

David Latimore II - dgl097

"#MidtermSzn: An Interactive Work" a.k.a Project B

February 23rd, 2018

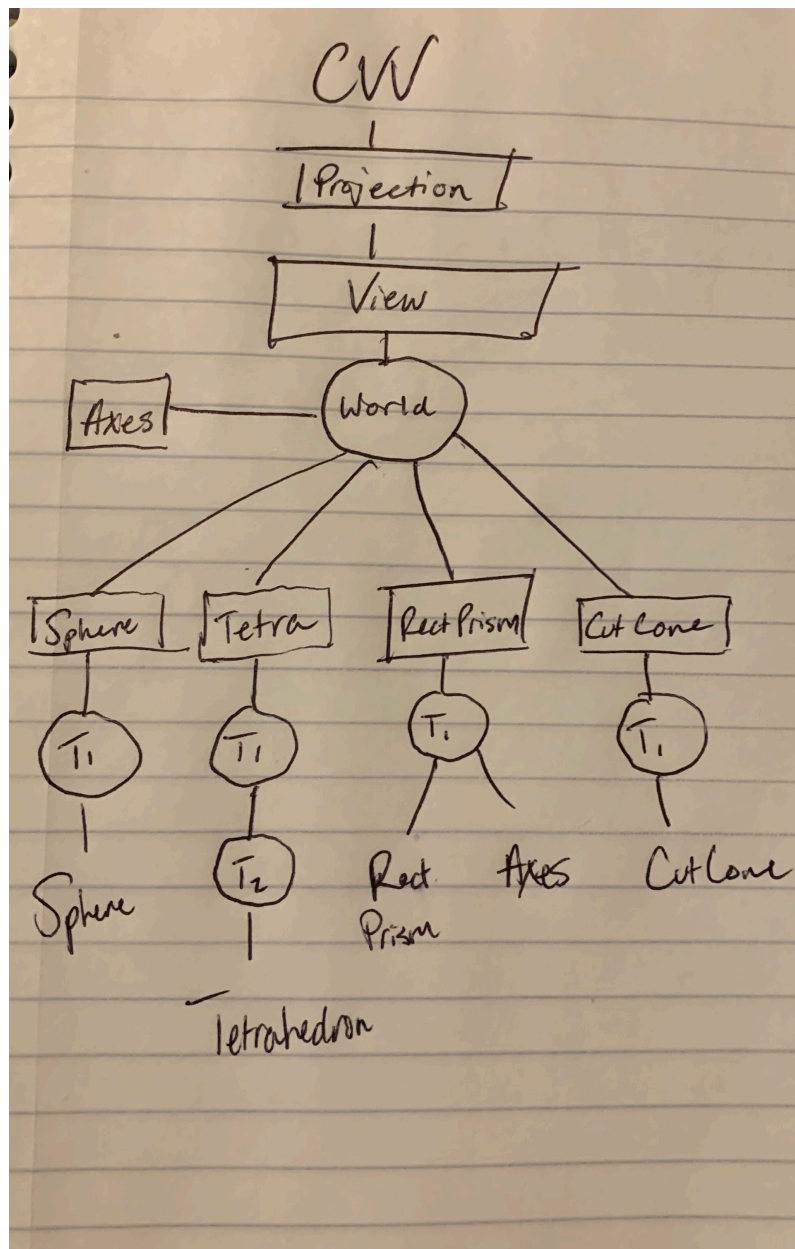
## User Guide

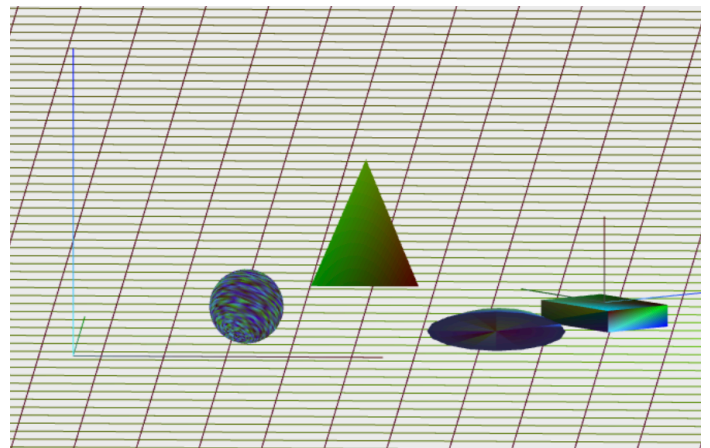
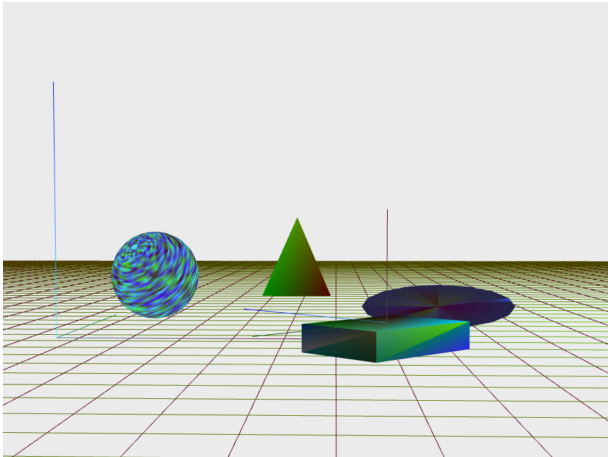
Thanks for checking this out! The controls for navigation are fairly simple and rely on the arrow keys for strafing left/right and moving forward and backward, while the WASD keys control the angle of the camera (think nodding or shaking your head).

## My Goals

To implement the two kinds of cameras side-by-side, and to use the two cameras to explore the scene.

## Scene Graph





These photos capture the output of the program I wrote for this project. Above, we have the perspective view and the orthographic view of the 3D objects I included, and below we have the perspective and orthographic view at a different angle, showing the section of the scene that includes the sphere object.

