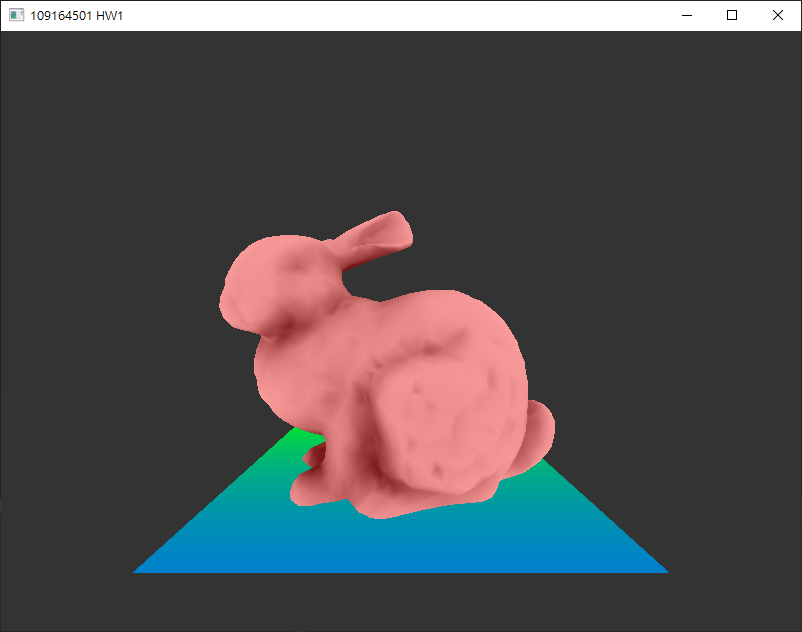
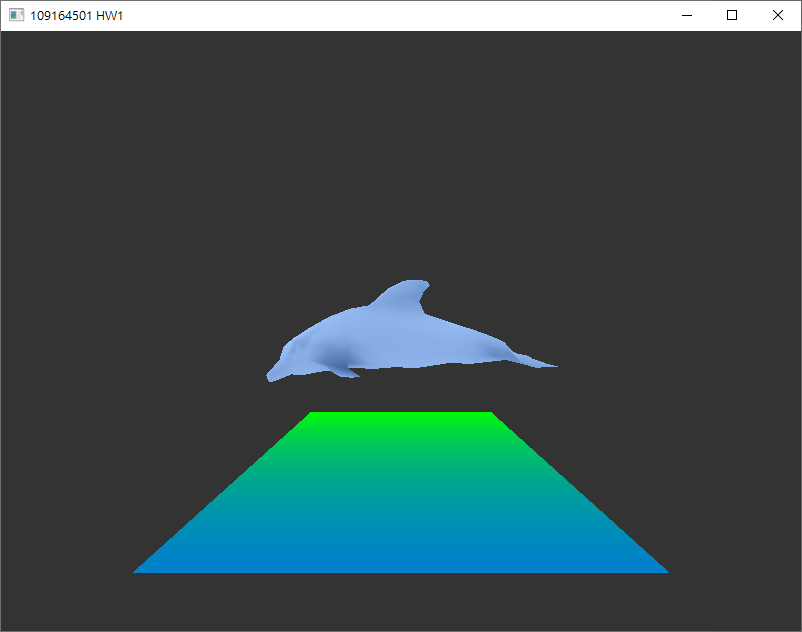
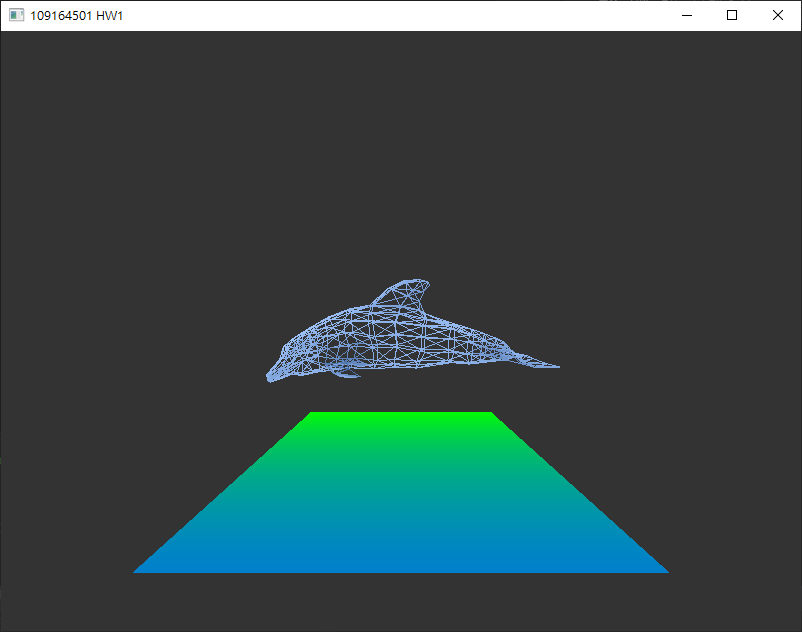
109164501 陸柏宏 計算機圖學HW1 Report

