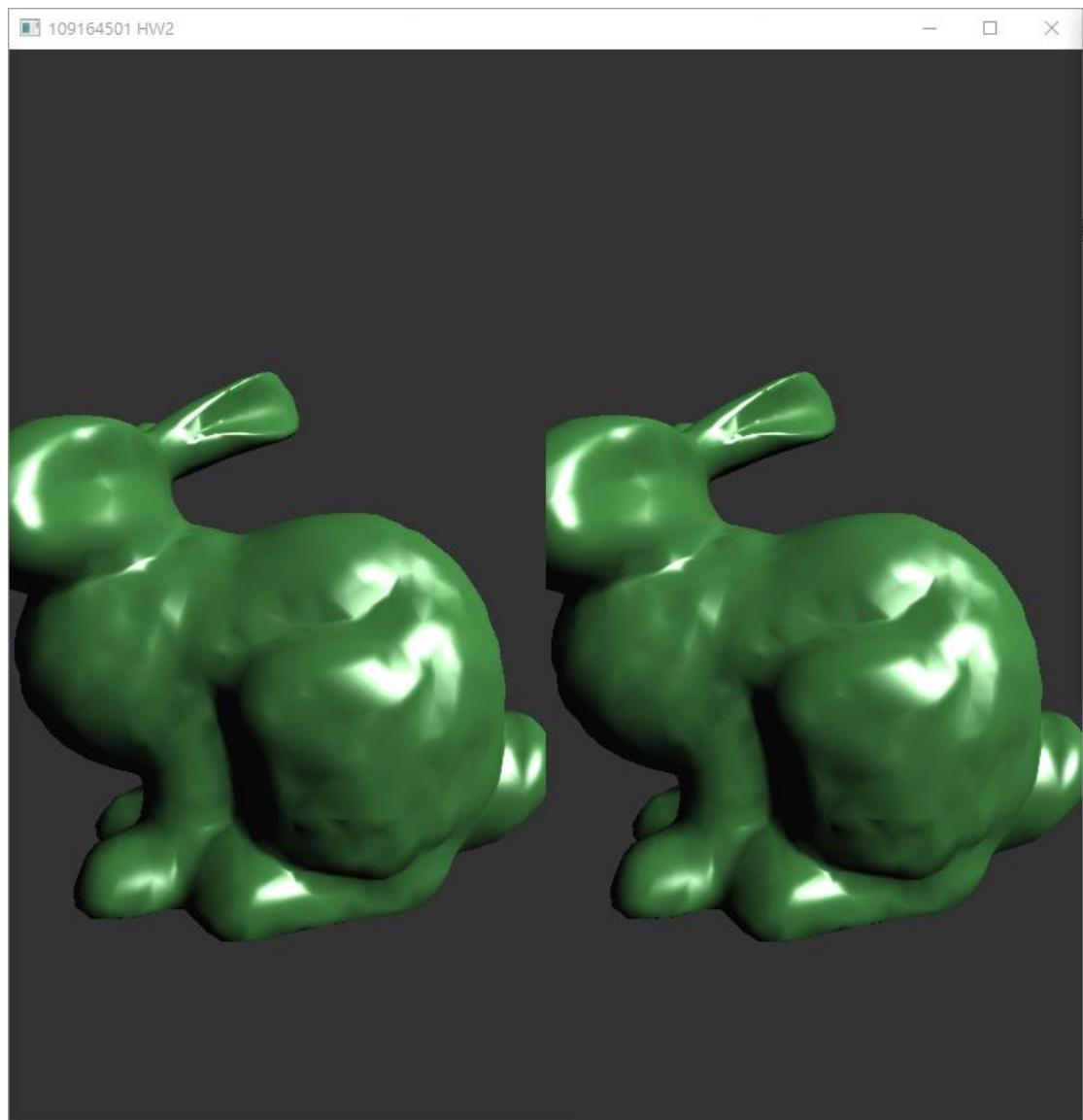


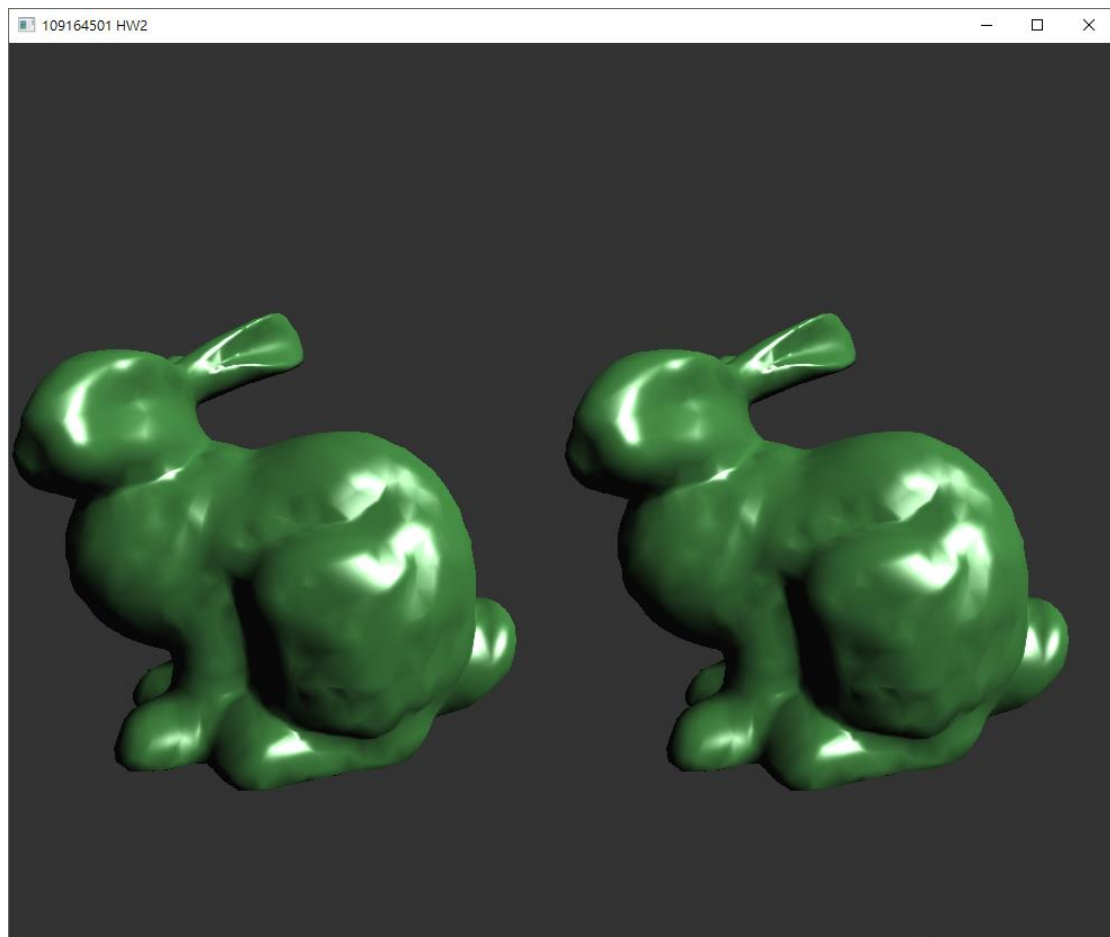
109164501 陸柏宏 計算機圖學 HW2 Report

初始畫面

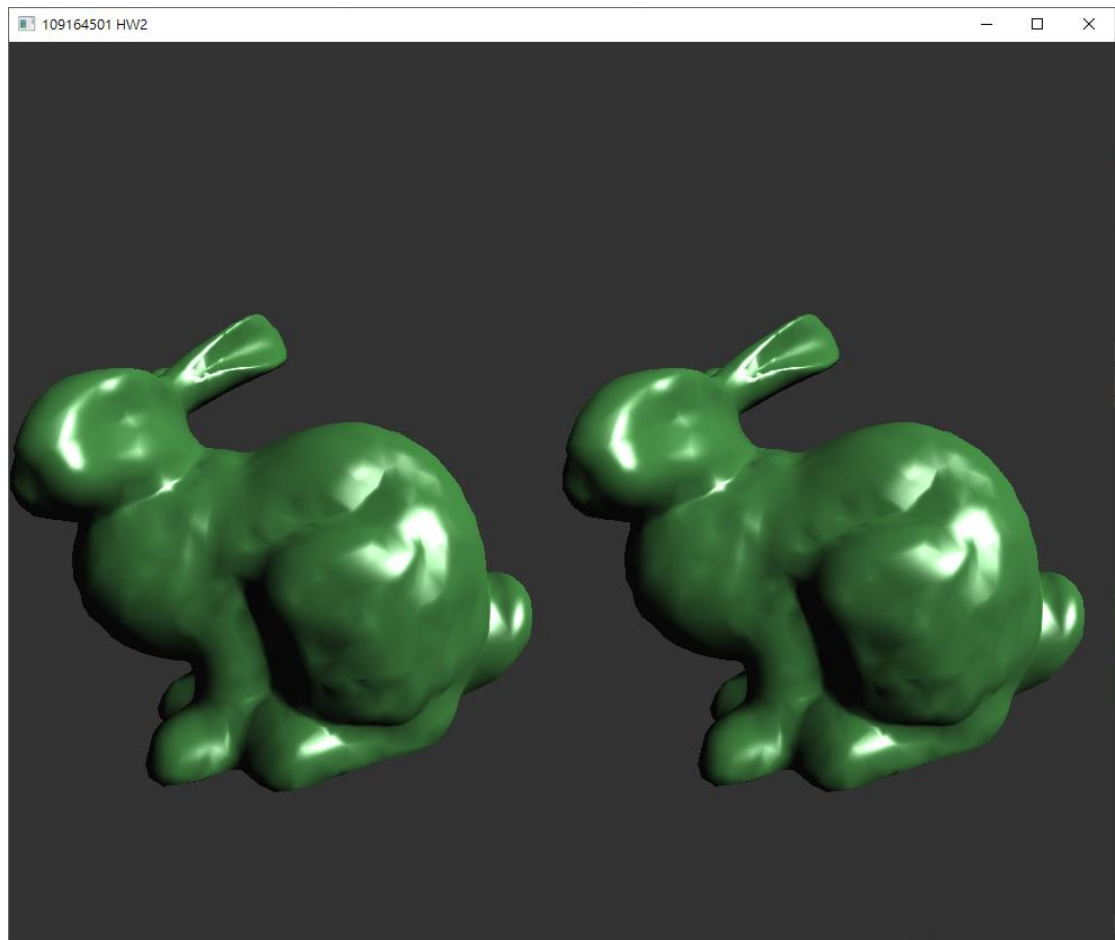


```
C:\Users\Leaf\Desktop\HW\CG\ComputerGraphic\HW2\AS02_Framework\64\Debug\OpenGLFramework-VS2017.exe
Load Models Success ! Shapes size 1 Material size 1
Model 0 , ../NormalModels/bunny5KN.obj
Load Models Success ! Shapes size 1 Material size 1
Model 1 , ../NormalModels/dragon10KN.obj
Load Models Success ! 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
-----
```

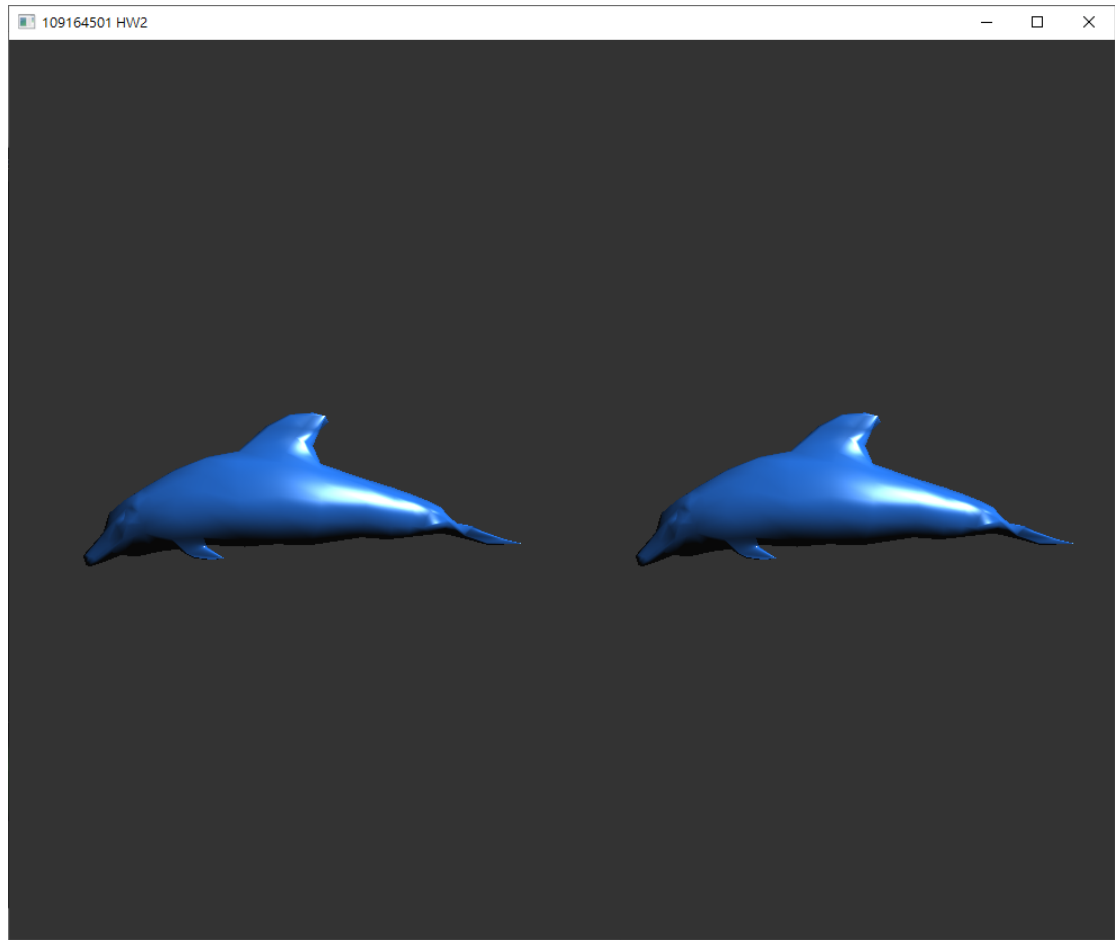
新增了 printInfo()



