Rochester Institute of Technology
Golisano College of Computing and Information Sciences
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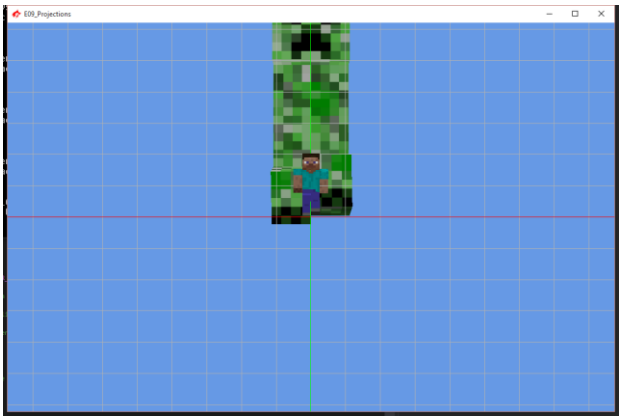
Data Structures & Algorithms for Games & Simulation II
IGME 309, 2015 Fall
E09: Projections

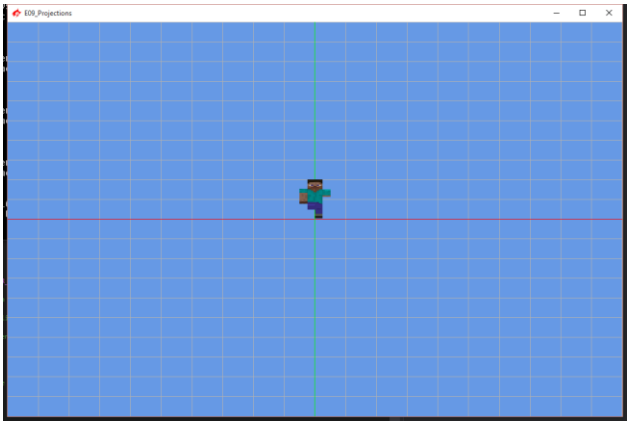
For this in-class exercise you are asked to implement 5 different camera views by pressing F1 to F5, the actual values for the camera are entirely up to you but they should look like these:

F1:

