Read ME project 1

This project was a combination of a lot of previous labs and includes shadows, texturing and movement. What i did was create a chicken object and made a ton of possible rotations/ movements for it



case 27 : exit(1); // Esc was pressed

case 'x':normtype = 0; glPolygonMode(GL\_FRONT\_AND\_BACK, GL\_FILL); redraw(); break;

case 'z':glPolygonMode(GL\_FRONT\_AND\_BACK,GL\_LINE); redraw(); break;

case 'w':zmove = zmove + .05; redraw(); break;

case 'a': xmove = xmove + .05; redraw(); break;

case 's':zmove = zmove - .05; redraw(); break;

case 'd': xmove = xmove - .05; redraw(); break;

case 'e': ymove = ymove + .05; redraw(); break;

case 'q': if (ymove>0) { ymove = ymove - .05; } redraw(); break;

case 't': imroty = imroty + .2; redraw(); break;

case 'r': imroty = imroty - .2; redraw(); break;

case 'f': armrotx = armrotx - .2; redraw(); break;

case 'g': armrotx = armrotx + .2; redraw(); break;

case'y': scalex = scalex - .05; redraw(); break;

case'u': scalex = scalex + .05; redraw(); break;

case'h': scaley = scaley - .05; redraw(); break;

case'j': scaley = scaley + .05; redraw(); break;

case'i': scalez = scalez - .05; redraw(); break;

case'o': scalez = scalez + .05; redraw(); break;

case 'k': if (leg > -3.14/16) { leg = leg - .05; } redraw(); break;

case 'l': if (leg < 3.14/16) { leg = leg + .05; } redraw(); break;

case 'c':if (foot > -3.14 / 4) { foot = foot - .05; } redraw(); break;

case 'v':if (foot < 3.14/4 ) { foot = foot + .05; } redraw(); break;

case 'b':if (footy > -3.14 / 4) { footy = footy - .05; }redraw(); break;

case 'n':if (footy < 3.14 / 4) { footy = footy + .05; }redraw(); break;

Z will swap it to not fill the polygons and only draw lines making it look like thisx fills the lines making it look like normal again

Wasdeq moves the chicken around the map and in the air (yes the chicken can fly)

T and R allow the chicken to rotate left and right

F and G rotate the top arms of the chicken in a circle

Y and U extend and contract the chickens top arms in the Z axis

H and J extend them in the Y axis

I and O is same thing in X axis

K and L allow you to move the feet forward and backward

C and V rotate the lower feet up and down

B and N rotate the lower feet left and right.

