

Homework 6

- Follow your homework 5
 - Add 3 virtual objects as monsters
 - Collision detection is also necessary
 - Keyboard 'b'
 - Snipe your target with blending
 - Keyboard 'c'
 - Trigger anti-aliasing
 - Keyboard 'f'
 - Fog your scene
 - Keyboard 'p'
 - Offset your polygon



Homework 6

- 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: 5/29 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6次作業_學號_學生名.zip
 - WindowsProgramming_6thHomework_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

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4001234567 王小明 第6次作業5/29

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