

A05 – Parallel projections

The Vulkan application whose source code is contained in file `A05.cpp`, shows a dungeon using the perspective projections contained `projection.hpp`.

The perspective uses the aspect ratio passed in parameter Ar , and has the near and far planes located respectively at a distance of 0.1 and 50.0 . The other requirements of the projection (i.e. Fov or other properties) differs as specified in the comments of the exercise.
If you look at the code in `projection.hpp`, you will see four different functions each one aimed at producing a different projection.

If you compile and run the application, you will see the requested projection at top of the window. In this example, there is no wireframe model to match, but the expected results are shown below. Please note that the aspect ratio must be maintained even if the user resizes the window.

You can move the view using the same keys as in *Assignment0*:

ESC – quit the application		SPACE BAR – move to the next projection				
	W : forward					
A : left	S : backward	D : right		←: look left		→: look right

