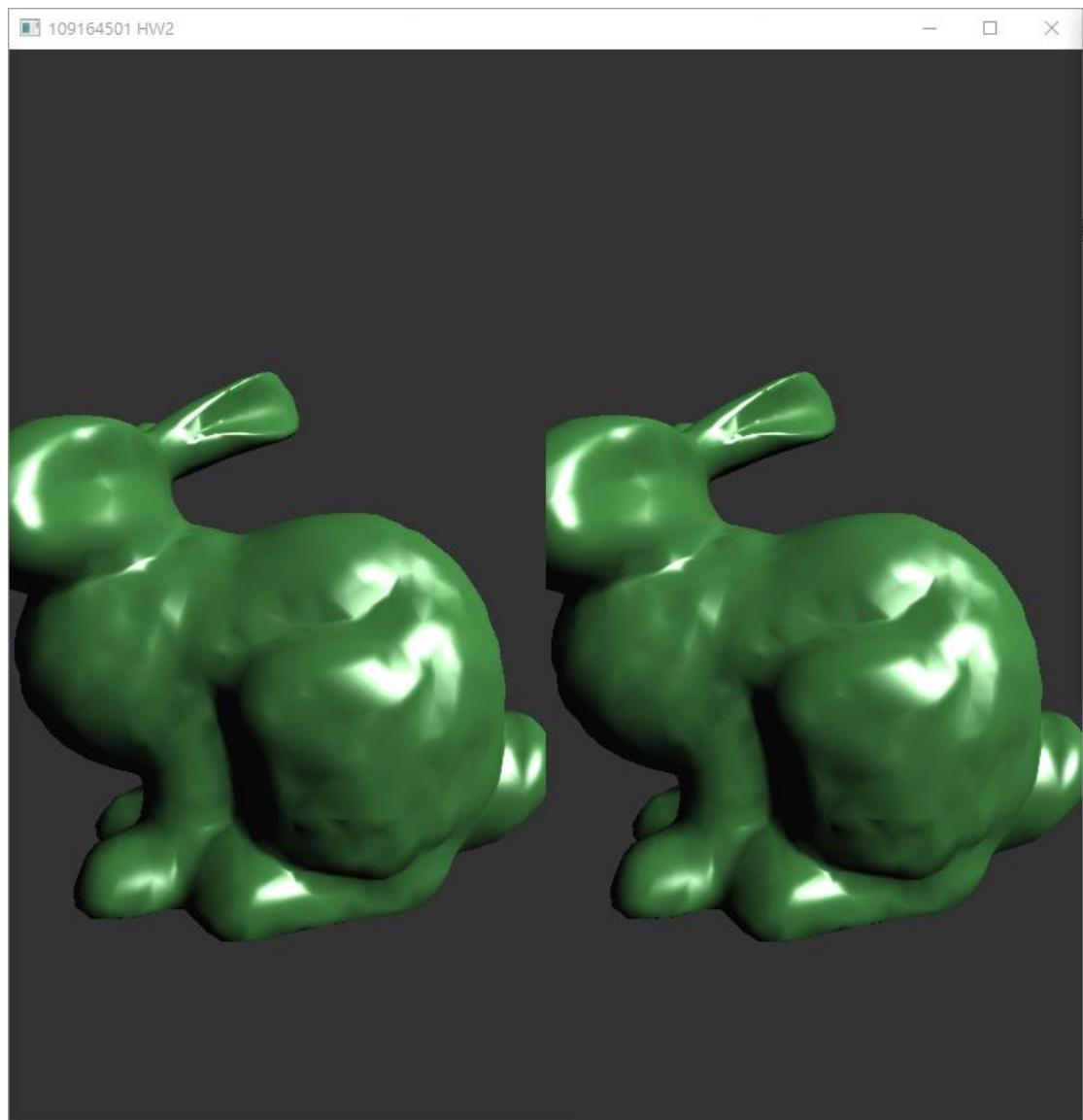