

EECS 351 Project B Report

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(1) Title: The tank battle in 3D world.

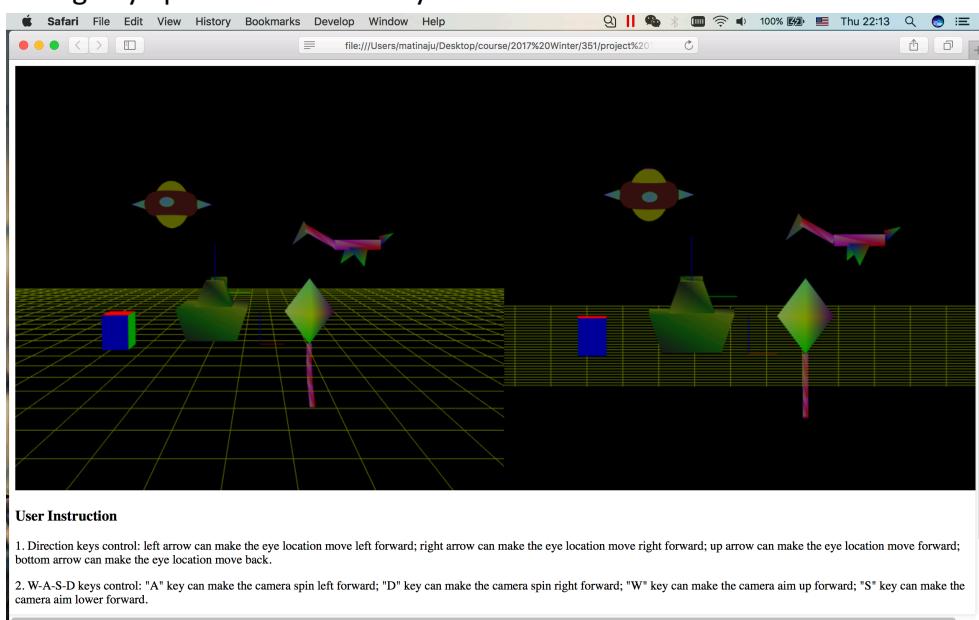
(2) Goals:

