

Homework 1 (Due: 04/12)

- Modify the tutorial codes and implement the following functions,
 1. Change the background color using keyboard inputs. (2 pt)
 - 1.1 "r": red, "g": green, "b": blue.
 - 1.2 The background color should be displayed until it is changed.
 - 2 Display three polygons (i.e., rectangle, pentagon, hexagon, etc.). (3 pt)
 - 2.1 Use a different shape and a different color for each polygon.
 - 2.2 Each polygon should rotate continuously against a different axis (i.e., x, y, z-axis).
 - 2.3 All polygons should be displayed at the same time.
 - 3 Display two different fill modes using the keyboard inputs. (2 pt)
 - 3.1 "w": wireframe, "s": solid
 - 4 Change the color brightness by modifying the pixel shader and using keyboard inputs. (3 pt)
 - 4.1 "1": full brightness, "2": half brightness

*Do **not** delete existing classes nor add new classes into the framework.

*All project settings (DirectX includes and libraries) should be **properly** configured.

*All functions should be executed from the **same** program.

- **Submission instruction (제출 요령)**

- ✓ 프로그램 build에 필요 없는 폴더(debug, release, ipch) 및 파일(*.db)은 모두 삭제.
- ✓ 프로그램 작동에 필요한 설명은 "readme.txt"에 기술.
- ✓ 프로젝트 폴더 전체를 ZIP 파일(제한: 100MB)로 압축 후 ClassNet에 제출 (**E-mail로 받지 않음**).

- **Cautions (주의 사항)**

- ✓ **Visual Studio 2019**과 **DirectX 11**만 사용.
- ✓ Visual Studio에서 source code가 build 안되거나, 프로그램 실행이 안되면 **0점** 처리.
- ✓ Source code의 copy시 원본 제공자와 복사자 모두 **0점** 처리.
- ✓ 제출 시간 지나면 **0점** 처리.