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COMP 4270

Computer Graphics 1

Manual Final Project

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1) Dream House

- A. Scale Down: Press Scale down to scale down front view, side view and top view of the house
- B. Skew Left (X-axis): Press Skew left to move left front view, side view and top view of the house
- C. Skew Up (Y-axis): Press Skew up to move up front view, side view and top view of the house
- D. Skew Right (X-axis): Press Scale right to move right front view, side view and top view of the house
- E. Skew Down (Y-axis): Press Scale right to move down front view, side view and top view of the house
- F. Scale Up: Press Scale up to scale down front view, side view and top view of the house

2) Direction Light

- A. A ambient color: Click and drag to change color of a ambient.
- B. Point color: click on “pointColor” to change color of point.
- C. Intensity: click and drag to change intensity of light.
- D. Distance: click and drag to change distance between objects
- E. Debug: to turn on debug light
- F. Cast Shadow: click on it to see cast shadow.
- G. Target: to change target

3) Text Bumpmap

- A. Regnerate map: to change map on bottom square.
- B. Bump Scale: Change bump scale.

4) 3D Object

- A. Radius: click on it and change radius of the object.
- B. Detail: click on it to change intensity of detail
- C. Type: Icosahedron
 - Tetrahedron
 - Octahedron
 - Custom