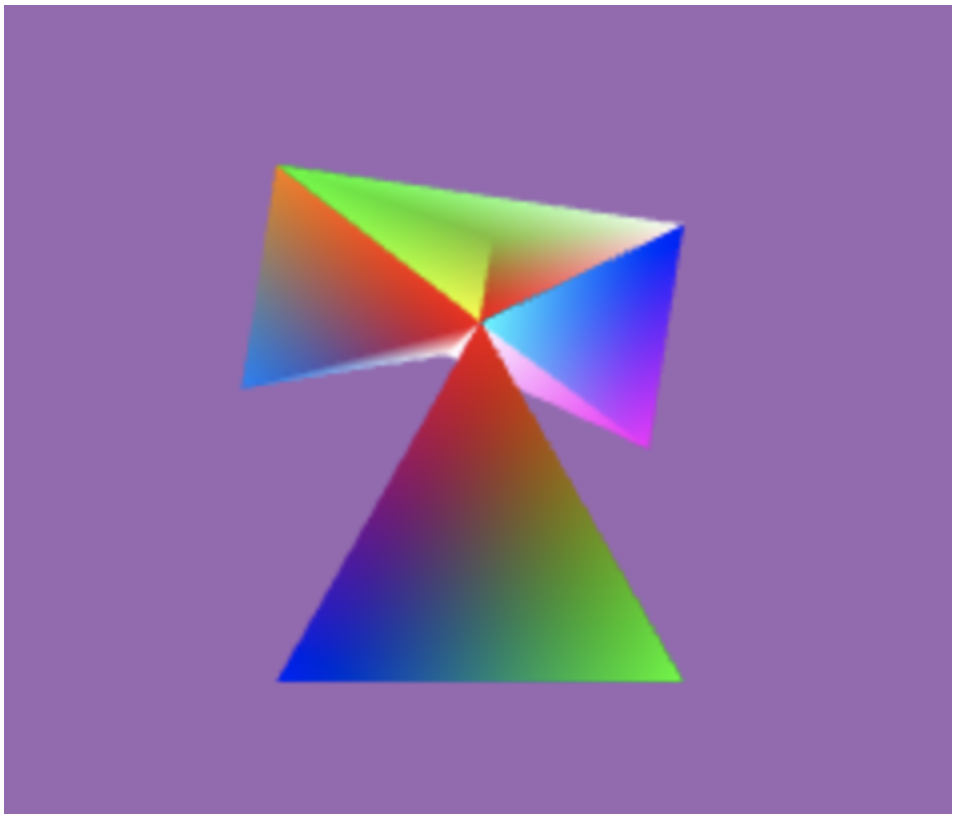
Andres Martell
ami4046
11/17/22
CS 351-1 Computer Graphics

Project A report:
Shark swims through the purple sea, orbiting what could be interpreted as a plankton.

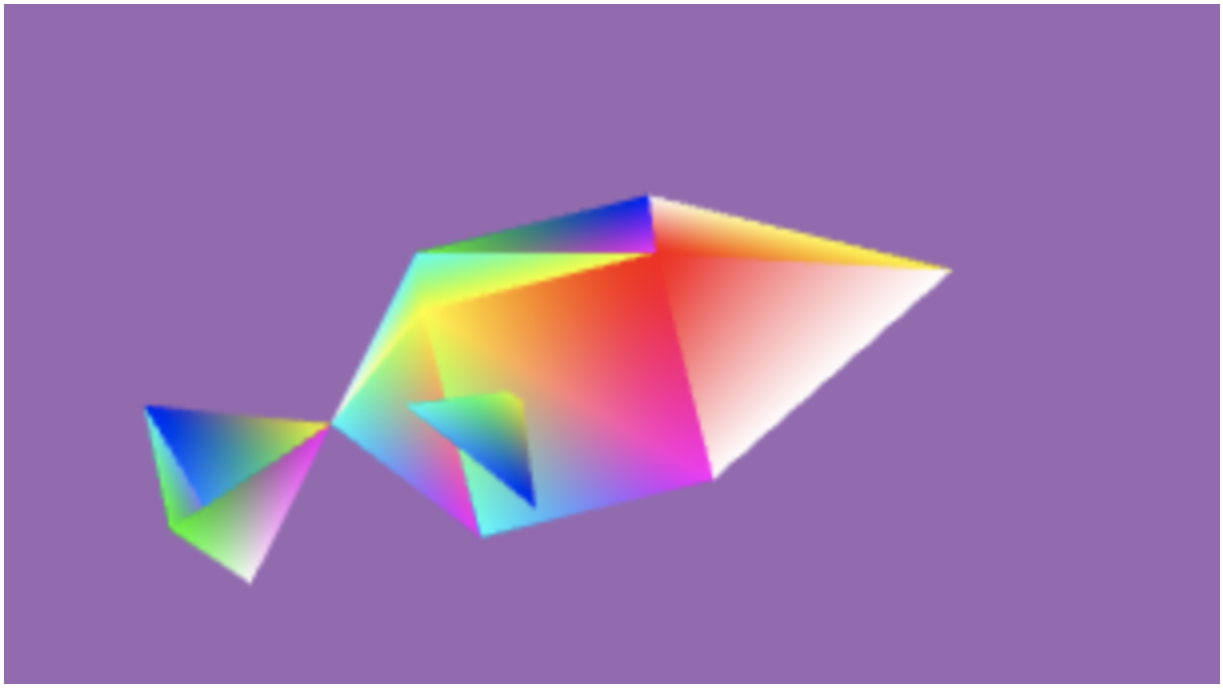
User Guide:

My goal was to use the ControlMulti starter code to adapt a rectangular prism in the shape of a diamond to look like a shark. I added fins to the side and a tail to the back while elongating the shark's snout. The shark can be controlled with the current angle prompt, with the spin and stop buttons, and with the down and up key. The down key will stop the shark from bouncing around the screen, and the up key will start the bouncing rotation again. The current rotation angle is displayed as rot_angle. You can also check the coordinates of the mouse, and what key was last used.

