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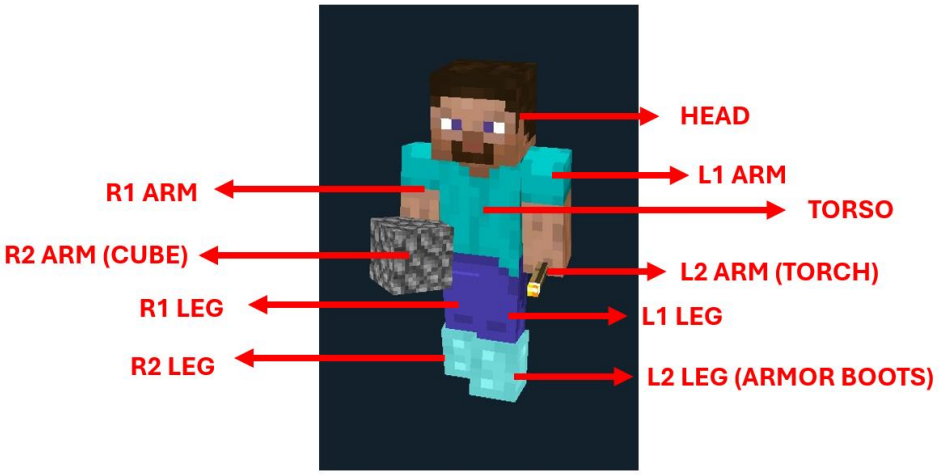
Computer Graphics Report



- Torso : $P * V * M_{Torso}$
- L1/R1 : $P * V * M_{Torso} * M_{L1}$ or $P * V * M_{Torso} * M_{R1}$
- L2/R2 : $P * V * M_{Torso} * M_{L1} * M_{L2}$ or $P * V * M_{Torso} * M_{R1} * M_{R2}$

Using VS 2022, with libraries: GLAD, GLFW, GLM, KHR, STB

Command:

- W/S to Zoom in/out
- Left click to pause animation
- Hold left click + drag to change the perspective

Functions:

- Camera.cpp
  a class to calculate perspective of camera to view the model
  call constructor, then in loop call.input(window) and camera.update(view_location)
  view location is Uniform variable
- Texture.cpp
  a class to load and render texture
  call constructor, then use .render() function to use the texture
- Shape.cpp
  A class to load obj file
  call constructor, then call .render() to draw the object