初始畫面

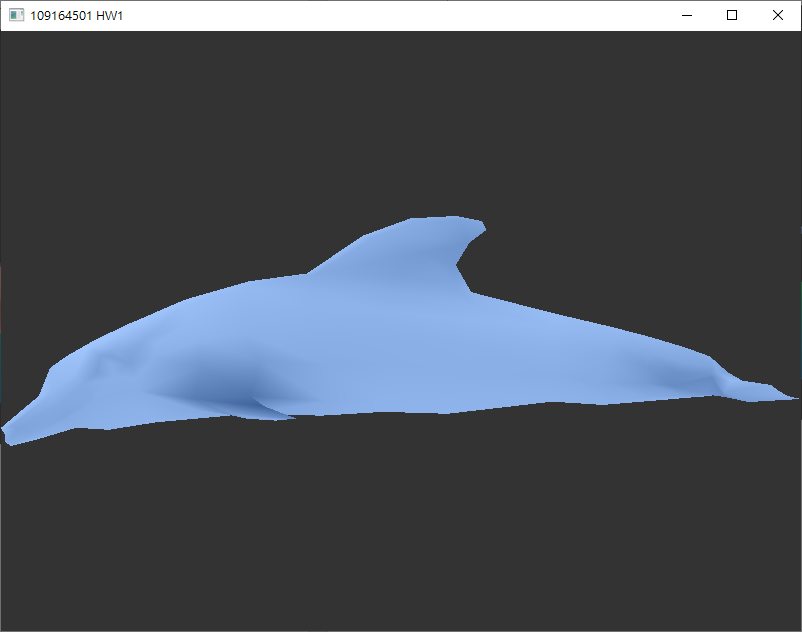


z/x 切換模型

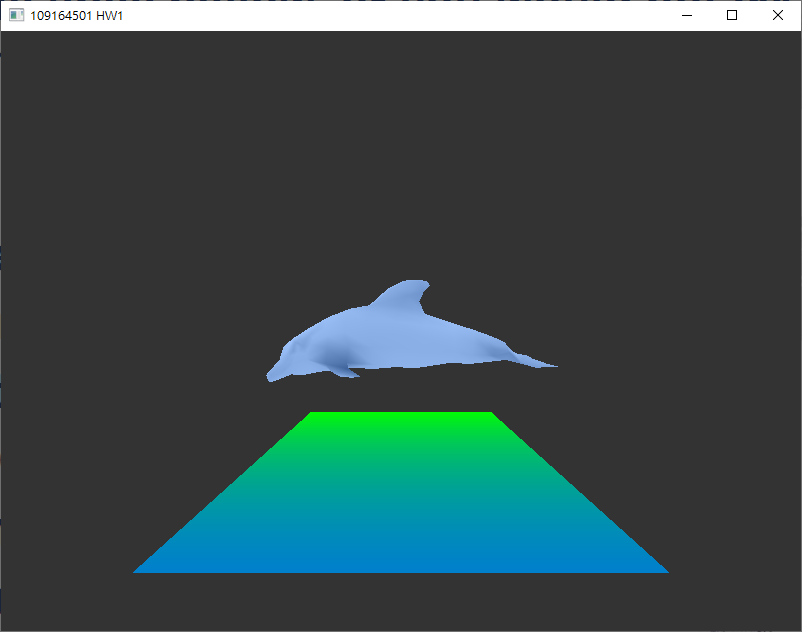
Wireframe



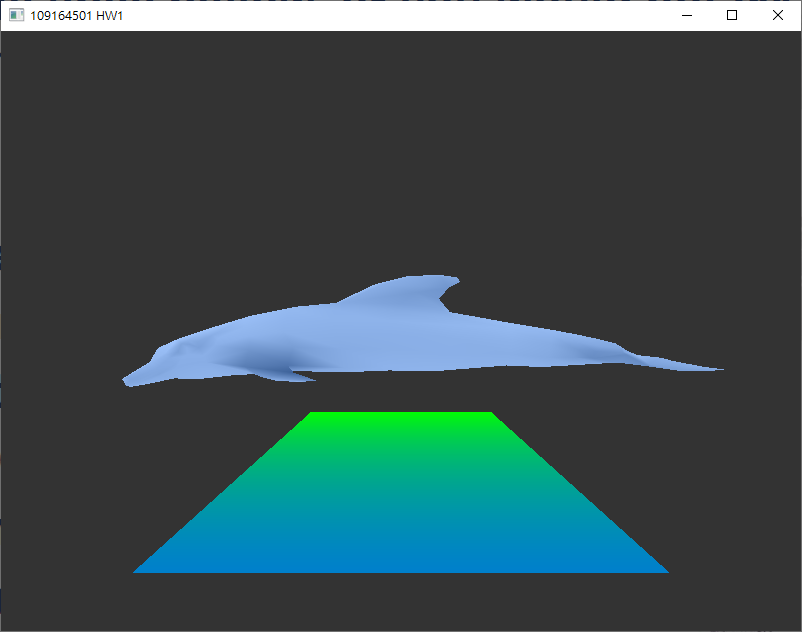
Orthogonal



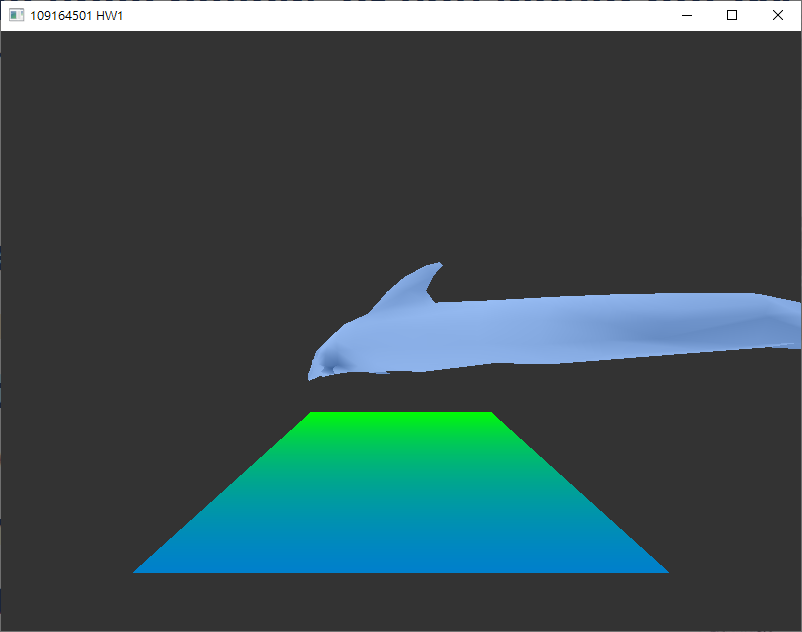
