

## Lab 2

**Total : 5 pt.**

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Note: Be sure to upload results (only necessary files) to **YZU Portal** before the deadline.

1. Modify “**TutorialApplication.cpp**” in “**Tutorial 1, Part I**” to allow users to add (or remove) one “**Ogre Head**” into (or out of) the virtual scene by pressing the key “**F1**” (or “**F2**”) once. Each press of “**F1**” (or “**F2**”) will add (or remove) one Ogre Head. However, the maximum number of Ogre Head is 8, and the minimum is 1. The initial transformations of each Ogre Head can be set arbitrarily. (5 pt.)