

# HACETTEPE UNIVERSITY DEPARTMENT OF COMPUTER ENGINEERING

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## 1 Camera

- Command 1 : Camera Move glfloat glfloat glfloat
- Command 2 : Camera Projection Perspective
- Command 3 : Camera Projection Ortographic
- Command 4 : Camera Mode Lookat
- Command 5 : Camera Mode Free
- Command 6 : Camera Mode Follow
- Command 7 : Camera Mode Follow
- Command 8 : Camera FOV glfloat
- Command 9 : Camera Offset glfloat glfloat glfloat

## 2 Lights

- Command 1 : Light gluint Intensity glfloat
- Command 2 : Light gluint AmbientIntensity glfloat
- Command 3 : Light gluint Ambient glfloat glfloat glfloat
- Command 4 : Light gluint Color glfloat glfloat glfloat
- Command 5 : Light gluint Move glfloat glfloat glfloat

## 3 Settings

- Command 1 : Settings Bump On(Off)
- Command 2 : Settings Reflection On(Off)
- Command 3 : Settings Wireframe On(Off)
- Command 4 : Settings Aspect glfloat glfloat

//bu kodların default halı gibi direk selectedı etkilicek

## 4 Selected Object

- Command 1 : Move glfloat glfloat glfloat
- Command 2 : Shader Flat
- Command 3 : Shader Toon
- Command 4 : Shader Phong
- Command 8 : Shader Reset
- Command 5 : Identify
- Command 5 : Deform
- Command 5 : Reset
- Command 6 : Material Color Green(9 renk 1cm de blue vs vs)
- Command 6 : Material Color glfloat glfloat glfloat
- Command 6 : Material Specular glfloat glfloat glfloat
- Command 7 : Material Specular Green(9 renk 1cm de blue vs vs)
- Command 8 : Material Smoothness glfloat