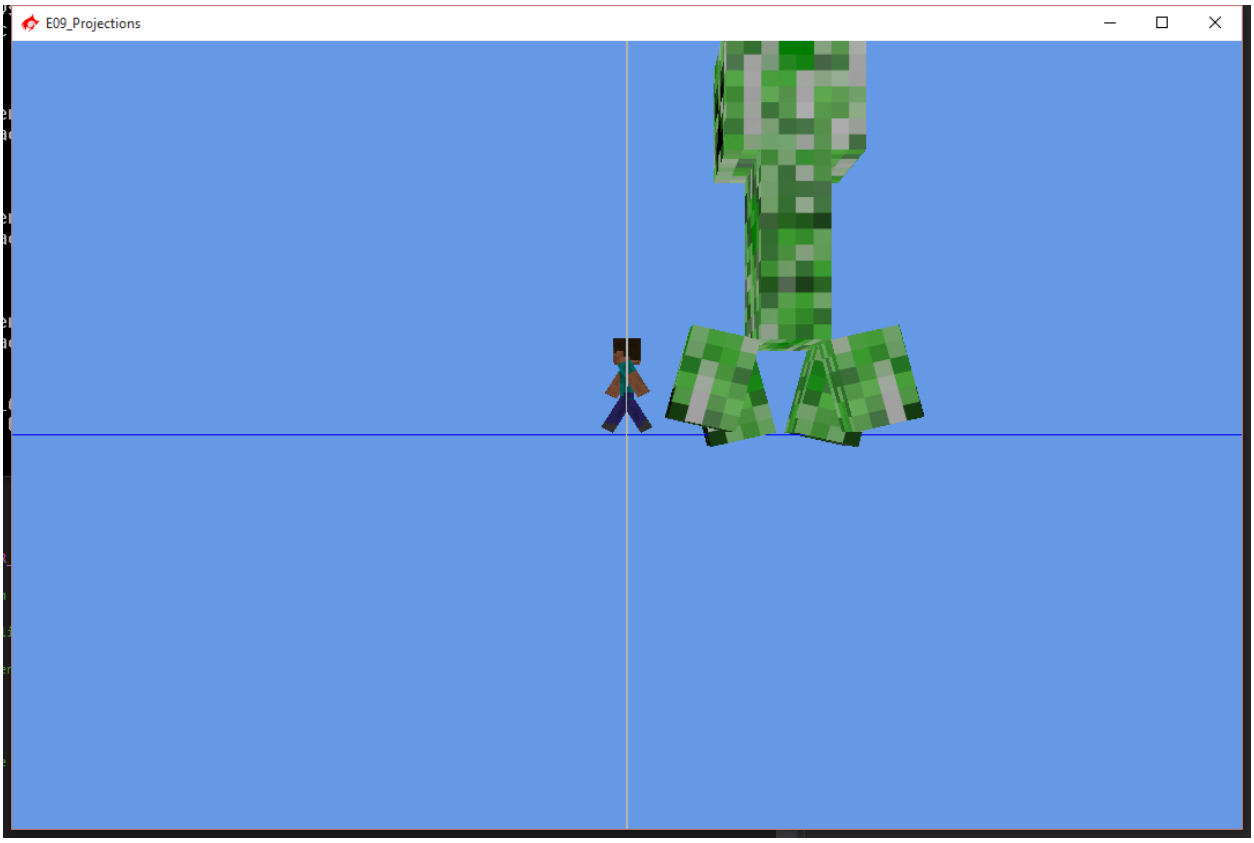


F3

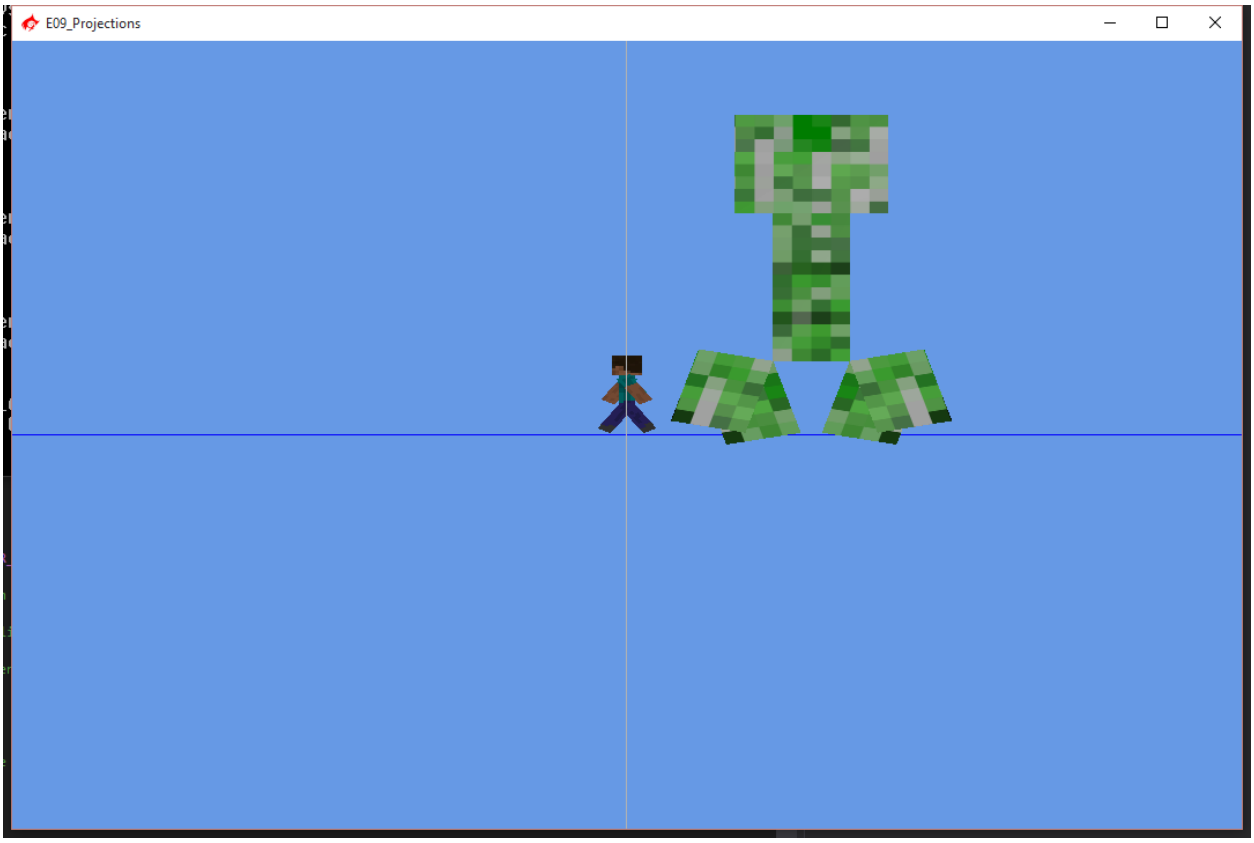
F2



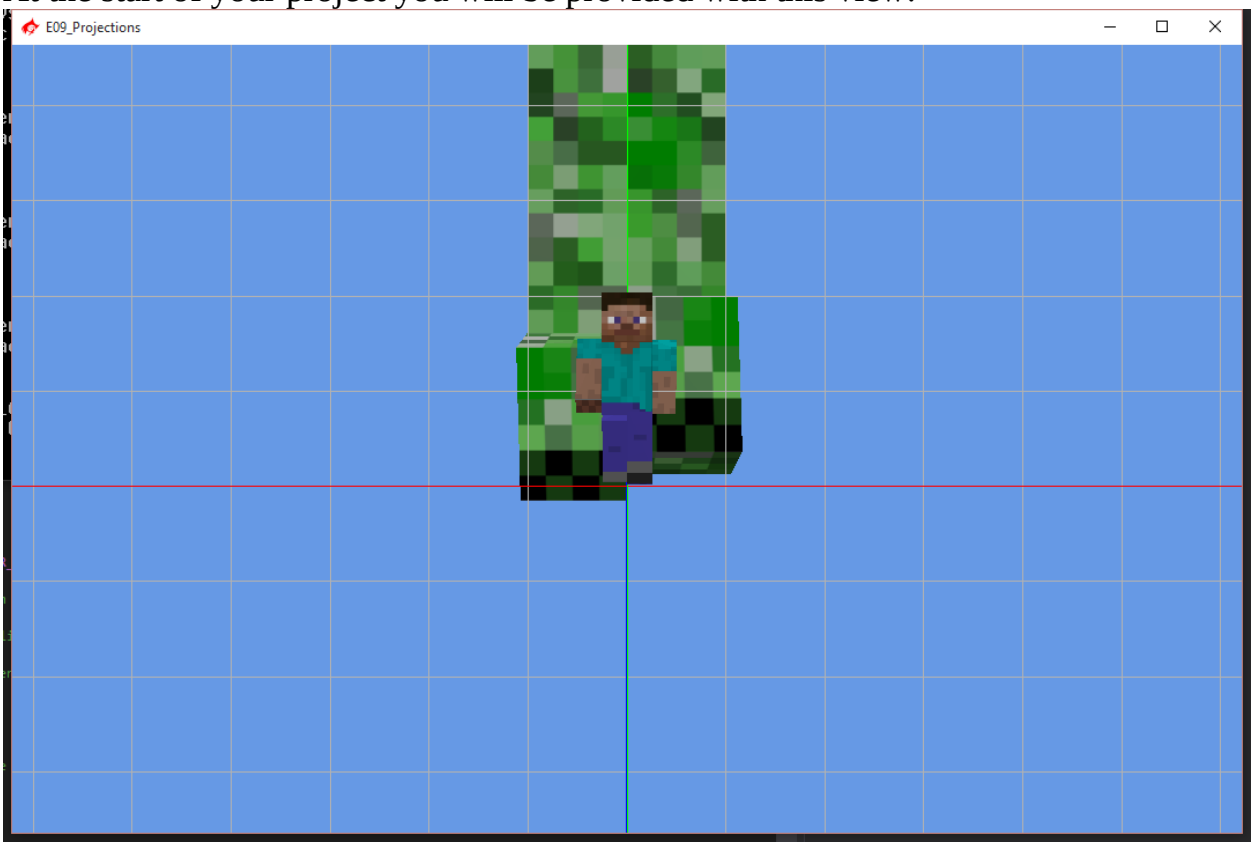
F4



F5



At the start of your project you will be provided with this view:



If you are using the provided code, all of it should go in the AppControllers.cpp; m_pCamera takes two matrices one for the View and one for the Projection with the SetView and SetProjection methods respectively. For F4 and F5 I'm using the same values except that one of them has a Perspective and the other has an Orthogonal matrix.

Show the work to the TA or professor and explain what you did in order to avoid the Gimbal Lock.