CSE 410 (Computer Graphics Sessional)

Problem Statement:

You need to simulate a 3D rotating fan using openGL. There will be 8 rectangular faces arranged in a cuboidal fashion to represent the fan body. There will be 3 blades placed 120° apart connected to a cylindrical rod which is simulated using another set of 8 rectangular faces for simplicity.

Control:

a: Rotate the entire fan left

d: Rotate the entire fan right

w: Increase the fan blade speed

s: Decrease the fan blade speed