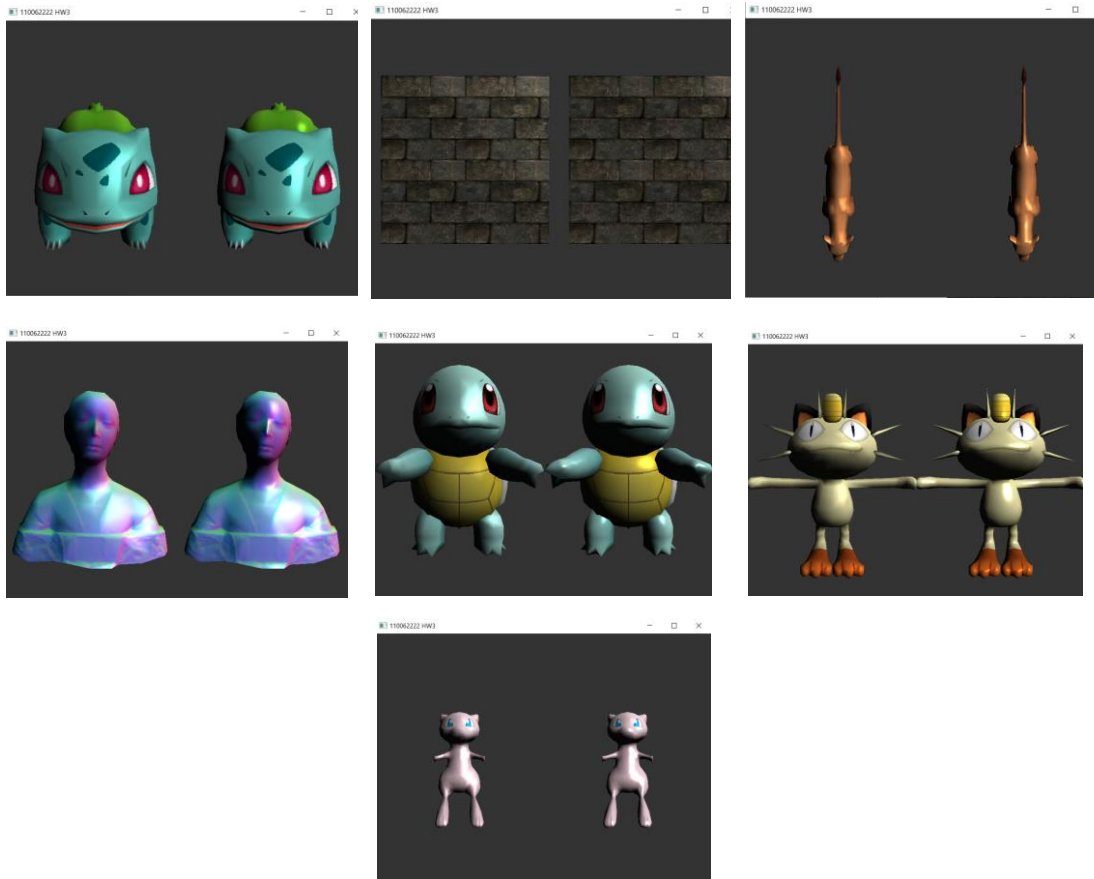


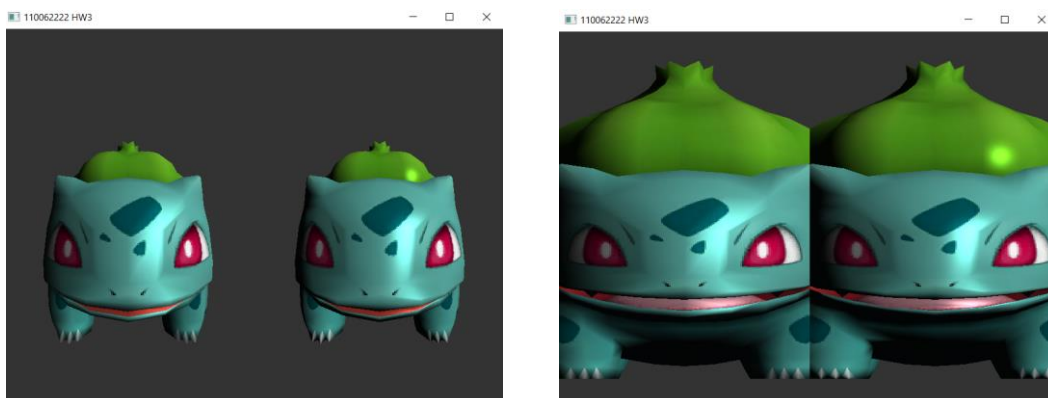
Assignment 3 Report

Some Screen Shot

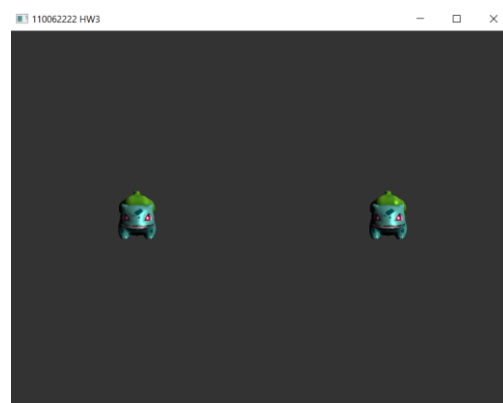
