

Lab 1 - Triangle Intersection with Mouse Ray

New Attempt

- Due Sep 15 by 11:59pm
- Points 5
- Submitting a website url, a media recording, or a file upload

Using the example code we did in class (the pyramid), create a mouse ray and calculate the 3D intersection point with the pyramid. Draw a little sphere at the point of intersection. The code should work from any camera position and on any triangle of the pyramid.

Submit:

- 1) source code in a zip file (not the entire project, just your source)
- 2) a little screen capture movie that illustrates how it works with a quick code walkthrough (total 1-2 minutes). Make sure to show that it works on entire mesh using different camera angles.

Note: starter code from class is in Files/Examples