NDC Perspective



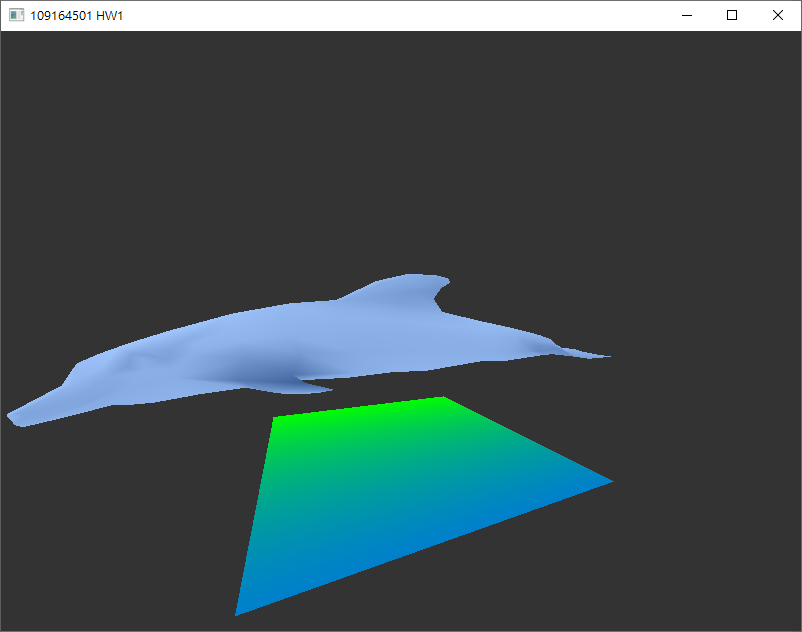
Scale



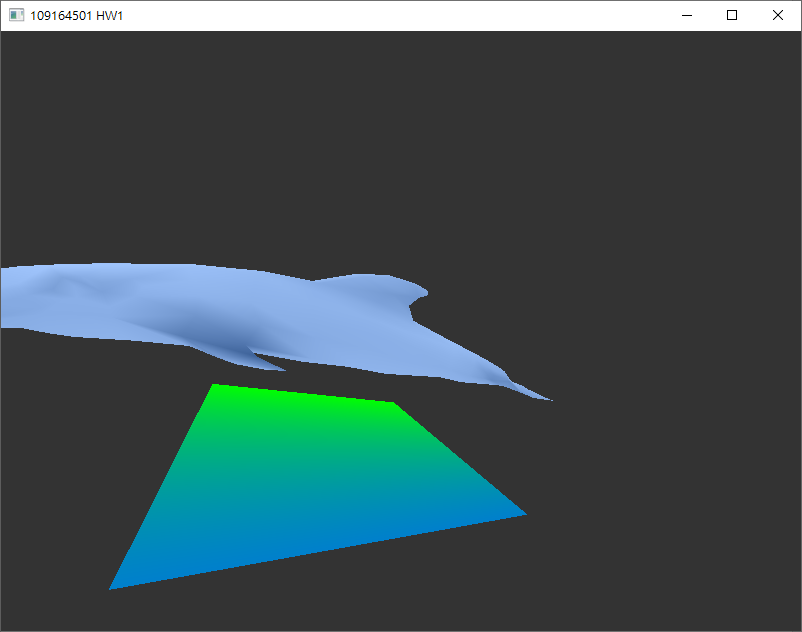
Rotation



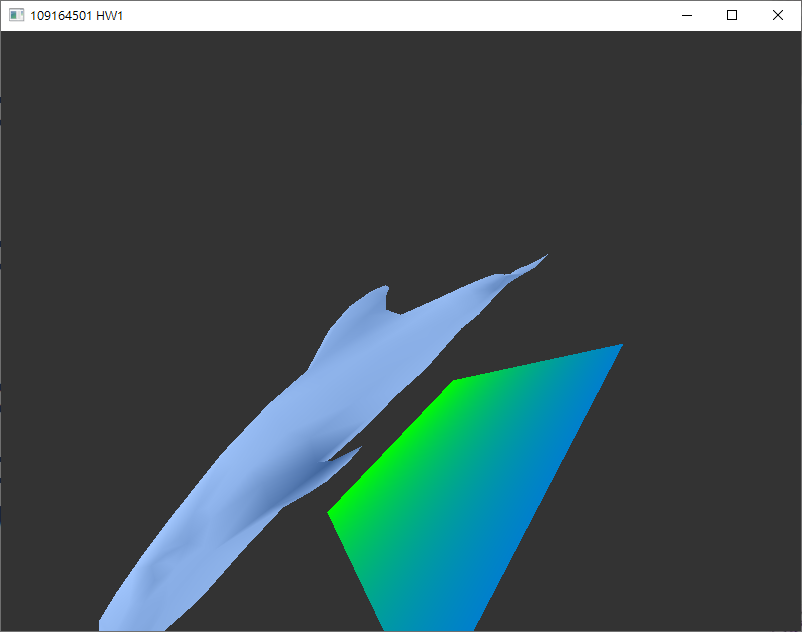
Eye position mode