Results



This is the Model of the “Plankton” with the moving joint



This is the Shark Model with the tail and fin.

Angle to change shark's rotation point:

rot_angle= 19.8000
New Current Angle (-180 < x < +180 deg): Submit

Mouse Drag totals (CVV coords): 0.0000000, 0.0000

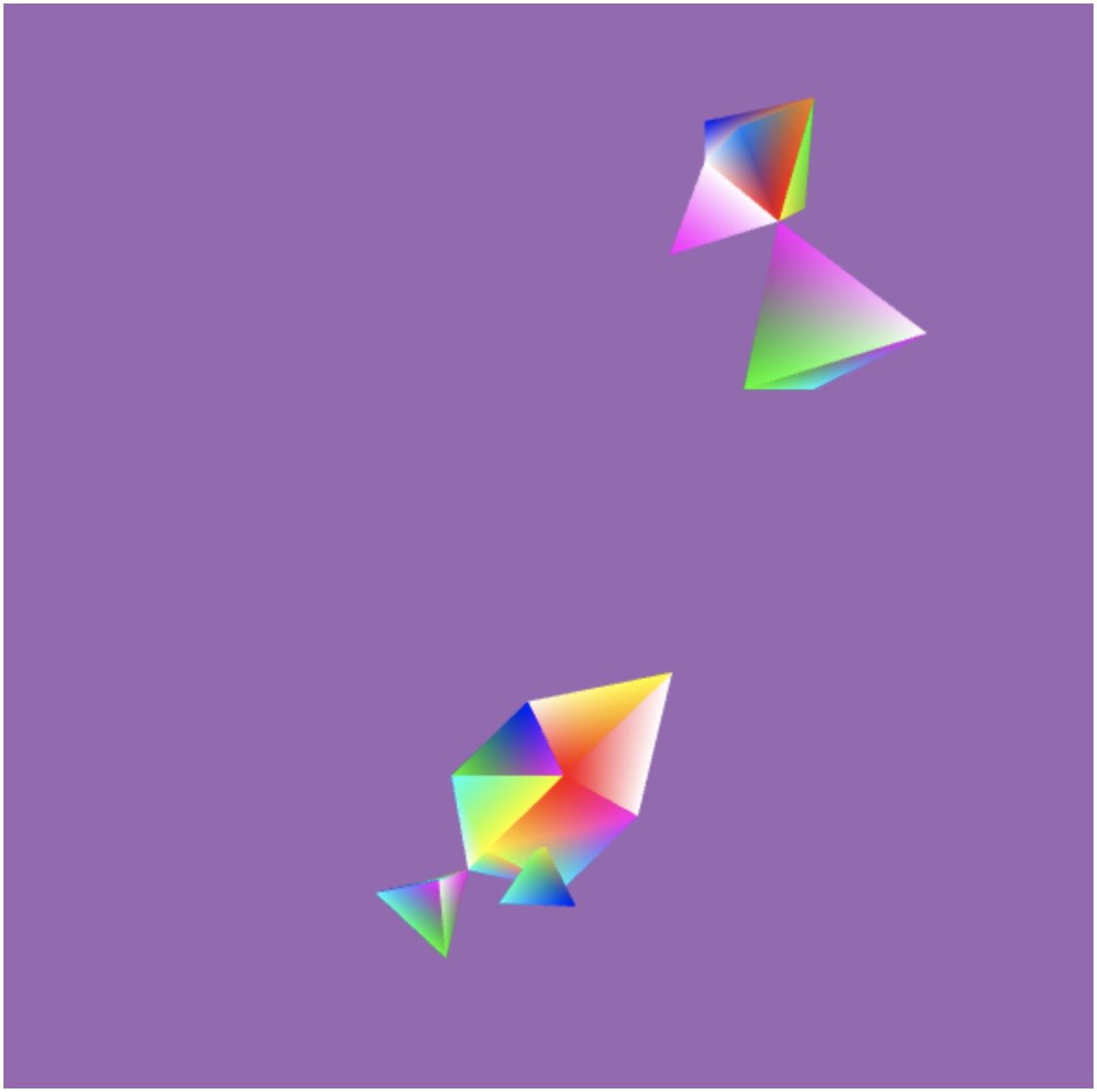
---

myKeyDown(): UNUSED!
--kev.code:ShiftLeft --kev.key:Shift
--kev.ctrlKey:false --kev.shiftKey:true
--kev.altKey:false --kev.metaKey:true
Use down arrow to stop shark's translation, up arrow to start it again:

Use mouse to drag around the shape in the upper righthand corner:
Mouse At: -0.8565, 0.9583
Mouse Drag:

Use spin and run/stop buttons to affect the shark rotation rate:
Spin << Run/Stop Spin >>

This is the info and features displayed in the project



This is the full canvas.