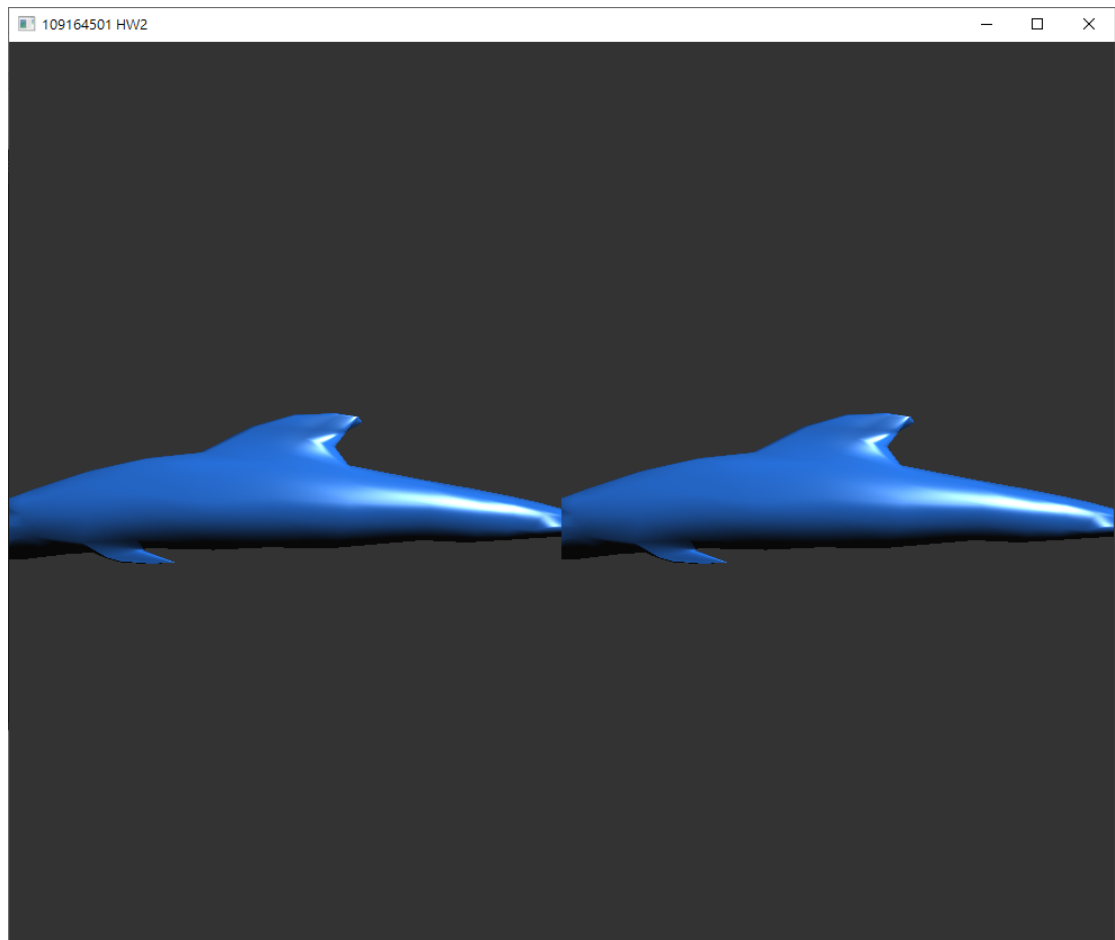
Resize



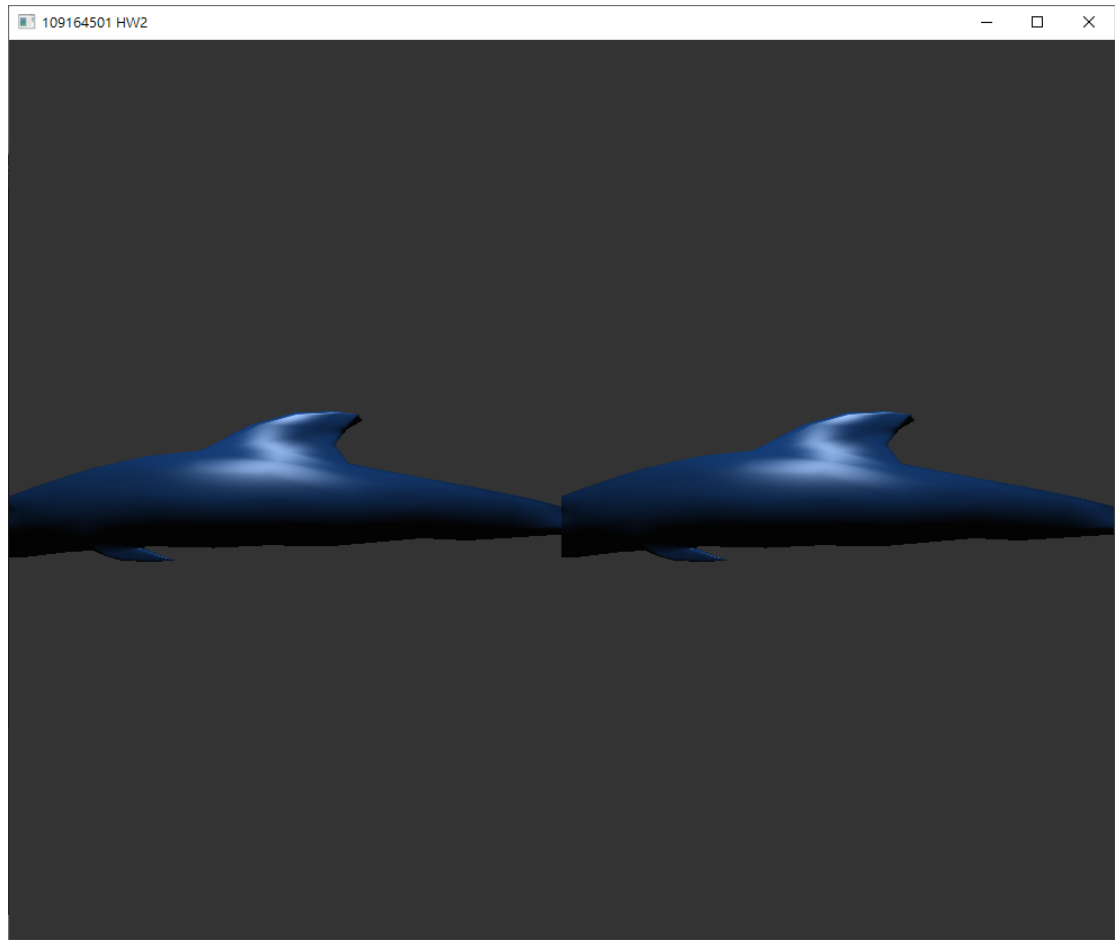
Rotate



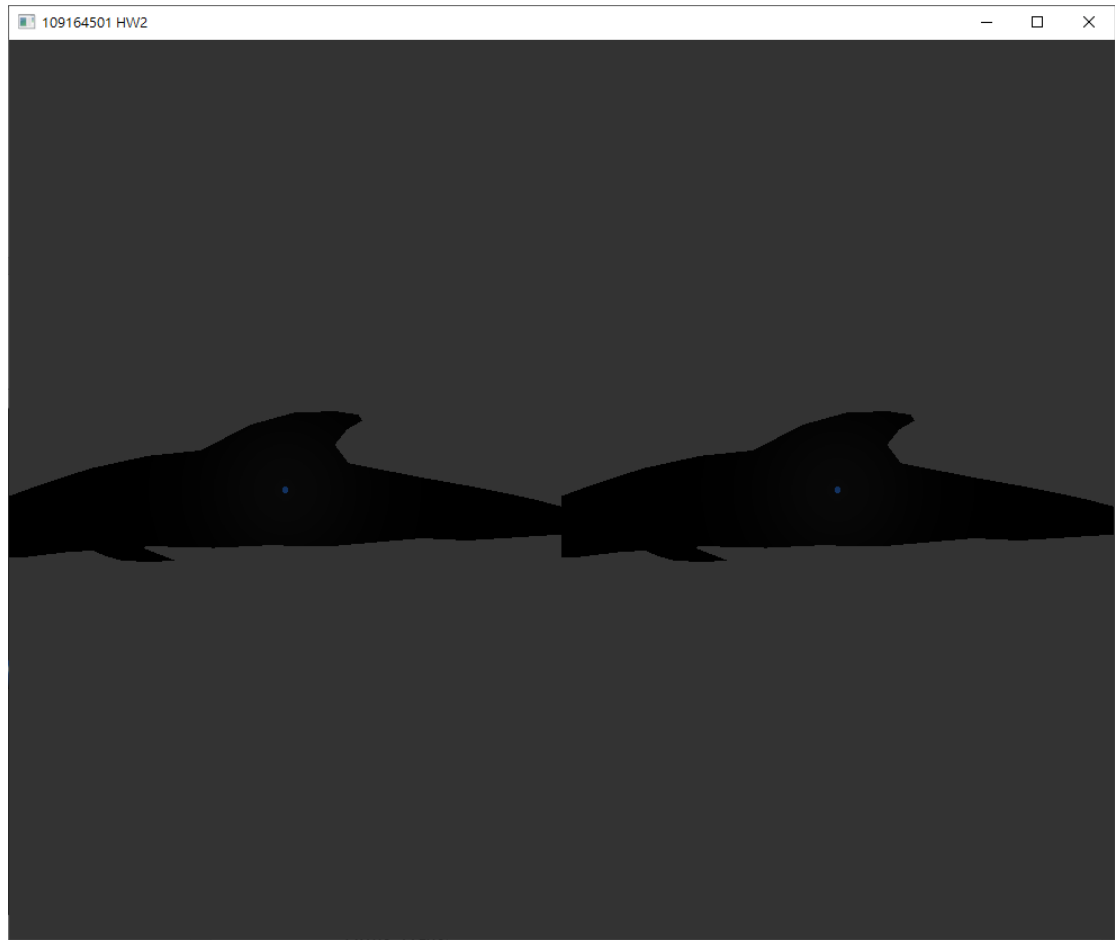
Switch model



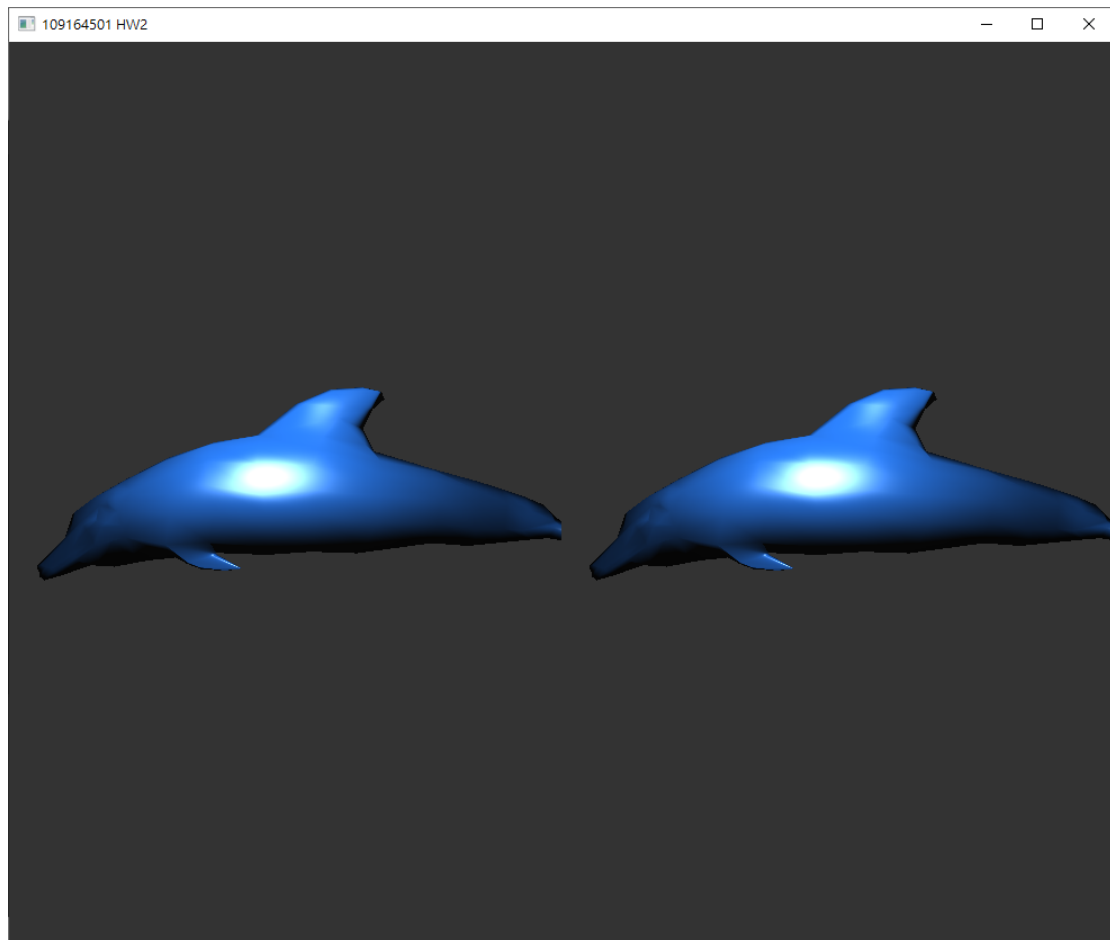
Scaling



Point light



Spotlight

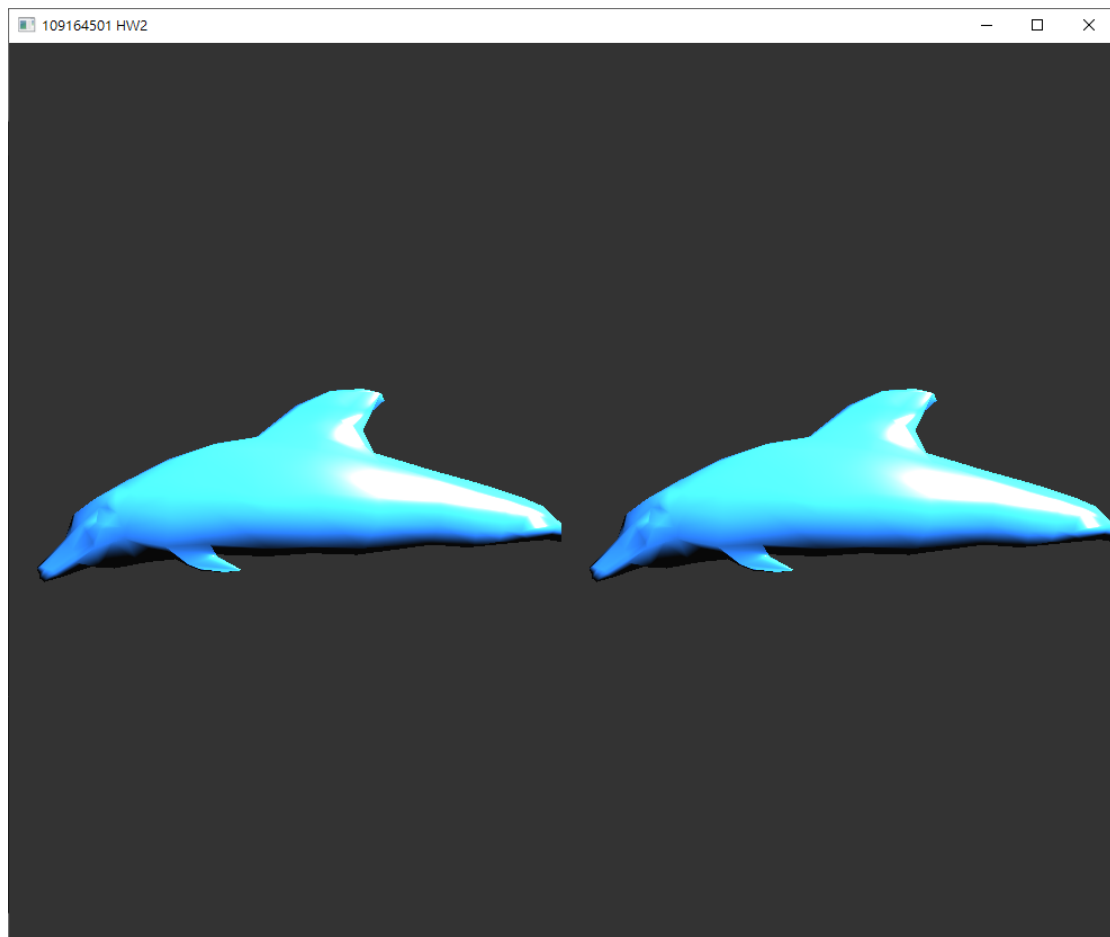


```
C:\Users\Leaf\Desktop\HW\CG\ComputerGraphic\HW2\AS02_Framework\x64\Debug\OpenGLFramework-VS2017.exe
Light pos:(-0.270000,1.130001,1.000000)
