

ĐẠI HỌC QUỐC GIA THÀNH PHỐ HỒ CHÍ MINH
TRƯỜNG ĐẠI HỌC KHOA HỌC TỰ NHIÊN
KHOA CÔNG NGHỆ THÔNG TIN



ĐỒ HỌA MÁY TÍNH
COMPUTER GRAPHIC
Lab03

Giảng viên lý thuyết: Lý Quốc Ngọc

Giảng viên hướng dẫn: Nguyễn Mạnh Hùng

Sinh viên thực hiện:

Họ và tên: Nguyễn Văn Hiếu

MSSV: 20127498

Lớp học phần: 20TGMT1

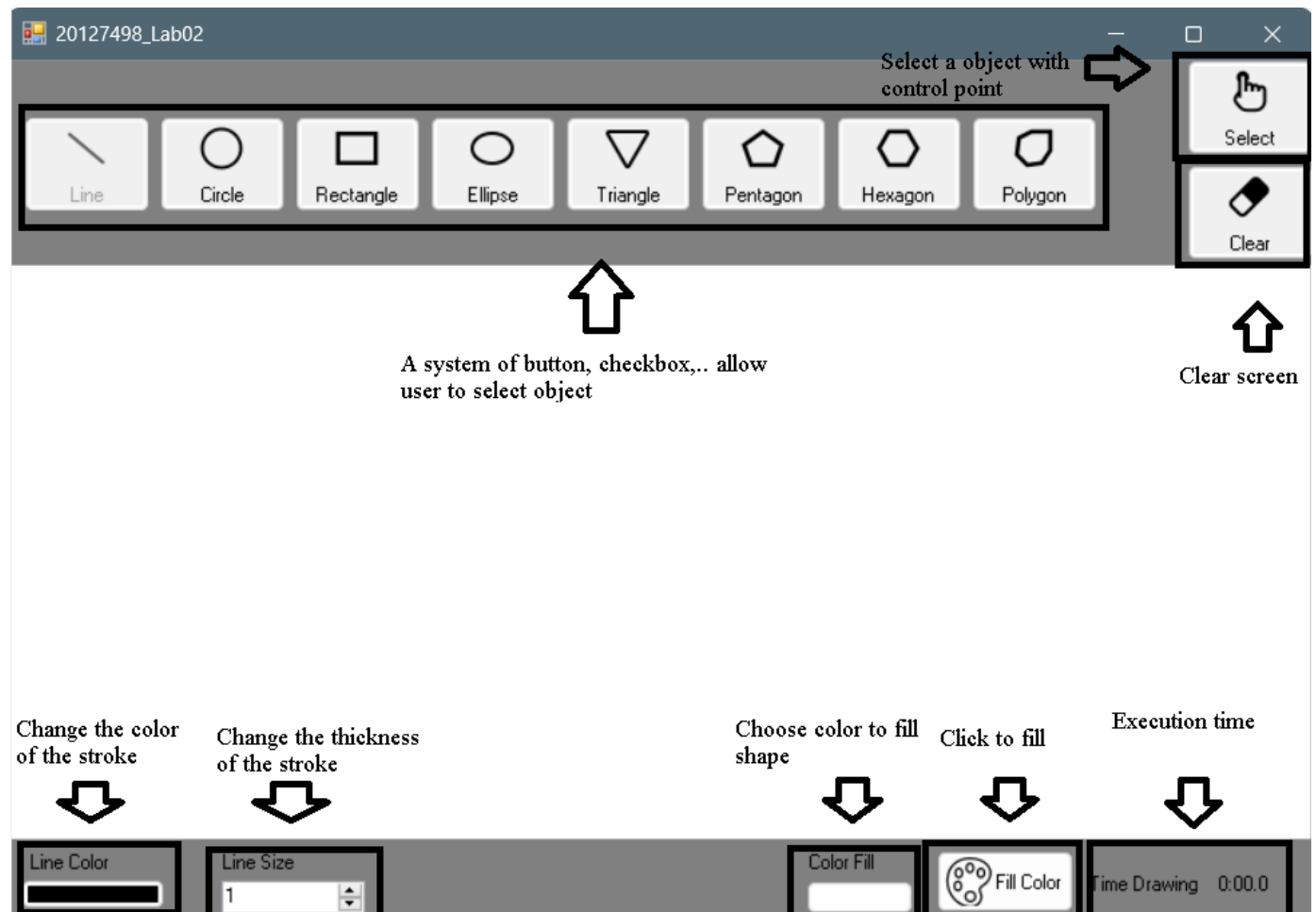
TP.HCM, ngày 6 tháng 12 năm 2022

I. Self-assessment Table

No	Requirements	Grade	% Completed
1	Implement an 2D affine transformation class on basis objects		
a	Line segment, circle, ellipse, rectangle, polygon	1	100%
b	Equilateral triangle, equilateral pentagon, equilateral hexagon	1	100%
2	Manipulate on 2D objects		
a	Move shapes by dragging mouse	2	100%
b	Rotate shapes by dragging mouse on control points	2	100%
c	Zoom shapes by dragging mouse on control points	2	100%
3	Friendly interface, easy to use (refer to Paint or other popular graphic software)	1	100%
4	Using OOP	1	100%

