**USER MANUAL**

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1. Rotation

* Drag the mouse with left button.
* Rotation should appear real time.

1. Scaling

* Press ‘+’ key: Scale up
* Press ‘-’ key: Scale down

1. Translation

* You can translate with ‘awsd’ key
* Press ‘a’ key: Move leftward
* Press ‘w’ key: Move upward
* Press ‘s’ key: downward
* Press ‘d’ key: rightward

1. FoV Change

* You can Translate with arrow key (↑↓)
* Press ‘↑’ key: Increase FoV
* Press ‘↓’ key: Decrees FoV

1. Reset

- Press ‘q’ key: reset the default camera view (translation = (0, 0, 0), rotation = identity, scale = 1)

- Press ‘↑’ key: To reset projection (degree = 0, orthographic)

1. Exit

* This function could not be implemented because the Mac does not support the function ‘glutLeaveMainLoop()’. I tried to implement it, but there was an error in MacOS, so I annotated it.

<Memo>

**!! You should press key in English (If the mode is changed correctly, it will be displayed on the terminal)**