

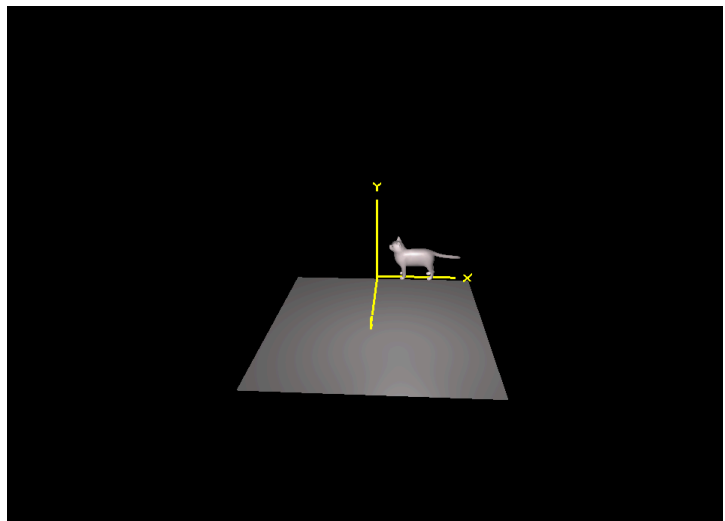
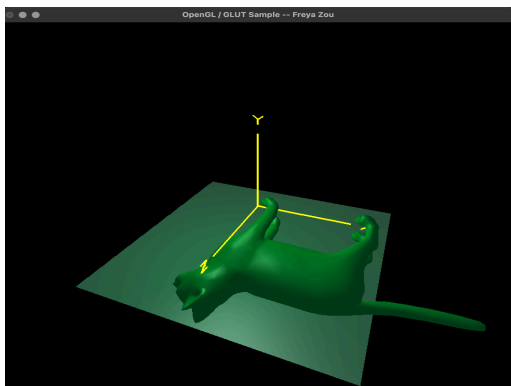
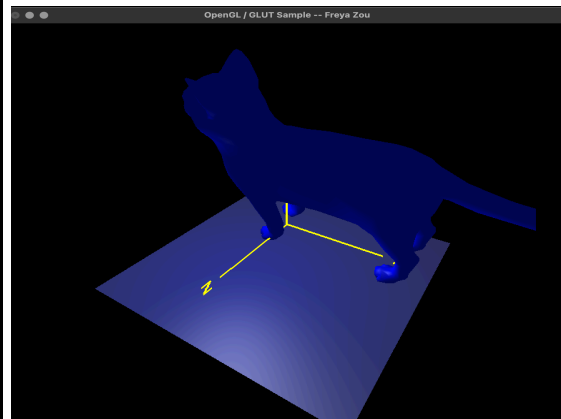
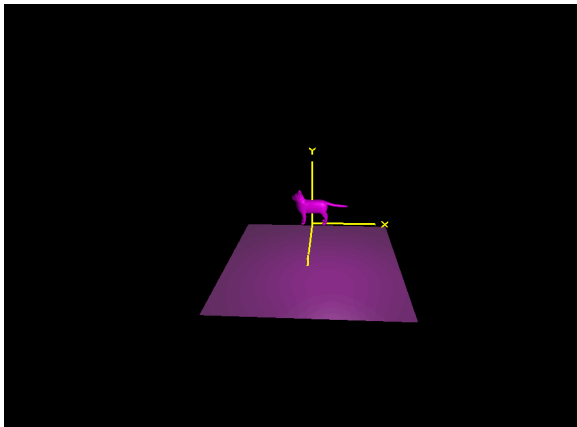
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Project #4: Keytime Animation

- A description of what you did to get the display you got

I imported a cat object file and created a 10-second animation cycle. I animated the camera by changing its eye position along the X, Y, and Z axes using `gluLookAt` for smooth panning and zooming effects around the scene. For lighting, I animated a point light source with three different qualities: its position along X, Y, and Z, and color changes dynamically throughout the cycle. Additionally, I applied two animations to the cat object: changing its scaling, and color.

- A cool-looking screenshot from your program



- The link to the [Kaltura video](https://media.oregonstate.edu/media/t/1_p33y83gy) demonstrating that your project

https://media.oregonstate.edu/media/t/1_p33y83gy

