<Computer Graphics Assignment 2: Obj viewer & drawing a hierarchical model>

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1. Which requirements I implemented

A. ClassAssignment1 - O

B. single mesh rendering mode – O

C. Animating hierarchical model rendering mode - O

3 different meshes: car, wheel, lego

-> 사람 -> 바퀴 -> 차

(사람이 걸으면 바퀴가 돌고 자동차 본체가 움직임)

D. Lighting & Etc – O

Extra)) Toggle smooth shading (single mode에서만 가능)

2. A hyperlink to the video uploaded to Internet video streaming services

https://youtu.be/4bOEqnrAg3c

3. Lighting configuration

A. How many light sources? 2

B. Where do you put the light sources? (3, 4, 5), (-3, -4, 5)

C. What is the type of each light source (point light or directional light)?

Light0: directional, Light1: point