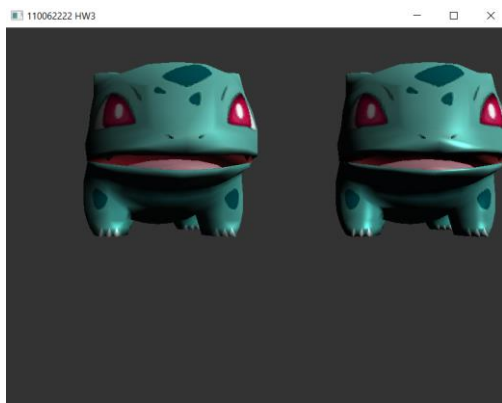
- Switch models



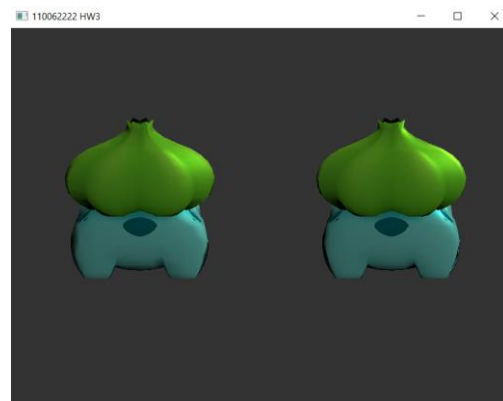
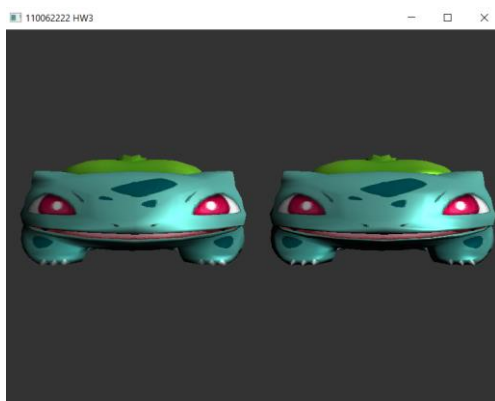
- NDC Perspective projection vs Orthogonal projection



