

## **Glass ball interface**

I chose to rotate the camera around the origin, rather than rotate the world.

## **Model**

My model is a graph of a complex function, where the modulus of  $f(x+yi)$  is on the z-axis and the argument is the hue.

The function can be changed by pressing the keys:

s :  $\sin z$

e :  $e^z$

i :  $1/z$

0 : 0

1 :  $z$

2 :  $z^2$

3 :  $z^3$

4 :  $z^4$

l :  $\log z$

z : Riemann zeta function

The bounds of the graph are set to -5 to 5 on both axes.

## **Extension 1 - Texture mapping**

We create an image where the hue of each pixel is the argument of the corresponding point, and then texture map that image onto the graph.

## **Extension 2 - Roll**

When the right mouse button is pressed, dragging along the x-axis of the screen rotates the model using the gaze of the camera as the axis.