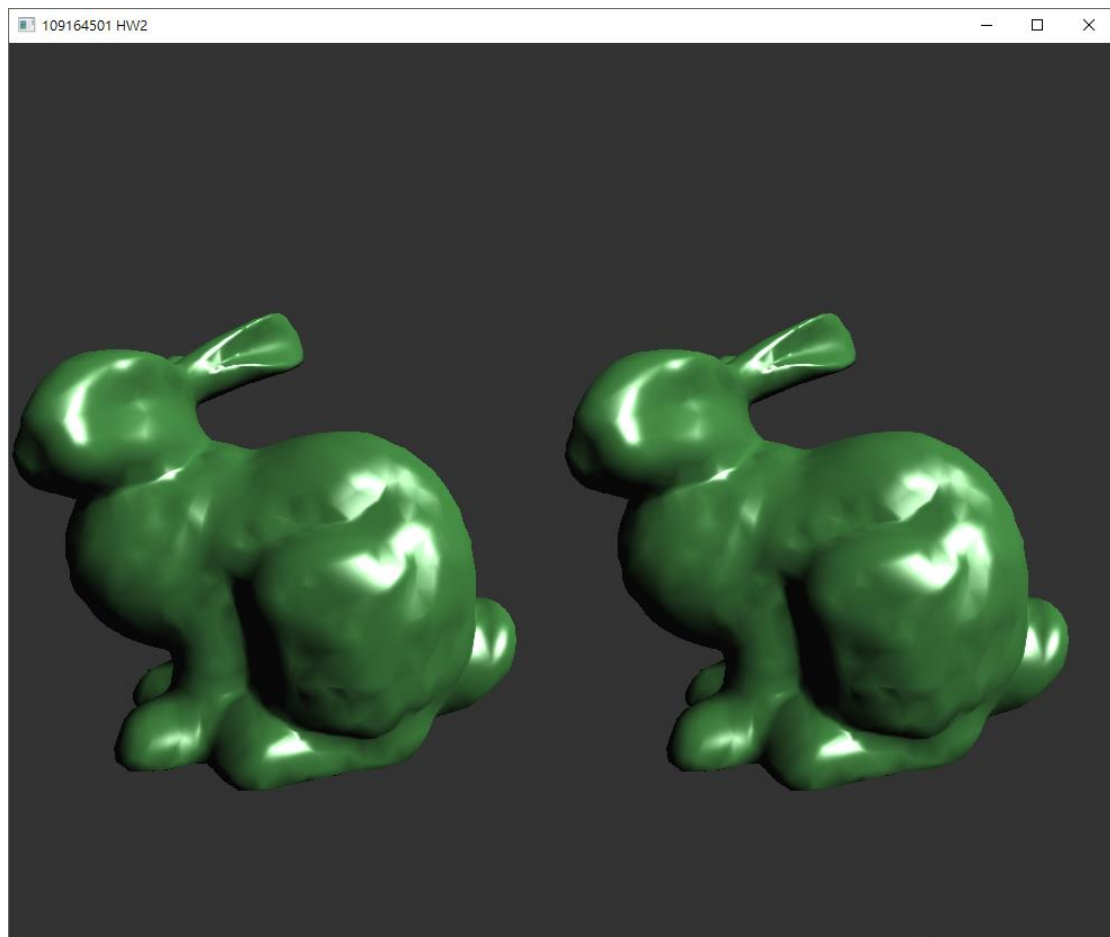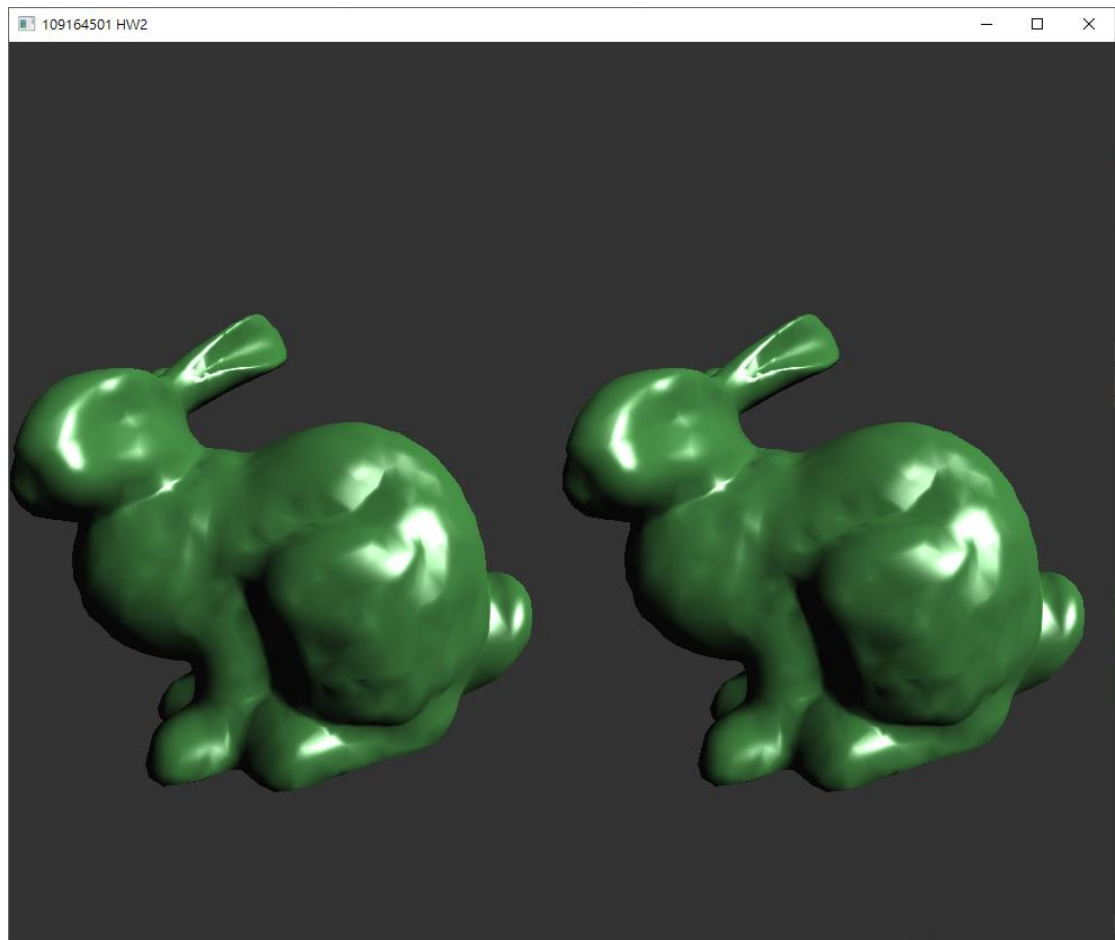# 109164501 陸柏宏 計算機圖學 HW2 Report

