

Programming Assignment #3 (~5/15)

- Create cameras to see your initial model (from assignment#2) from 3 directions (front, side, and top). (Use perspective view)
- Locate each camera properly so that the model is fully visible.
- Create buttons to switch views.
- Use Blinn-Phong shading to determine the colors of the model.
- (Optional) if you Implement mouse interaction for viewing (mouse location = camera location) instead of button, you can get extra points (20%).
- (Optional) if you Implement some interactions which change the properties (position or type) of the light source, you can get extra points (10%).
- Submit a code and a report (at most 5 pages).
- Describe what you've done and what you haven't done + screenshots of your results.
- Delay up to one week, and 10% deduction per day