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CS 450
Introduction to Computer Graphics

Project #2
Using Transformations to Animate a Carousel Horse!

1) A description of what you did to get the display you got

- Drawing a horizontal circle representing the horse's path.
- Created a carousel horse using a provided display list.
- Implemented various transformations, such as translating the horse up and down, making the horse revolve in a circle, translating the horse from the center to the outside of the circle, and making the horse rock back and forth.
- Providing two viewing perspectives: an "Outside" view of the entire scene and an "Inside" view from the carousel's center.
- Allows only certain transformations in specific views and ensuring compatibility with various graphics functions like **gluLookAt()** and **gluPerspective()**.

2) Media Link : https://media.oregonstate.edu/media/t/1_7eif3lm4

3) A cool-looking screen shot from your program



