

# MV3204 Final Project

## Pirate Mother Skiff

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# Motivation

**April 1, 2010**

(April Fools... We're not a merchant!!)

**Indian Ocean:** 200 nm NW of Seychelles. 600 nm East of Somalia.



## **Mother Skiff:**

2 persons on board (D4 & D5), 15 – 55 gal drums, 22 LED flashlights, lots of food and water.

Attack Skiff sunk 7 hours prior



# Scenario summary

- Pirates mistook USS Nicholas FFG 47 as a merchant
  - Night time deceptive lighting
  - Began firing
- Captured pirates and held them
- Resolution
- Links to public reports

# Chapter Objectives

- Chapter 2: Primitive Geometry
  - 55 gallon drum (made using Cylinders)
  - Transparent Box for Text Touch Sensor
  - Box for Ocean
- Chapter 3: Transform, Grouping, and Inline Node
  - Transform/grouping throughout
  - Inline for MotherSkiff and drums
- Chapter 4: Viewpoint
  - 3 viewpoints used in main scene

# Chapter Objectives cont.

- Chapter 5: Texture and Material
  - Texture for Ocean and Jolly Roger flag
  - Material for the paint on skiff and drums
- Chapter 6: Indexed Face Set
  - Mother Skiff entirely made up of Indexed Face Set
- Chapter 7: Position Interpolation, Orientation Interpolation, Time Sensor
  - Ship's movement & Ocean movement
  - Time sensor for ocean and skiff

# Chapter Objectives cont.

- Chapter 8: Touch Sensor
  - Used to start movement of skiff

# Lessons Learned

- Indexed Face Set drawing: Counter-clockwise
- Use comments in scene to separate sections
- Good design is key: Measurements/dimensions would have been nice!
- Draw out routes and interpolators

# Future Work

- Detail, detail, detail!!!!
  - Tiller
  - Ropes
  - Canopy
  - Inner section
  - Tire
  - Better texture (skiff and drums)
- Incorporate into a simulation and my thesis

**QUESTIONS, COMMENTS,  
OR CONCERNS???**