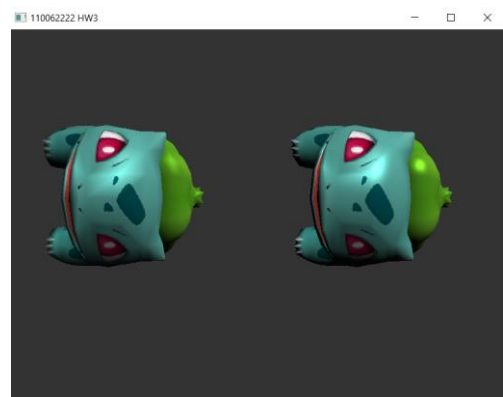
- Translation mode



- Scale mode



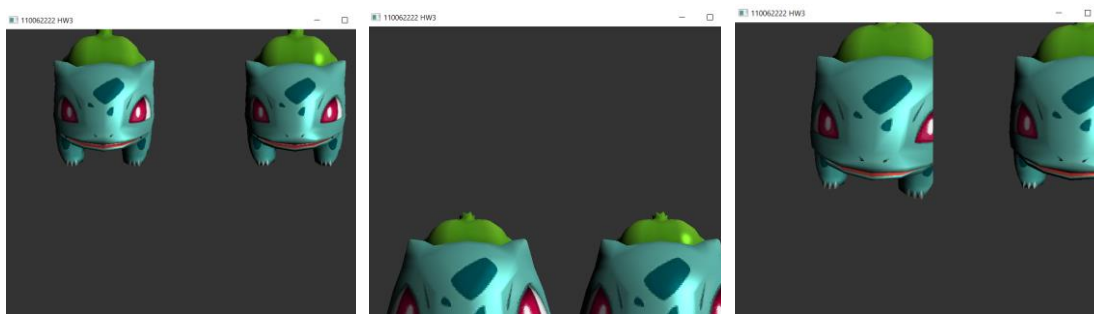
- Rotation mode



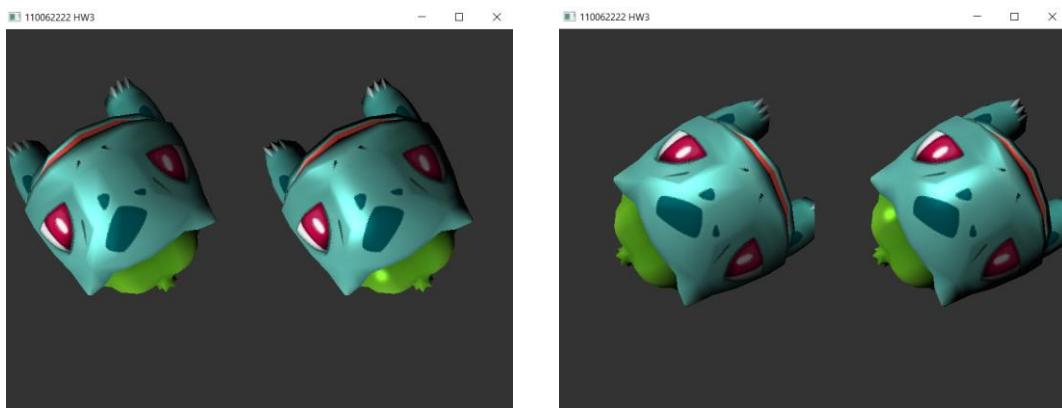
- Translate eye position mode



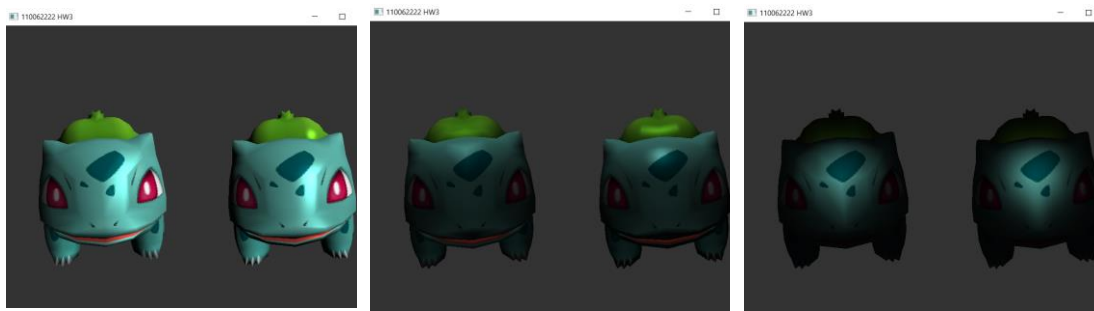
- Translate viewing center position mode