II. Instruction

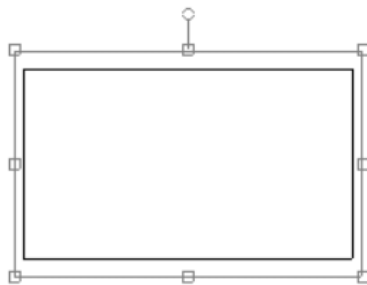
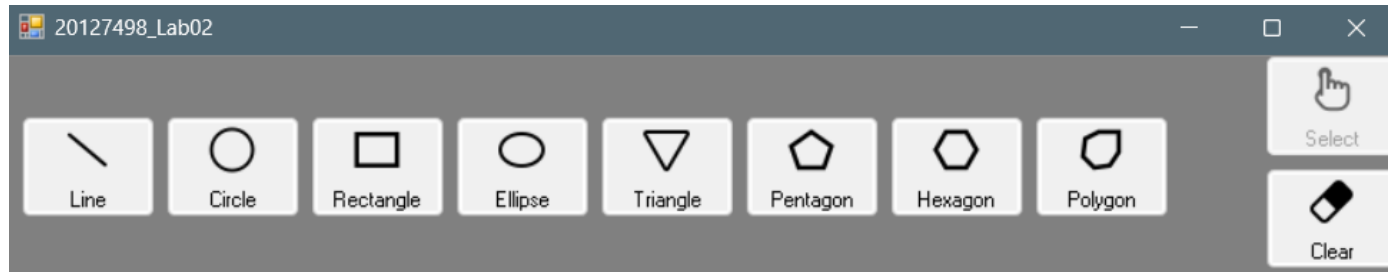
1. User interface



2. Move shape

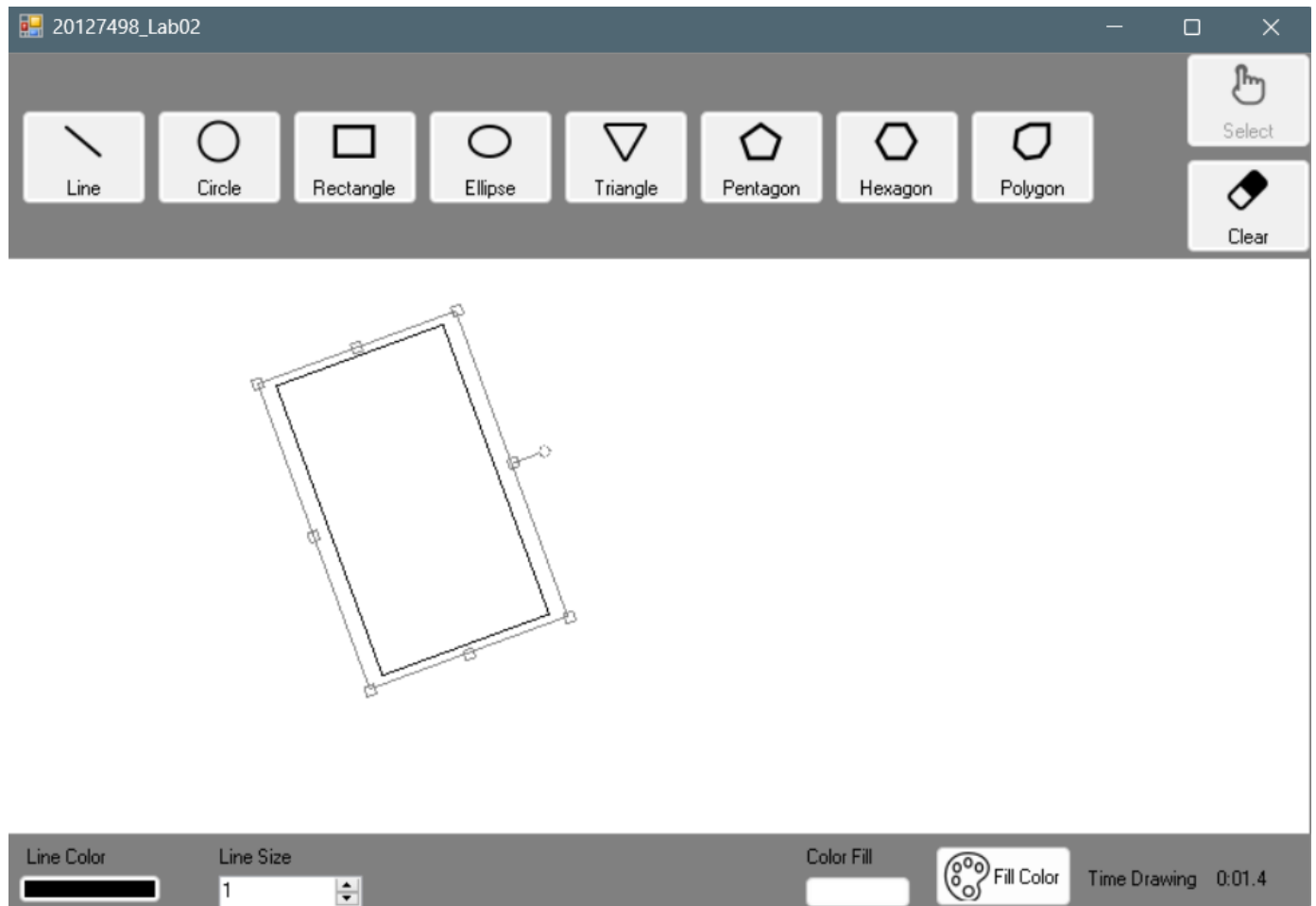
- First, user need to select the shape they want to move. Select the

