

## Lab 2 - 3D dragging with the mouse (in class exercise)

Start Assignment

- Due Thursday by 11:59pm
- Points 3
- Submitting a media recording or a file upload

Today we will create an interactive example which is required for the next project:

Drag a sphere around in 3D space with the mouse.

Requirements:

- 1) the sphere should not "jump" on mouse press event
- 2) the sphere should move in a plane which is parallel to the view plane
- 3) should work from any camera angle.

Turn in your code and a video demo of it working.

