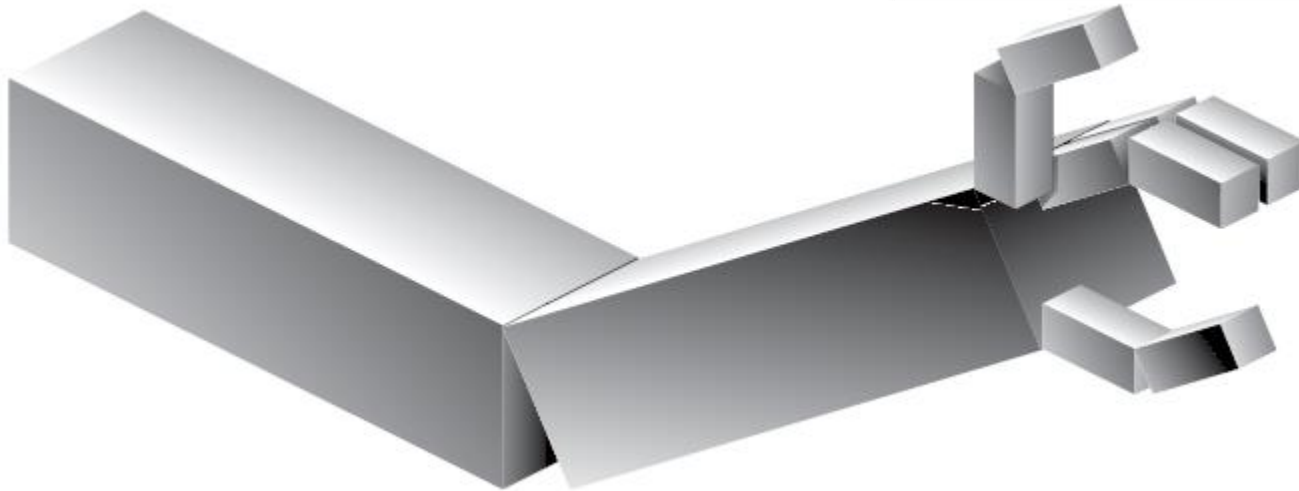
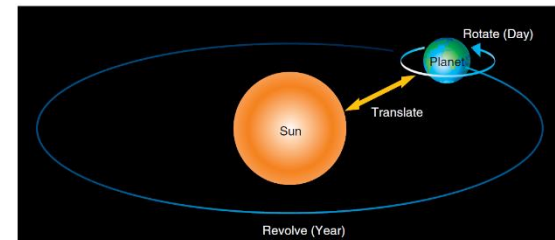


Homework 4

- Implement a program that renders the following models under the **perspective** projection



Homework 4

- **glutKeyboardFunc**
- Keyboard 1
 - Rotate the upper arm
- Keyboard 2
 - Rotate the lower arm
- Keyboard 3
 - Rotate the fist sections of the fingers
- Keyboard 4
 - Rotate the thumb

Homework 4

- Keyboard
 - W - Move forward
 - A - Move left
 - S - Move right
 - D - Move backward
- Mouse right click - Rotate the scene by x-axis
- Mouse left click - Rotate the scene by z-axis
- Mouse middle click - Rotate the scene by y-axis
- **glutIdleFunc**
 - Automatically rotate the planet in both self-rotation and revolving

Homework 4

- The content of the image should not be clipped
- Hint
 - You may need to create a **larger** view volume under the perspective projection
 - You can use glut functions
 - Be sure to use **Visual C++ 2015** for coding
 - Otherwise **0**
 - Be sure to include glew and glut libs/dlls in your project
 - Otherwise **0**
- **Always Copy = Delay = 0**

- Deadline: 5/1 23:30
- TA廖宜聖
 - g107056049@mail.nchu.edu.tw
 - Upload to iLearning
 - Zip the whole project and remove complied files!
 - Otherwise your grade will be deducted by 10 each
- Title
 - 成圖技術與應用第4次作業_學號_學生名.zip
 - WindowsProgramming_4thHomework_student number_student name.zip
 - Otherwise your grade will be deducted by 5
- In the source code, you need to add the identifications below
 - Otherwise your grade will be deducted by 20

/*****

4001234567 王小明 第4次作業5/1

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