

Computer Graphics

Transforming Cube

- 1) Implement the ability to transform a mesh using key (or mouse) inputs. Here is an *example* mapping:
 - a) Translate using W (up), A (down), S (left) and D (right)
 - b) Rotate using Q (counter-clockwise) and E (clockwise)
 - c) Scale using LEFT (scale up) and RIGHT (scale down) mouse buttons
- 2) Create a 3D cube mesh with differing colors for each vertex/face. Try transforming it to check the validity of all 6 faces. It might stretch oddly when using non-1:1 aspect ratios, so try sizing the window to 720x720. Some faces may also unexpectedly draw over others, that is normal for now!