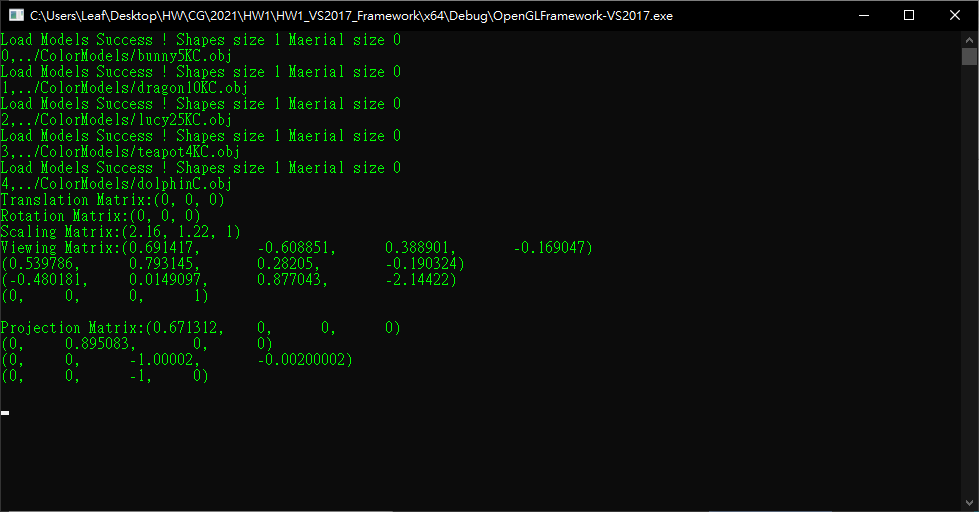
Viewing center position mode



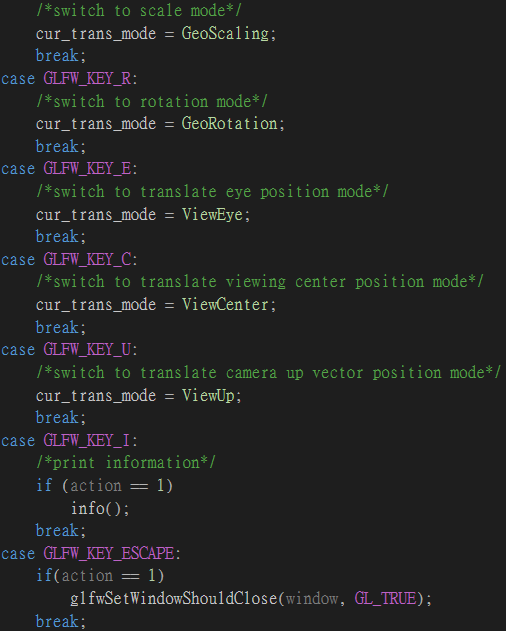
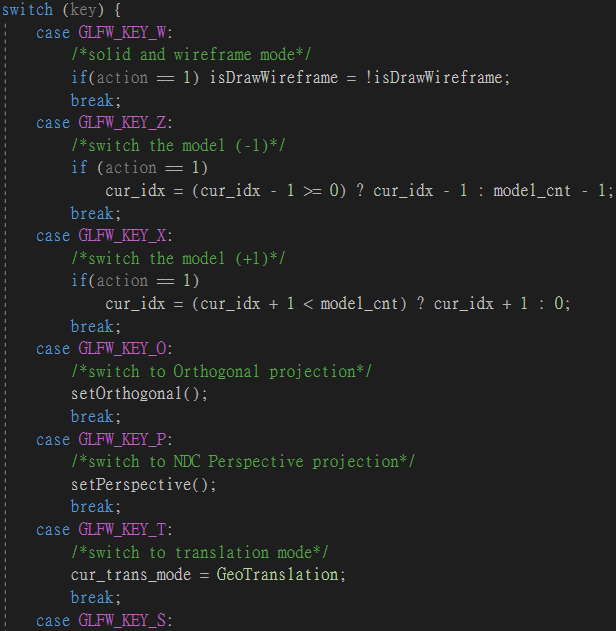
translate camera up vector position mode



