

Computer Graphics

Exercises 3

- 1) Create a camera class using the given template on Moodle. The class needs to attach two matrices to the render pipeline, the **View Matrix** and the **Perspective Matrix**. Implement standard WASD movement for forward, left, right, backward respectively (maybe QE for up/down?) either inside or outside the class. Implementing relative movement directions in **translate()** is optional!
- 2) Create extra vertices and indices to render a **single cube** and render it using the supplied texture from the small indie-game craftmine.