

**Project Assignment 1 (Due: 04/21)**

- Modify the tutorial framework and implement the following functions,
  1. Change the background color using keyboard inputs. (2 pt)
    - 1.1 "r": red, "g": green, "b": blue.
    - 1.2 The background color should be kept until it is changed.
  - 2 Display three rotating polygons. (3 pt)
    - 2.1 Create each polygon using more than three triangles (i.e. pentagon, hexagon, star, etc.)
    - 2.2 Use a different shape and color for each polygon.
    - 2.3 Each polygon should rotate continuously against a different axis (i.e., x, y, z-axis).
    - 2.4 All polygons should be displayed at the same time.
  - 3 Display two different fill modes using the keyboard inputs. (2 pt)
    - 3.1 "w": wireframe, "s": solid
  - 4 Change the color brightness by modifying the pixel shader and using keyboard inputs. (3 pt)
    - 4.1 "1": full brightness, "2": half brightness

\*Do **not** delete existing classes in the framework.

\*All project settings should be **properly** configured.

\*All functions should be executed from the **same** program.

- **Submission instruction (제출 요령)**

- ✓ 프로그램 build에 필요 없는 폴더(debug, release, ipch) 및 파일(\*.db)은 모두 삭제.
- ✓ 프로그램 작동에 필요한 설명은 "readme.txt"에 기술.
- ✓ 프로젝트 폴더 전체를 ZIP 파일(제한: 100MB)로 압축 후 ClassNet에 제출 (**E-mail**로 받지 **않음**).

- **Cautions (주의 사항)**

- ✓ **Visual Studio 2019**과 **DirectX 11**만 사용.
- ✓ Visual Studio에서 source code가 build 안되거나, 프로그램 실행이 안되면 **0점** 처리.
- ✓ Source code의 copy시 원본 제공자와 복사자 모두 **0점** 처리.
- ✓ 제출 시간 지나면 **0점** 처리.