

OpenGL Mini-Project

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1. The IDE:

Visual Studio 2015

2. Fulfilled function:

- a) realistic hierarchical structures
- b) realistic animation
- c) shadowing effect
- d) texture mapping

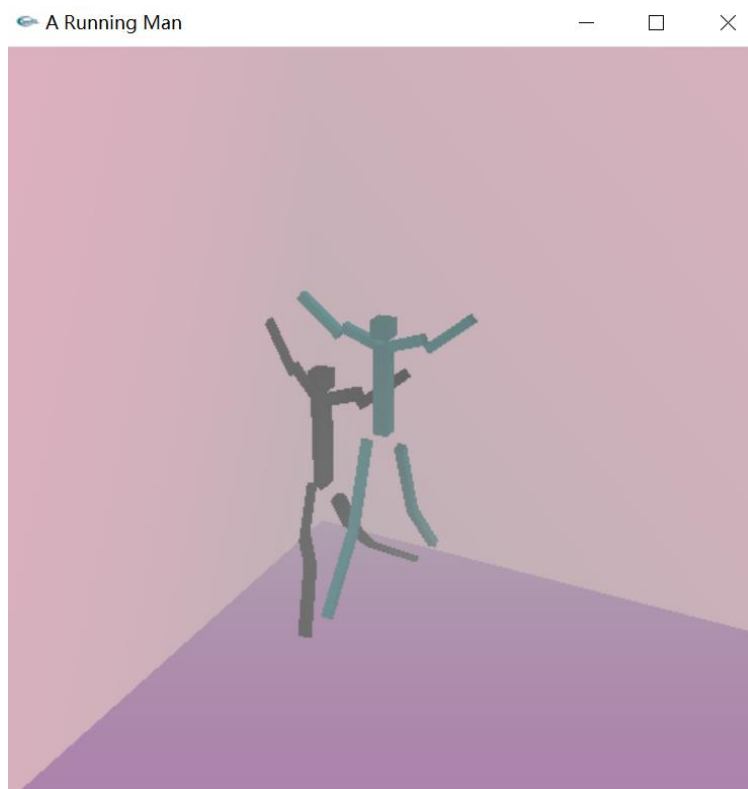
3. Results preview:

I commented out the following two lines of code to fix the lens.

```
//glutMouseFunc(gsrc_mousebutton);
```

```
//glutMotionFunc(gsrc_mousemove);
```

A running man:



I declare that every line of code is written by myself and I have not committed any plagiarism.

Signed _____尹悦_____

(print your name here)