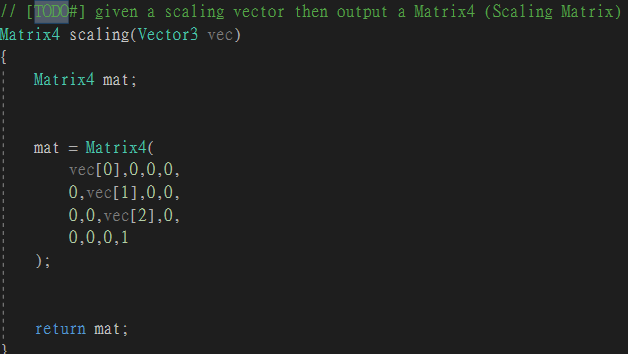
Information



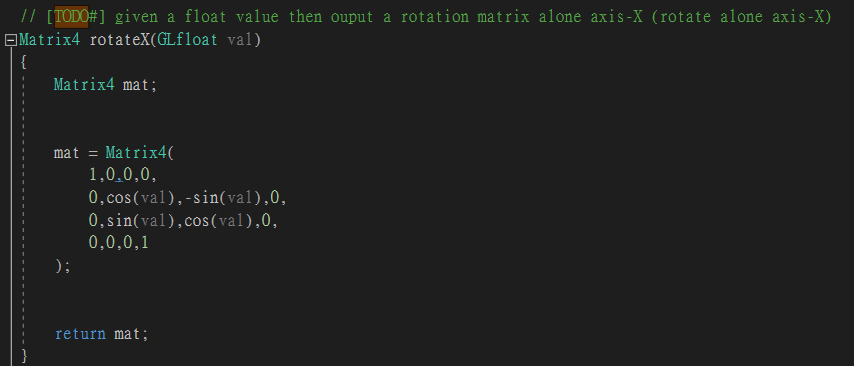
鍵盤Keys

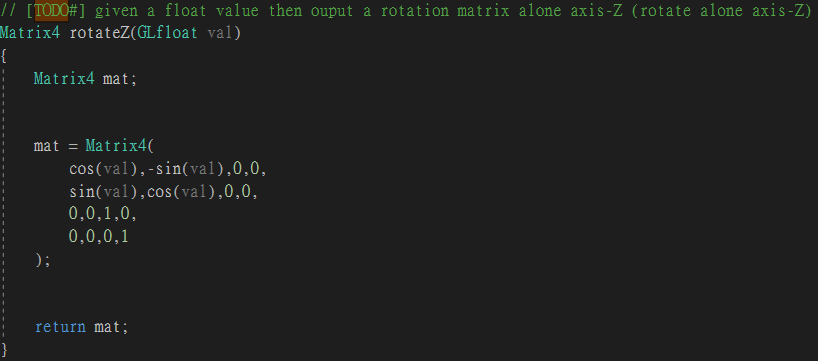
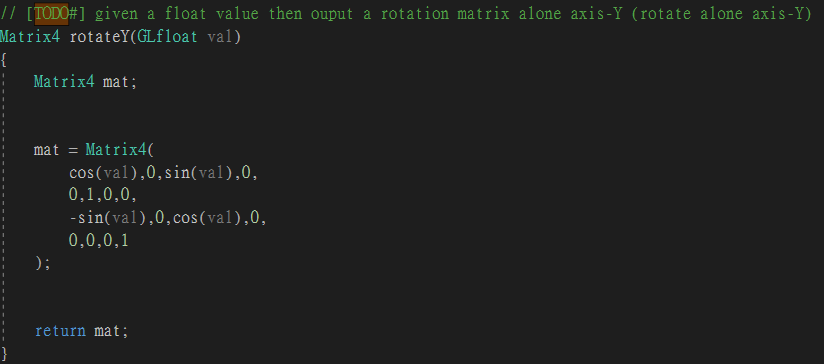