初始畫面

```
C:\Users\Leaf\Desktop\HW\CG\ComputerGraphic\HW2\AS02_Framework\x64\Debug\OpenGLFramework-VS2017.exe
Load Models Success ! Shapes size 1 Material size 1
Model 0 , ../NormalModels/bunny5KN.obj
Load Models Success ! Shapes size 1 Material size 1
Model 1 , ../NormalModels/dragon10KN.obj
Load Models Success ! Shapes size 1 Material size 1
Model 2 , ../NormalModels/lucy25KN.obj
Load Models Success ! Shapes size 1 Material size 4
Model 3 , ../NormalModels/teapot4KN.obj
Load Models Success ! Shapes size 1 Material size 1
Model 4 , ../NormalModels/dolphinN.obj
------------------------------------------------------
Z/X: switch the model
T: switch to translation mode
S: switch to scale mode
R: switch to rotation mode
L: switch between directional / point / spot light
K: switch to light editing mode
J: switch to shininess editing mode
Esc: end the program
------------------------------------------------------
```
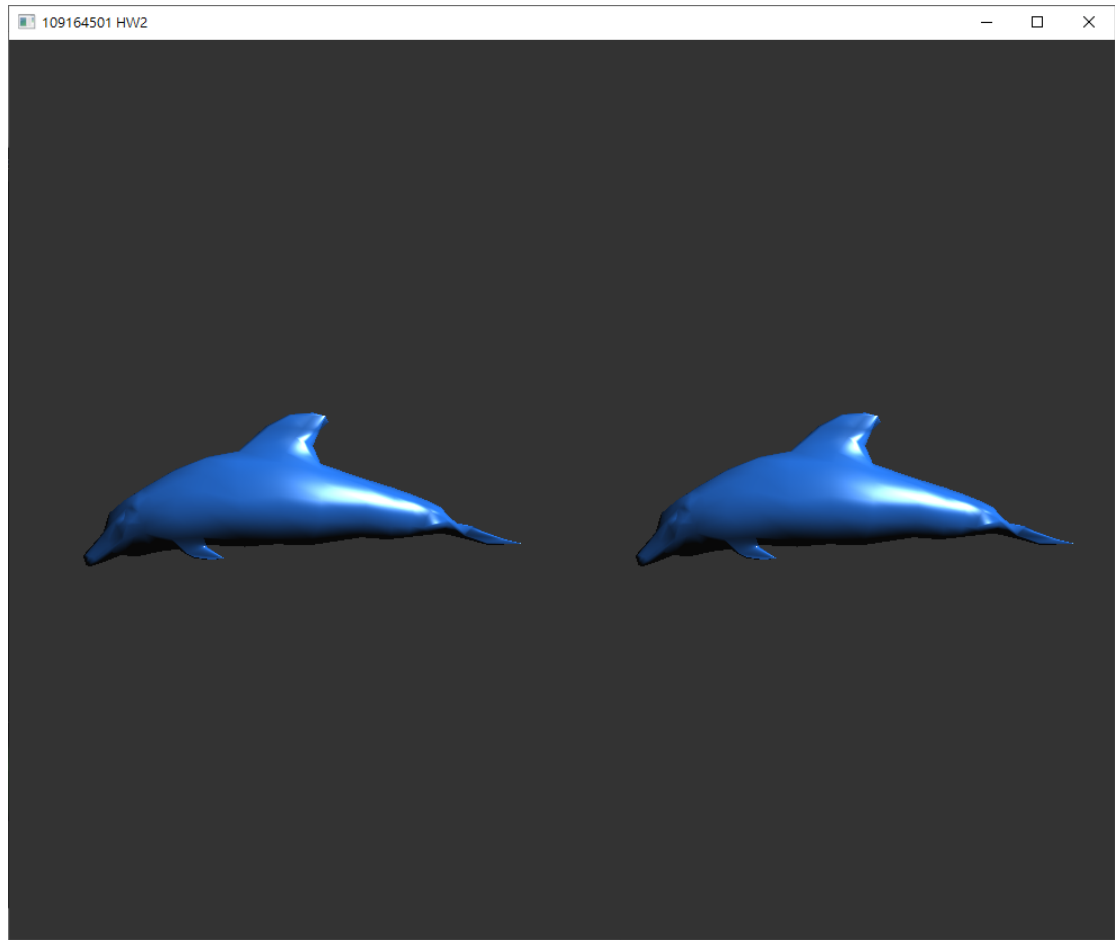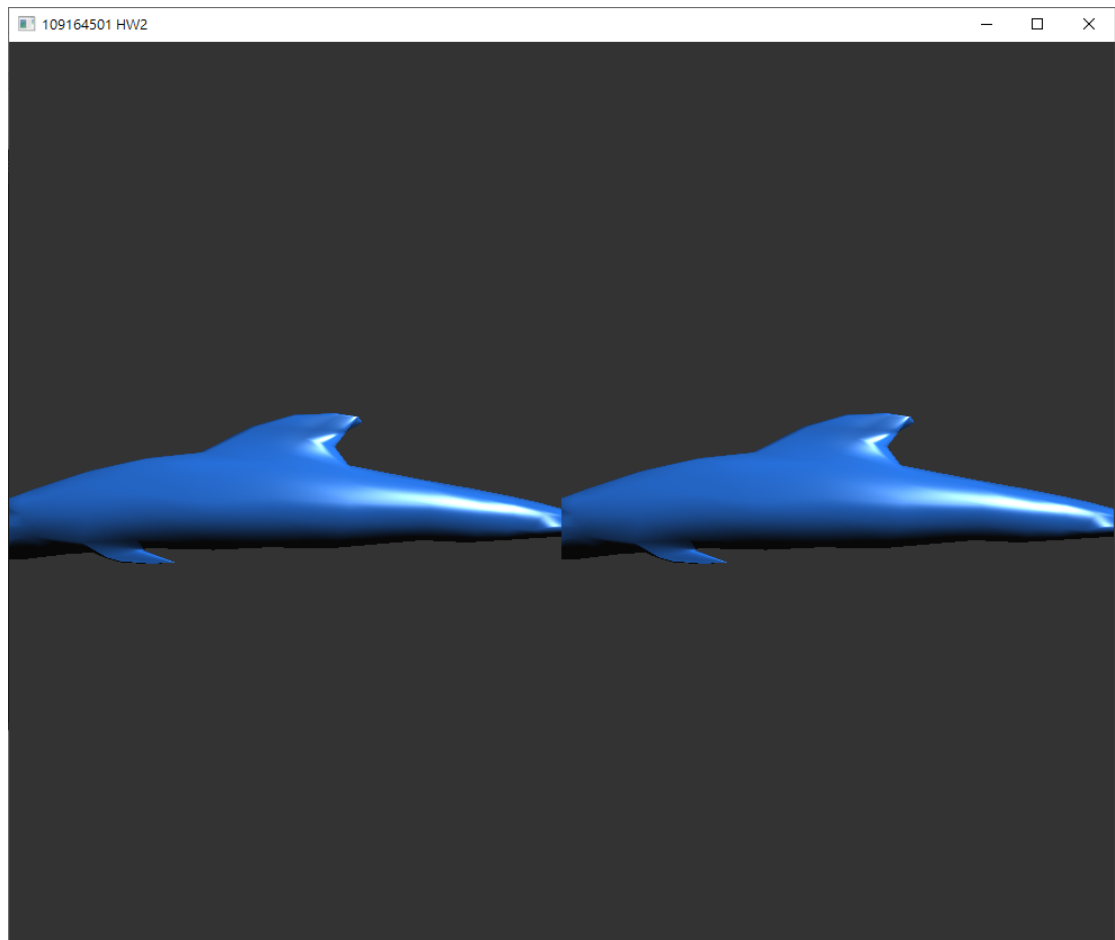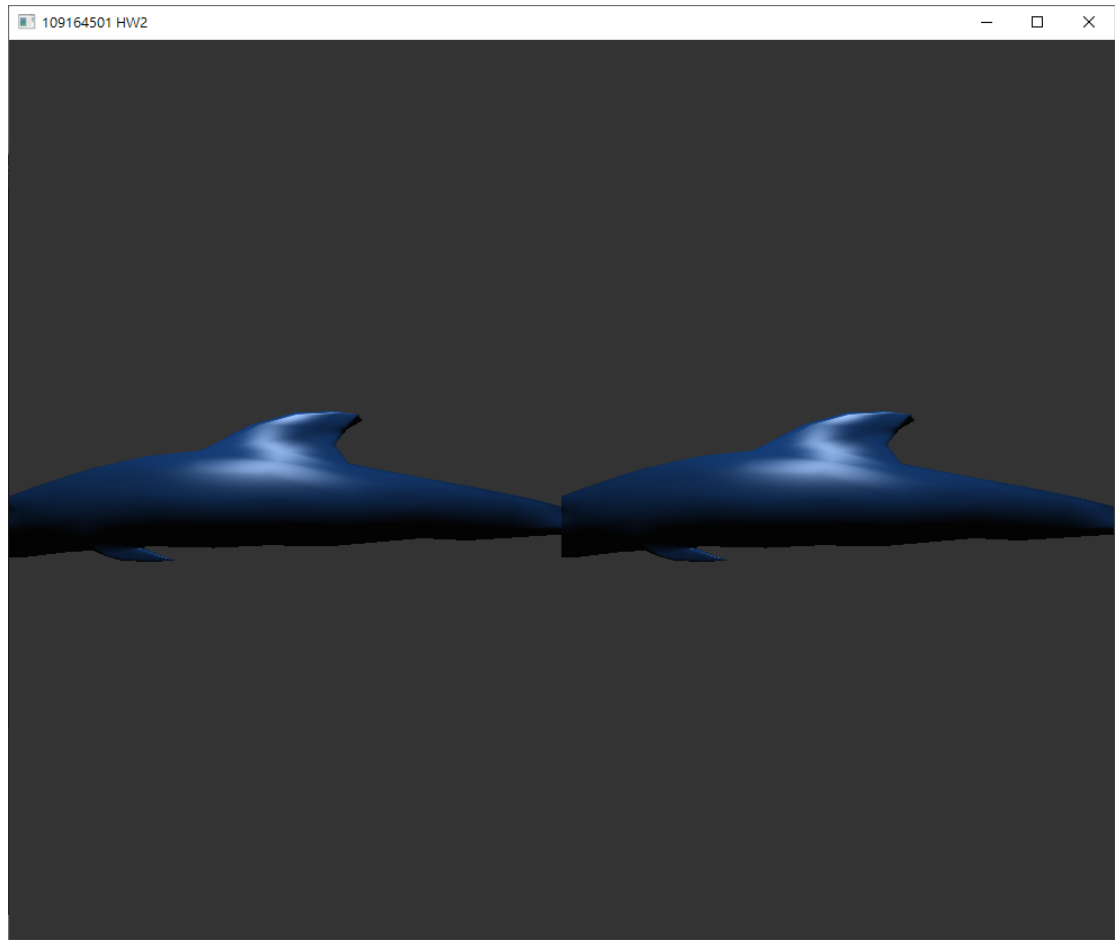
新增了 printInfo()
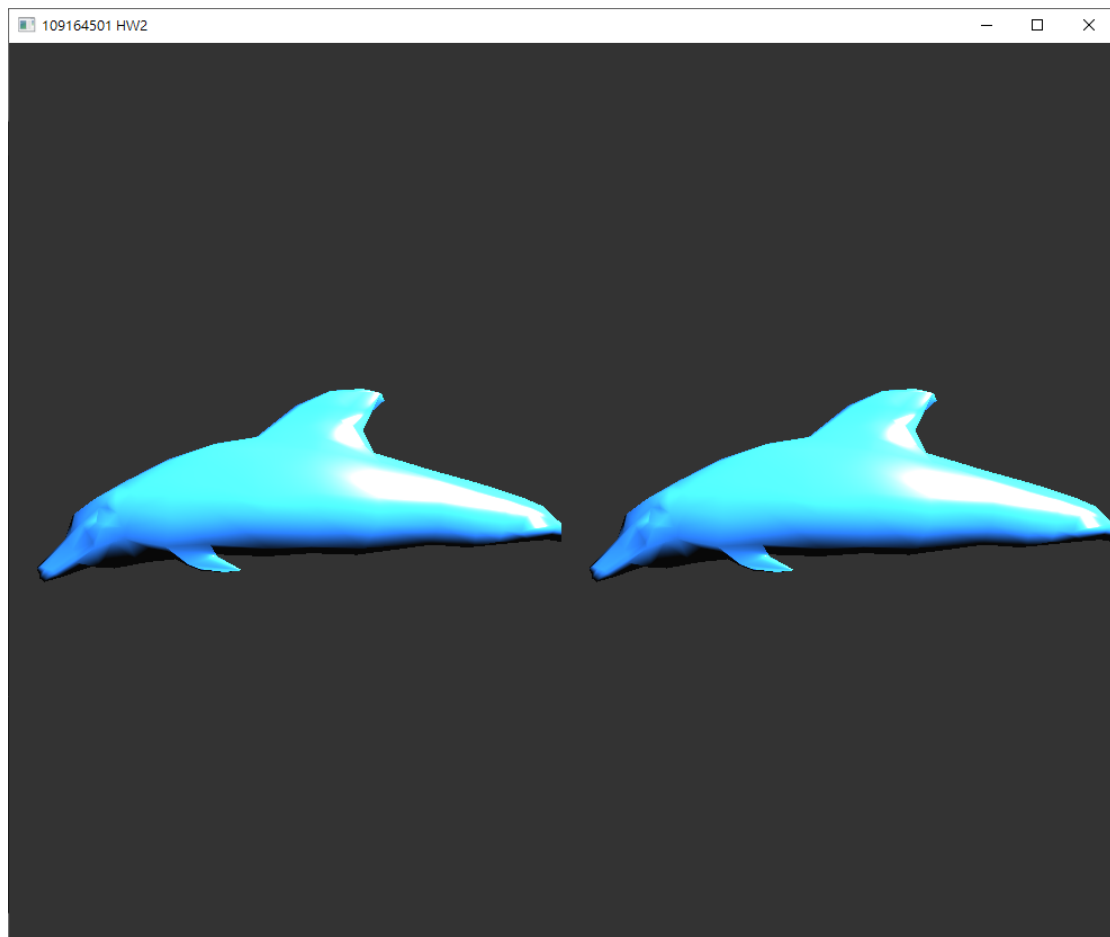

Resize

Rotate

Switch model

Scaling

Point light

Spotlight

Change light pos

同樣新增了按 Esc 可以關閉

Change shininess

Scroll 變亮

同樣新增了按 Esc 可以關閉