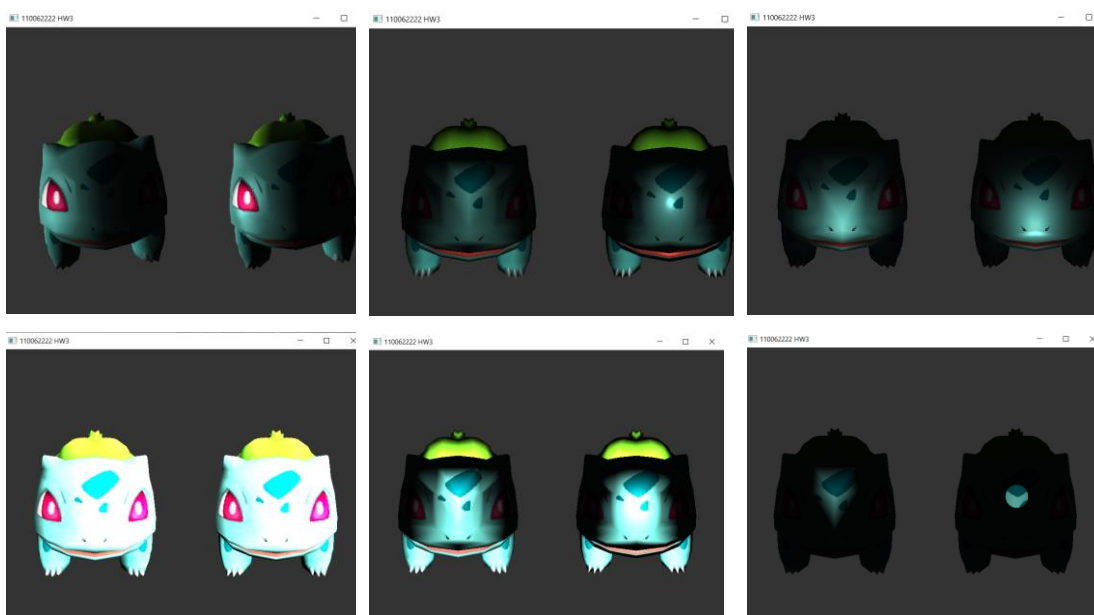
- Translate camera up vector position mode