Scale 矩陣

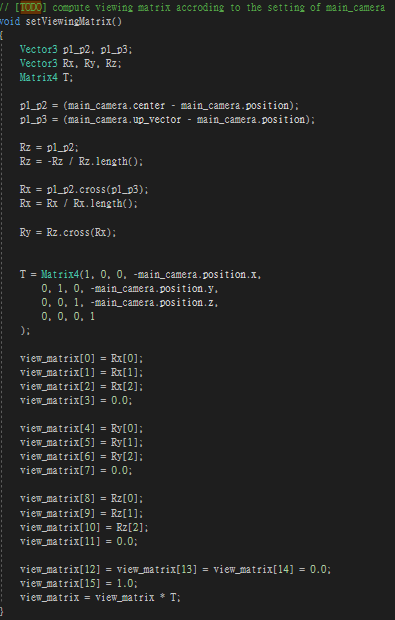


Rotate 矩陣

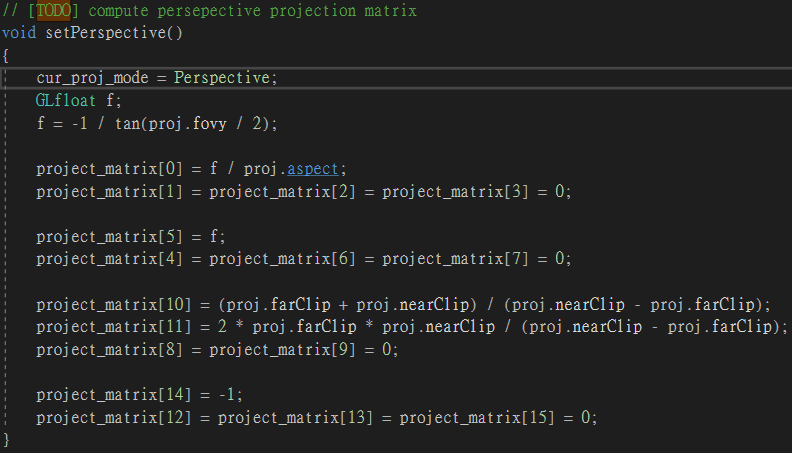




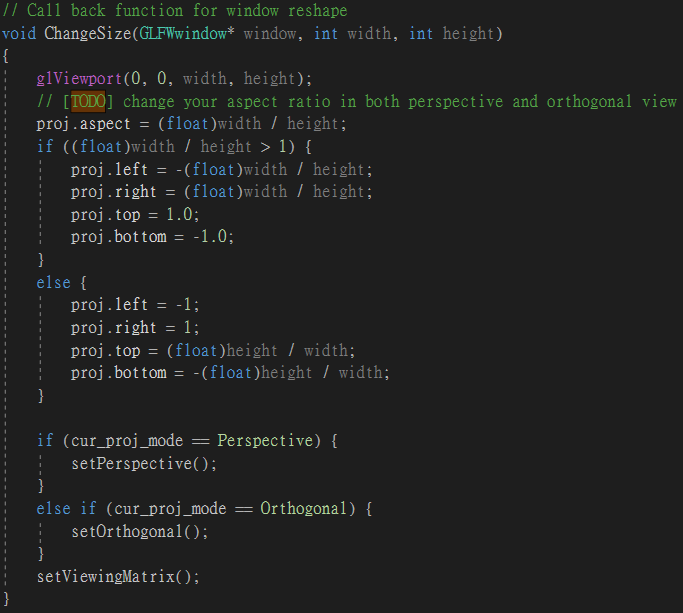
Viewing matrix



Perspective

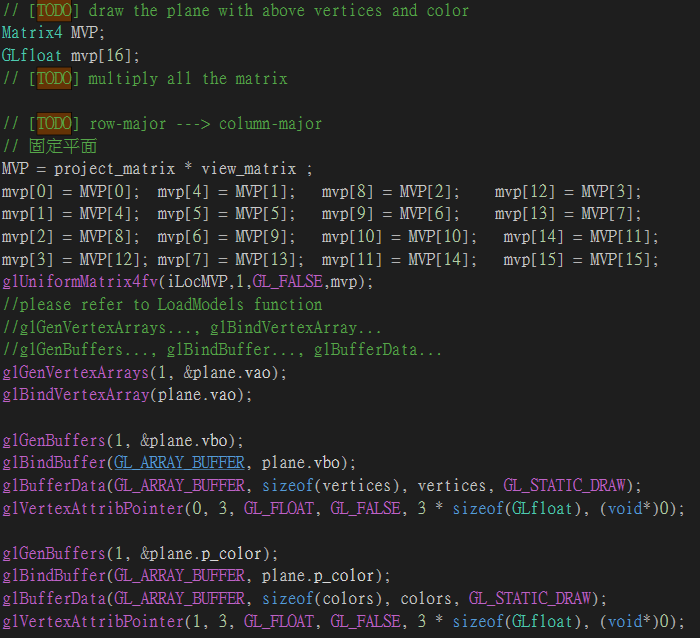


Change Size

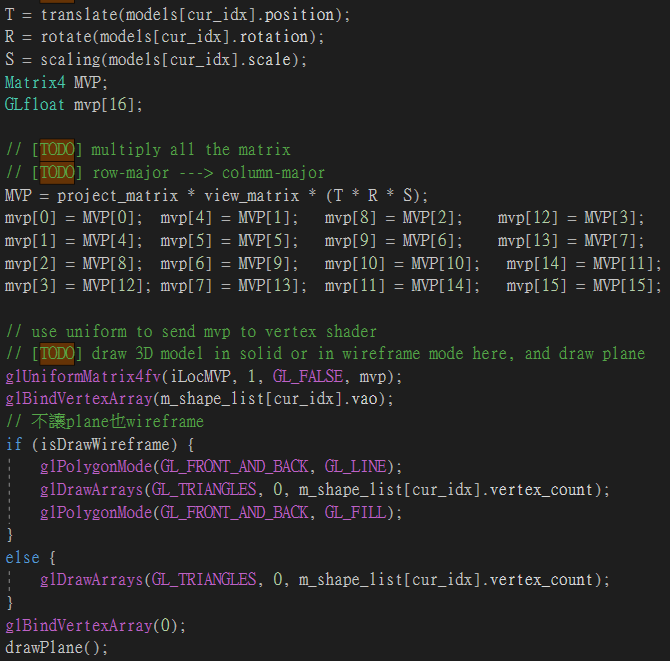


