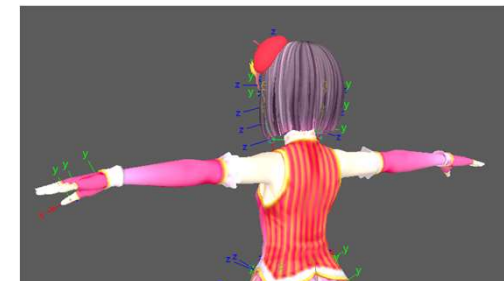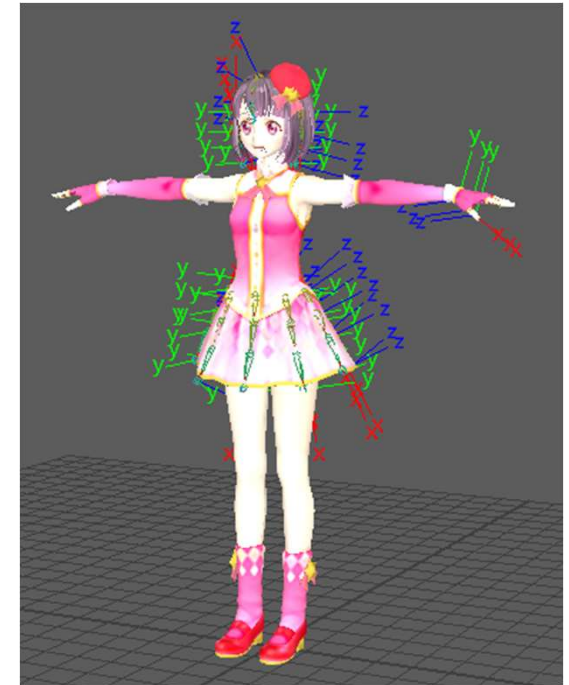# Engineer recruitment assignment

About the assignment

- Please implement software that analyzes the attached Wavefront format data and draws it.
  - Please use C++/DirectX11 (or 12).
  - You can implement the math/image library yourself or use a third-party library.
  - Please reflect the model shape.
  - (optional)Please reflect the texture.

- Please implement the camera
  - Rotate around the character
  - Move the camera closer to or farther away from the character

- Please add a directional light
  - Calculate the light with model normal data
  - Move the light around the character
  - (optional)Consider following parameters in material
    - Ambient color (Ka)
    - Diffuse color (Kd)
    - Specular color (Ks)

What to submit

- Please submit following things:
  - Source code
  - Video (What the application looks like when running)
  - Executable file
  - Simple document

- The deadline for submission is within six months after receiving the assignment email.
  - Once you receive the email, please let us know when your goal is.
  - If you decide to give up on an assignment, please be sure to let us know.

Notes on assignments

- **Sharing or consulting with others regarding the content of the assignment or data is strictly prohibited.**
  - The rights to the model data belong to I. Meisters Inc.

- For DirectX 11 and 12, use of sample code provided by Microsoft and third parties is permitted.

- The use of libraries that load Wavefront itself is prohibited.

- We will allow you to conduct research using the Internet, but using AI support functions such as ChatGPT is prohibited.