

Assignment 2 (10-point): 3D Kinetic Sculpture

1. Create a 3D interactive or animation program. Focus on using 3D transformation matrix to perform animation or generating vertices' positions. Try applying multiple light sources to your models. Use the example from `src/2.lighting/6.multiple_lights/multiple_lights.cpp` as your starting code.

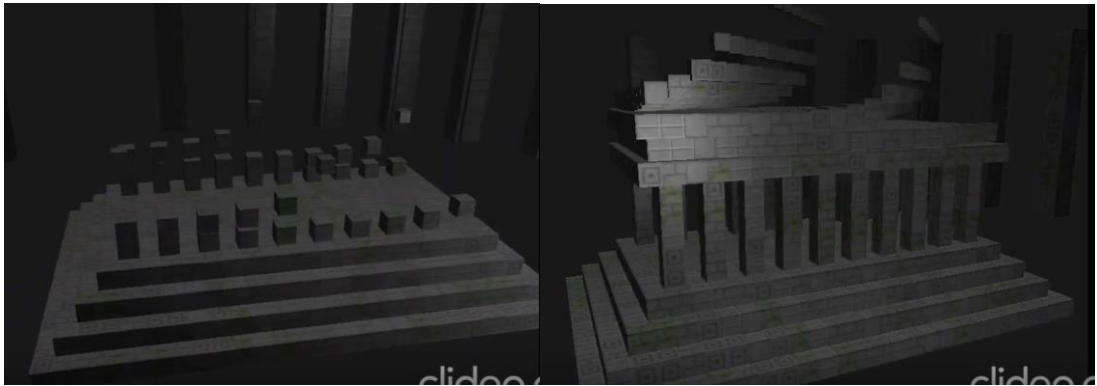
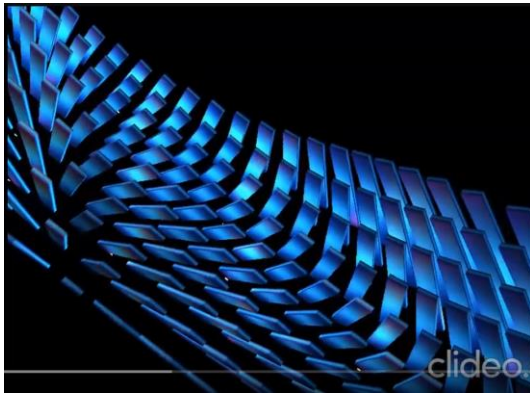
Some references:

A. Kinetic Sculpture

<https://youtu.be/3iEoEgC9jvM?si=Y0xEYel8mv2fFxpL>

<https://youtu.be/-eUjMDJgHmY?si=NzSAWH5Dri-XWcfm>

<https://youtu.be/QpipISvKj48>



B. Model generation methods: Terrain, Revolve, 3D parametric equation

https://youtu.be/4SckjJ_OcMc?si=wFv2dtJpYbsRsmGv

<https://youtu.be/HDK6EW-ig3w?si=9YNqBrTyN0QuwfPU>

