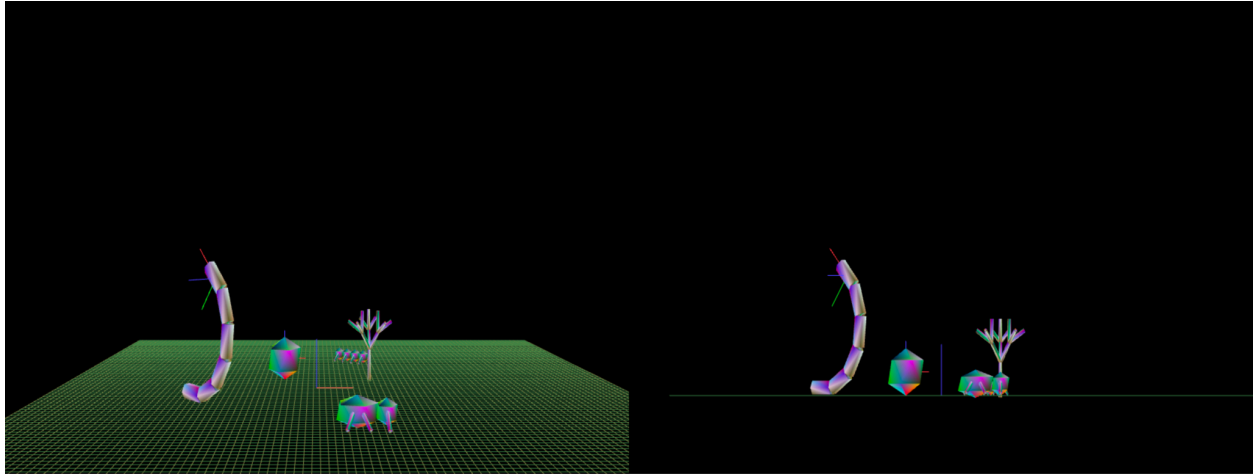


# Project B: Microbiome Under the Tree

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## Viewports

There are two side by side viewports, displaying the same scene. The one on the left has a perspective view, the one on the right has an orthogonal view. They are scalable to the size of the window.



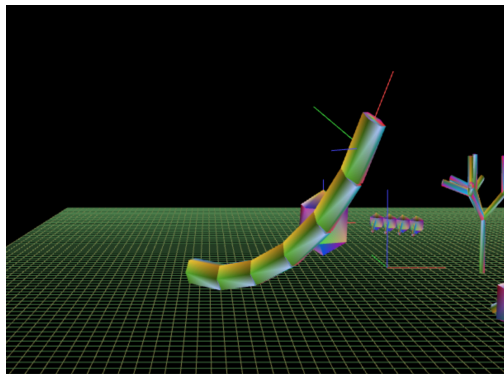
## Camera

Camera can strafe around using WASD controls. This moves the camera without tilting or swiveling. It can zoom in the direction of sight with E and zoom out with Q. Camera can swivel and tilt up and down (look around) with arrow keys.

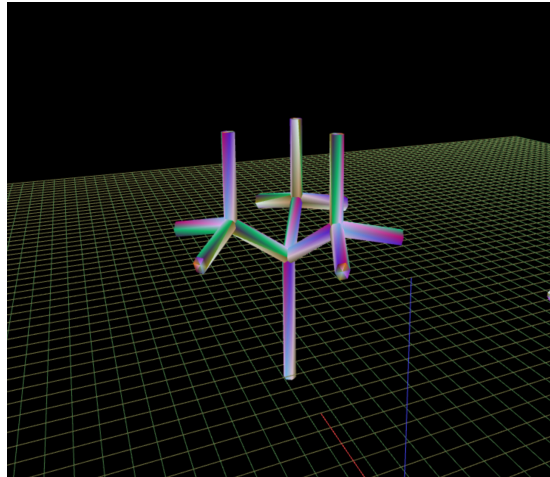
## Scene

In the scene, there are 7 objects: snake, tree, rock, millipede, beetle, world axis, and the ground plane.

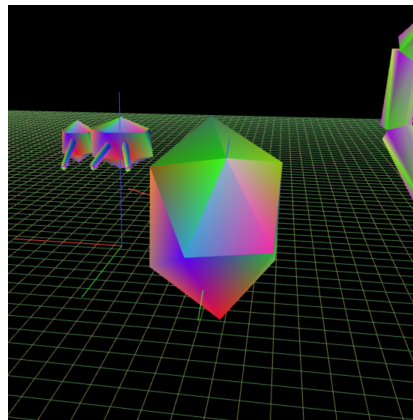
The snake is constantly curling and uncurling. There is a button to stop and start the snake's movement. The last link of the snake shows local coordinate axes.



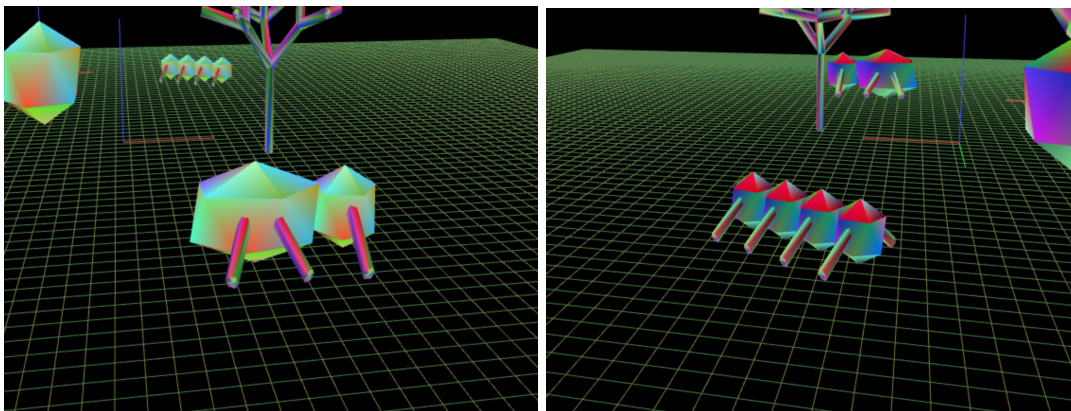
The tree is constantly flexing its branches and traversing side to side. There are separate buttons to stop and start both the tree's traversal and flexing.



The rock has coordinate axes showing its orientation. It can be dragged with the mouse to be rotated. It can be reset to its original orientation by a button.



The millipede and the beetle are both stagnant constructs in the scene.



The world axes are shown in the center of the scene, and the ground plane is shown in all above photos.