it be Windows, Linux, Mac OS-X and so on. This project is beneficial for people who are involved in education and research that they could use this project frame work on which to build their own projects. This makes the system an attractive option for use in private, commercial, research or hobby projects. The programming language that the authors intended to use in implementing system is C++.

This documentation assist the system’s specifications and explaining in detail on the project that is being undertaken by the author. This documentation is prepared al0ong with the development of the project process. This documentation also will assist other developers who want to improve or maintain the system.