Light pos:(-0.250000,1.120001,1.000000)
Light pos:(-0.230000,1.110001,1.000000)
Light pos:(-0.220000,1.100001,1.000000)
Light pos:(-0.200000,1.090001,1.000000)
Light pos:(-0.180000,1.080001,1.000000)
Light pos:(-0.160000,1.080001,1.000000)
Light pos:(-0.150000,1.060001,1.000000)
Light pos:(-0.140000,1.050001,1.000000)
Light pos:(-0.120000,1.020001,1.000000)
Light pos:(-0.120000,1.010001,1.000000)
Light pos:(-0.110000,1.000001,1.000000)
Light pos:(-0.110000,0.990001,1.000000)
Light pos:(-0.110000,0.970001,1.000000)
Light pos:(-0.110000,0.960001,1.000000)
Light pos:(-0.110000,0.950001,1.000000)
Light pos:(-0.110000,0.940001,1.000000)
Light pos:(-0.110000,0.930001,1.000000)
Light pos:(-0.110000,0.910001,1.000000)
Light pos:(-0.110000,0.900001,1.000000)
Light pos:(-0.110000,0.890001,1.000000)
Light pos:(-0.110000,0.880001,1.000000)
Light pos:(-0.110000,0.870001,1.000000)
Light pos:(-0.110000,0.840001,1.000000)
Light pos:(-0.110000,0.810001,1.000000)
Light pos:(-0.110000,0.780001,1.000000)
Light pos:(-0.110000,0.770001,1.000000)
Light pos:(-0.110000,0.740001,1.000000)
Light pos:(-0.110000,0.720001,1.000000)
```

Change light pos


```
C:\Users\Leaf\Desktop\HW\CG\ComputerGraphic\HW2\AS02_Framework\x64\Debug\OpenGLFramework-VS2017.exe
Shininess: 64.5
Shininess: 65
Shininess: 65.5
Shininess: 66
Shininess: 66.5
Shininess: 67
Shininess: 67.5
Shininess: 68
Shininess: 68.5
Shininess: 69
Shininess: 69.5
Shininess: 70
Shininess: 70.5
Shininess: 71
Shininess: 71.5
Shininess: 72
Shininess: 72.5
Shininess: 73
Shininess: 73.5
Shininess: 74
Shininess: 74.5
Shininess: 75
Shininess: 75.5
Shininess: 76
Shininess: 76.5
Shininess: 77
Shininess: 77.5
Shininess: 78
Shininess: 78.5
```

Change shininess



Scroll 變亮

同樣新增了按 Esc 可以關閉