Draw Plane

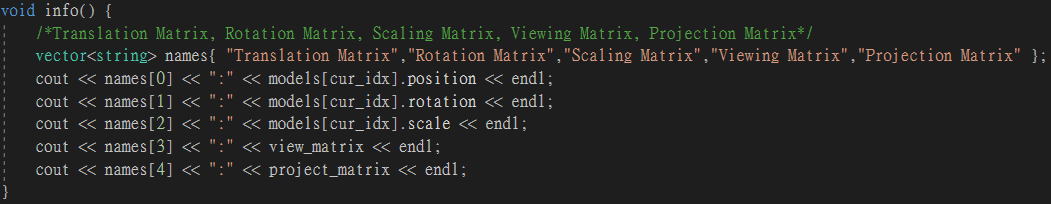
新增一個Shape plane處理

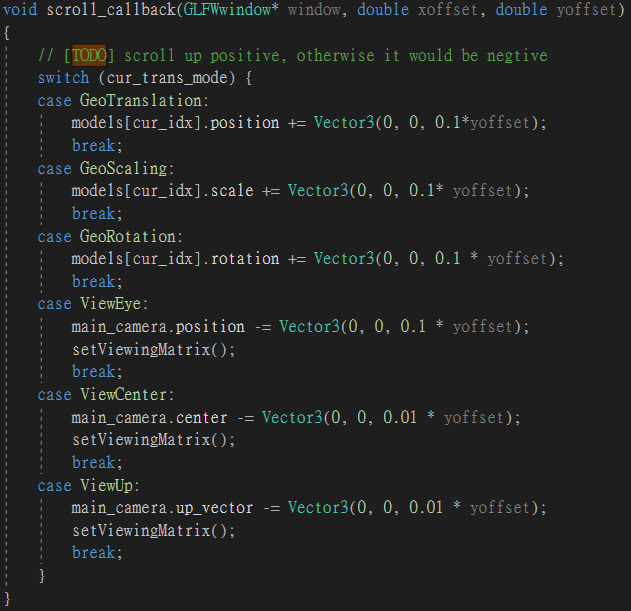


Render Scene 使用isDrawWireFrame 的布林值來處理w的事件

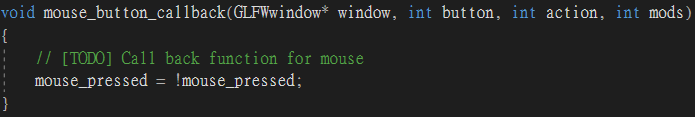


新增一個function來印出資訊

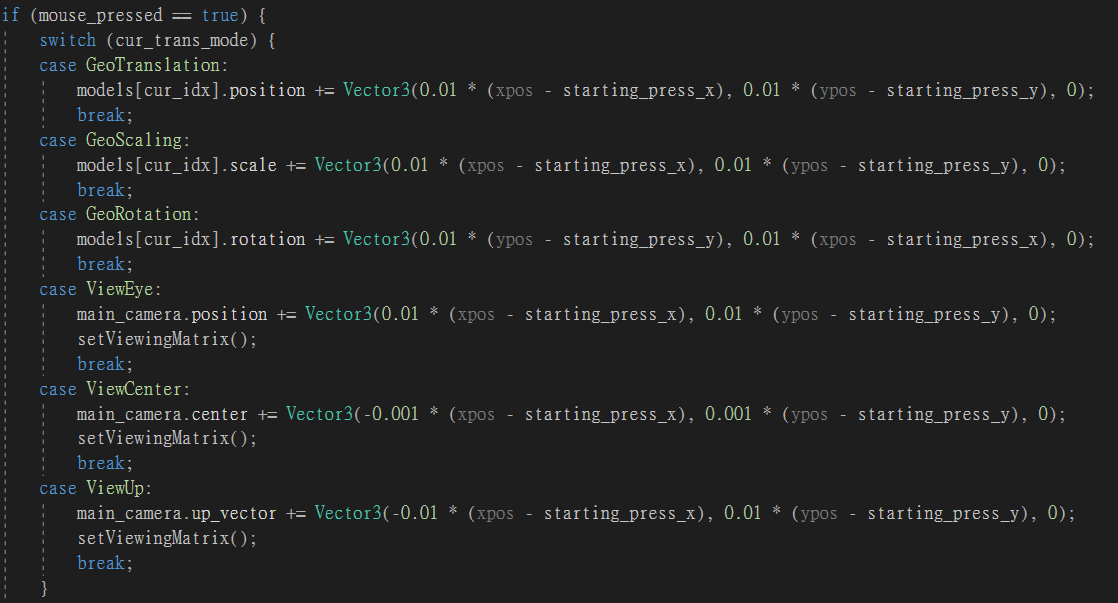


Scroll callback

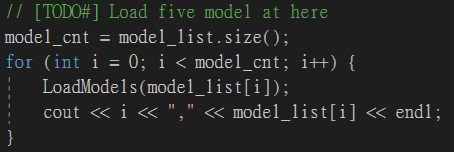
Mouse



使用0.01、0.001來控制上下拉靈敏度



Model size 新增 int model\_cnt 來存Model數量



另外新增了按Esc可以關閉

發現到:

要用到Shader.vs、Matrix要先乘MVP 才會出現平面

鍵盤事件需要action == 1 來讓它不會跳(Ex: w: 不會反覆切換wireframe跟solid mode)