shape by clicking the Select button and selecting the shape.
- Then, dragging the mouse in the shape to move it.



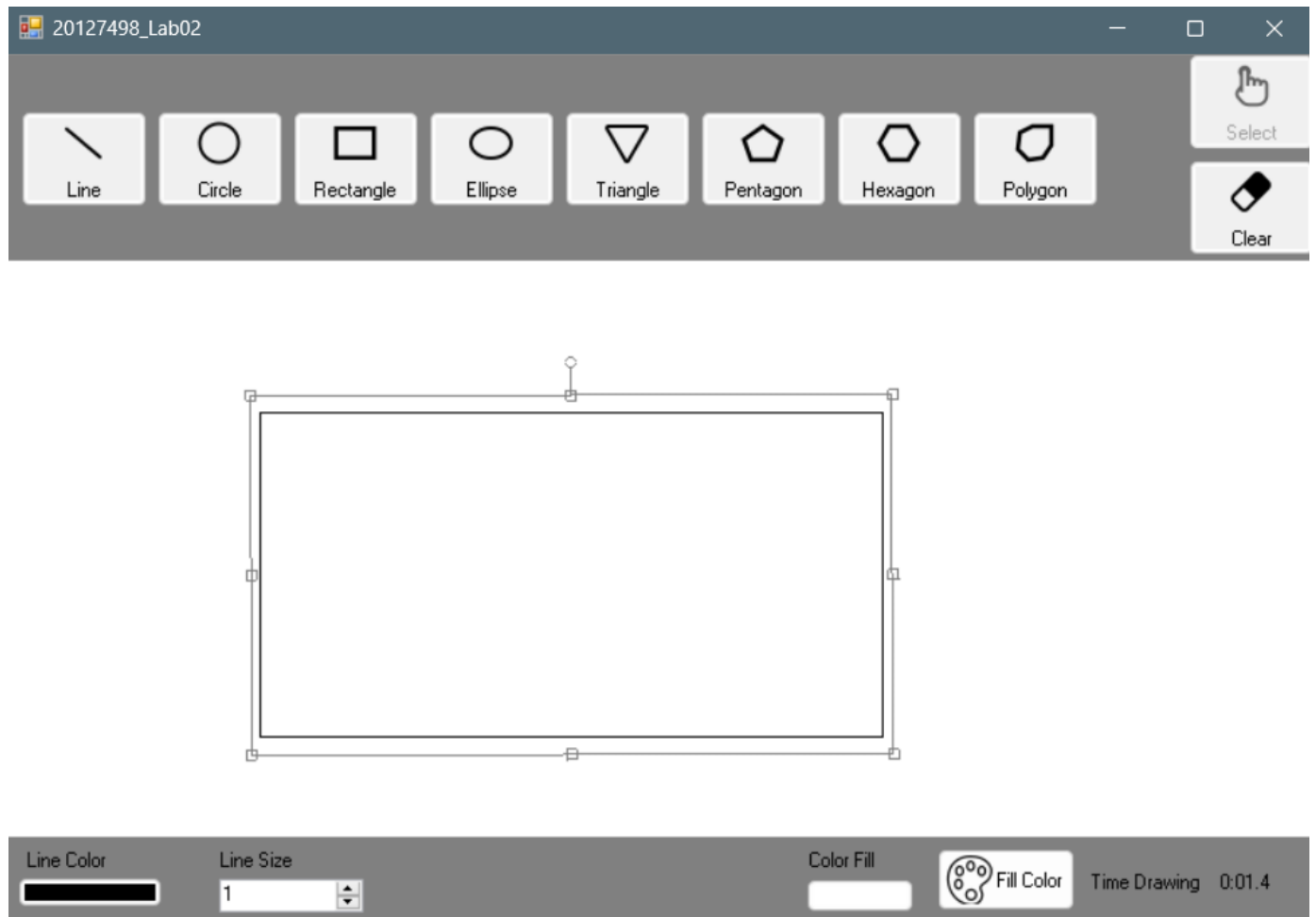
3. Rotate shape

- After selecting the shape, you need to click in the control point in the top of the shape and drag the mouse to rotate it.



4. Zoom shape

- After selecting the shape, you need to click in the control point around the shape and drag the mouse to zoom it.



III. Link video demo

- Youtube: <https://www.youtube.com/watch?v=RONKUUiBtk>