- Switch between directional/point/spot light



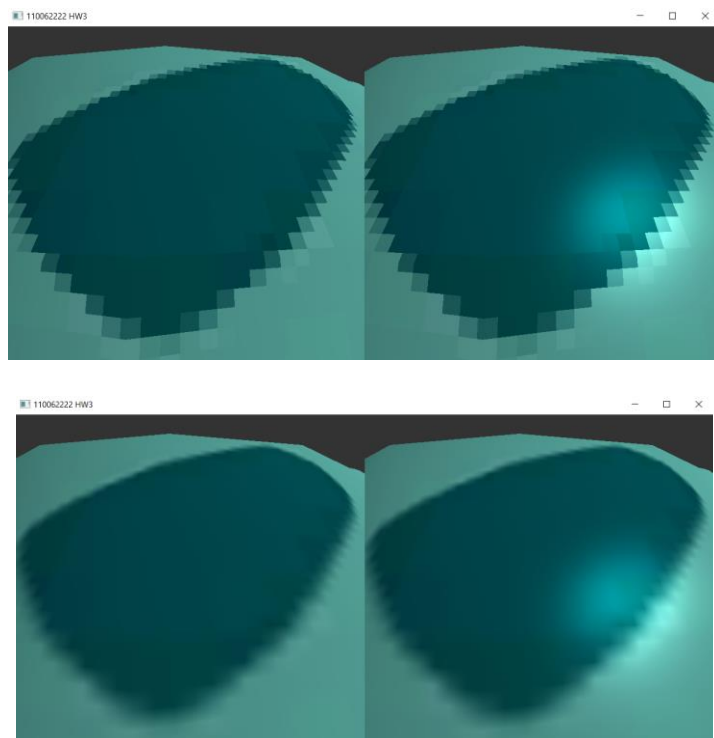
- Switch to light editing mode



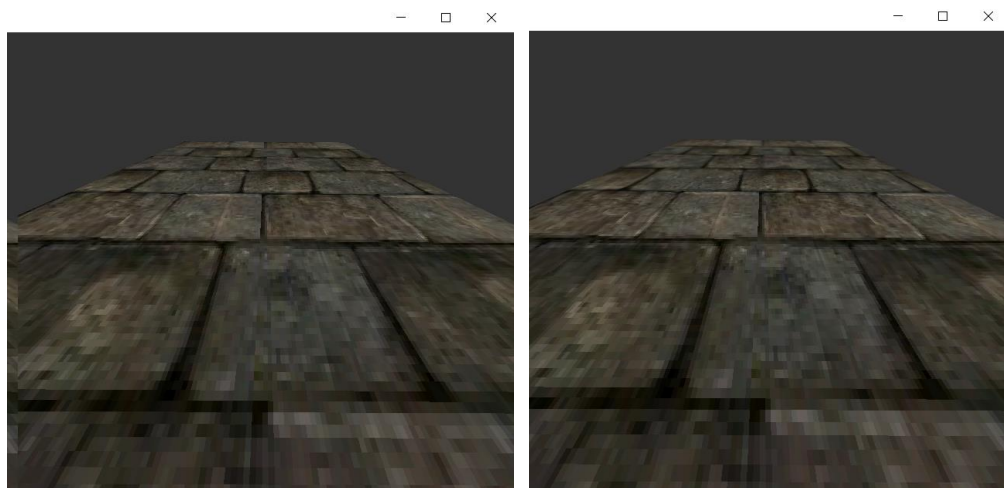
- Switch to shininess editing mode



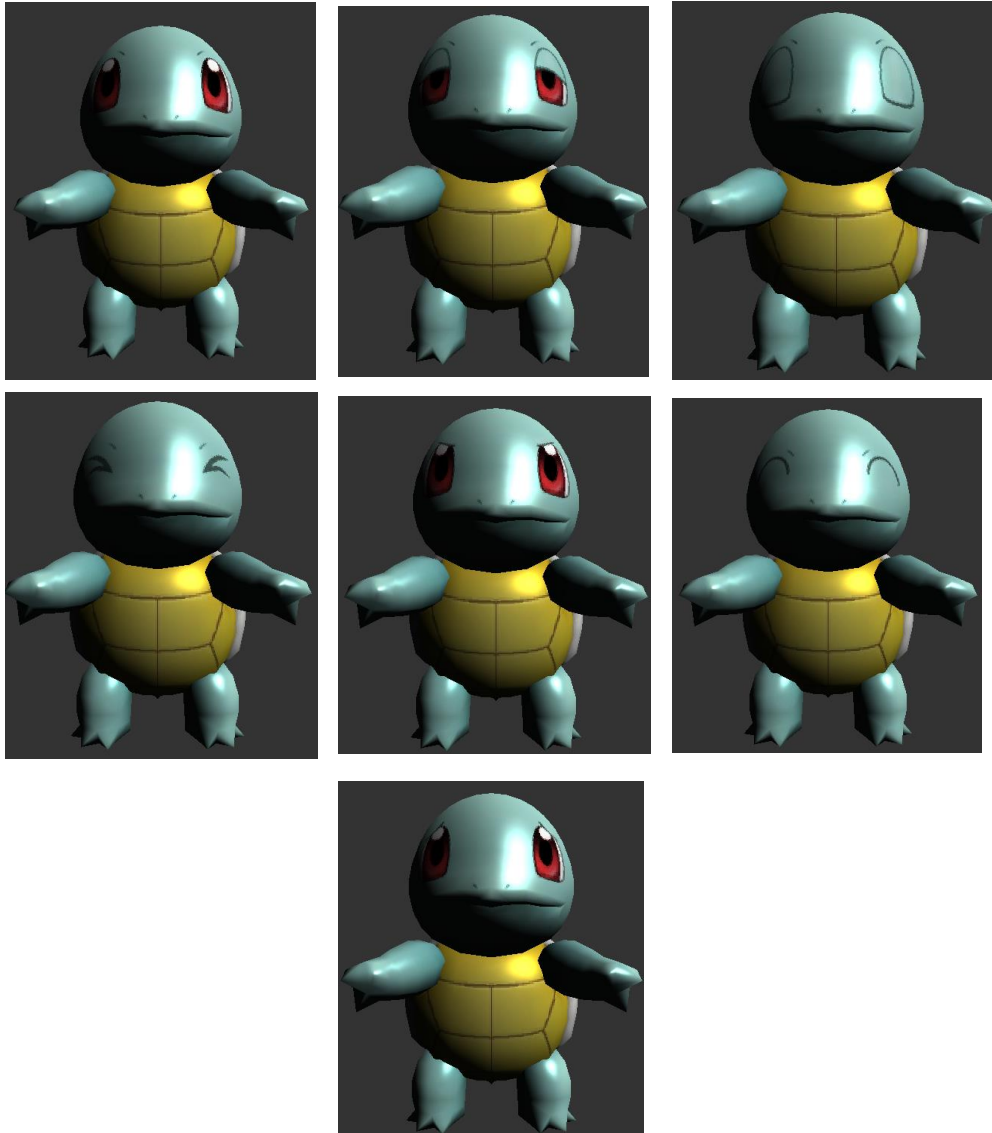
- Magnification texture filtering mode switch



- Minification texture filtering mode switch



- Texture transform



- Print information

```

D:\desktop\圖學HW3\AS03_Framework\OpenGLFramework-VS2017\x64\Debug\OpenGLFramework-VS2017.exe
(1, 0, 0, 0)
(0, 1, 0, 0)
(0, 0, 1, -2)
(0, 0, 0, 1)
Projection Matrix:
(1.11553, 0, 0, 0)
(0, 1.19175, 0, 0)
(0, 0, -1.00002, -0.00200002)
(0, 0, -1, 0)
Translation Matrix:
(1, 0, 0, 0)
(0, 1, 0, 0)
(0, 0, 1, 0)
(0, 0, 0, 1)
Rotation Matrix:
(1, 0, 0, 0)
(0, 1, 0, 0)
(0, 0, 1, 0)
(0, 0, 0, 1)
Scaling Matrix:
(1, 0, 0, 0)
(0, 1, 0, 0)
(0, 0, 1, 0)
(0, 0, 0, 1)

```

Description of your program control instructions

- Z/X: switch the model
- O: switch to Orthogonal projection
- P: switch to NDC Perspective projection
- T: switch to translation mode
- S: switch to scale mode
- R: switch to rotation mode
- E: switch to translate eye position mode
- C: switch to translate viewing center position mode
- U: switch to translate camera up vector position mode
- L: switch between directional/point/spot light
 - Apply change on X axis of light's position when mouse drag horizontally
 - Apply change on Y axis of light's position when mouse drag vertically
 - Apply change on diffuse intensity for directional or point light, cutoff angle for spot light when scroll the wheel
- J: switch to shininess editing mode
 - Apply change on shininess when scroll the wheel
- G: Magnification texture filtering mode switch
- B: Minification texture filtering mode switch
- Left arrow/ Right arrow: Texture transform
- I: print information

Other special things I have done

Nothing