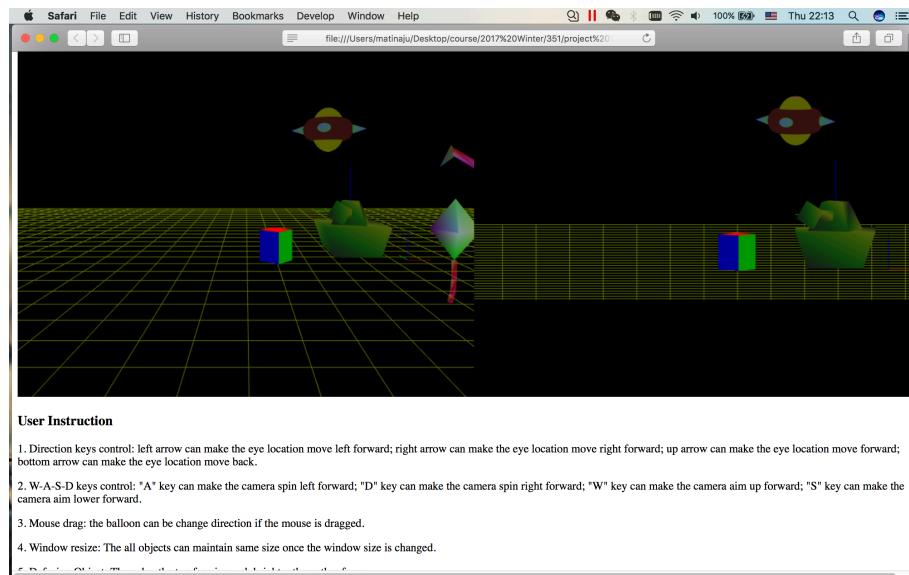
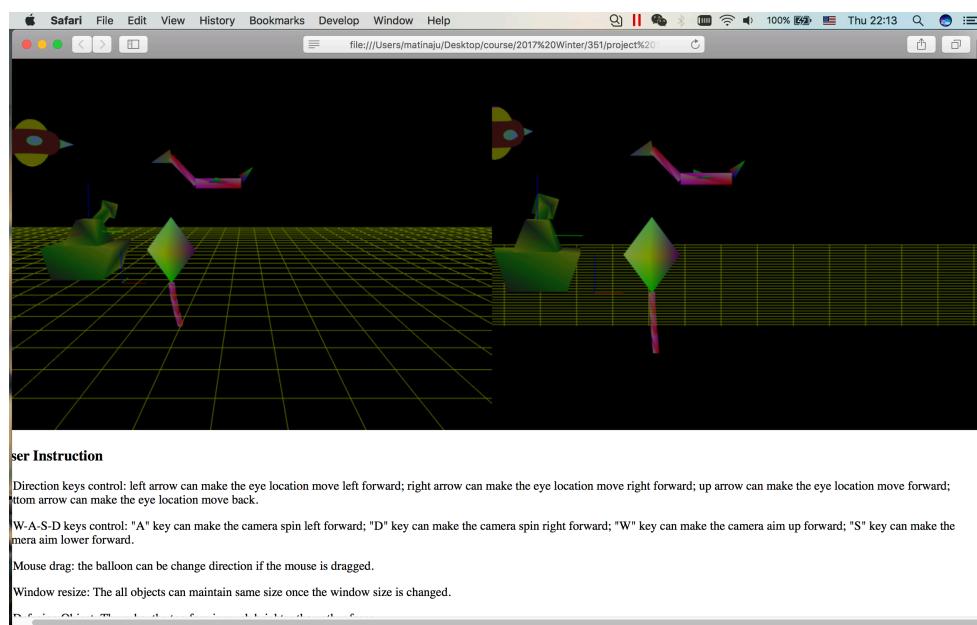
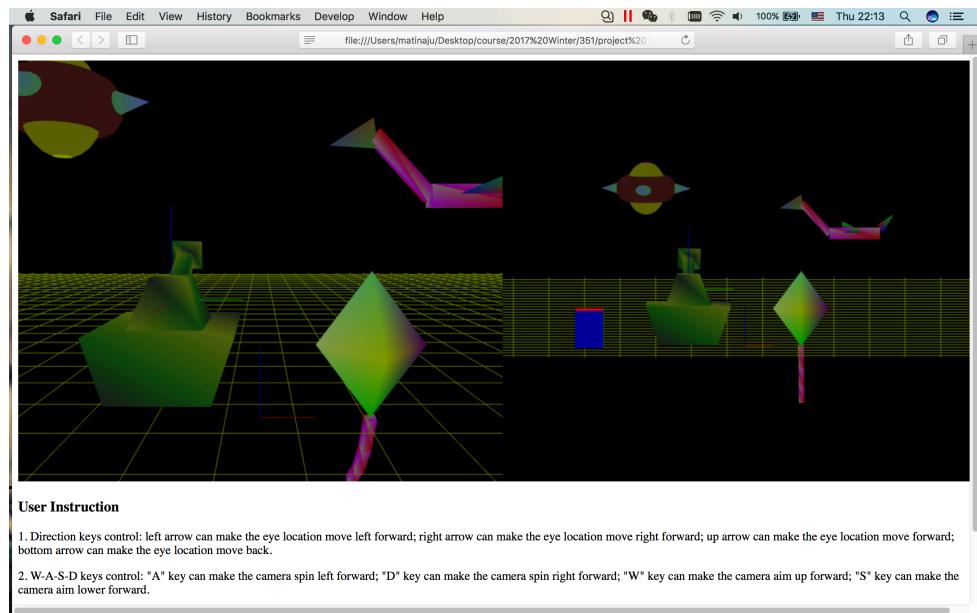
(3) User guide:

1. Direction keys control: left arrow can make the eye location move left forward; right arrow can make the eye location move right forward; up arrow can make the eye location move forward; bottom arrow can make the eye location move back.
2. W-A-S-D keys control: "A" key can make the camera spin left forward; "D" key can make the camera spin right forward; "W" key can make the camera aim up forward; "S" key can make the camera aim lower forward.
3. mouse drag: the balloon can be change direction if the mouse is dragged.
4. Resize: when the window size is changed, all objects can maintain some size and shape.

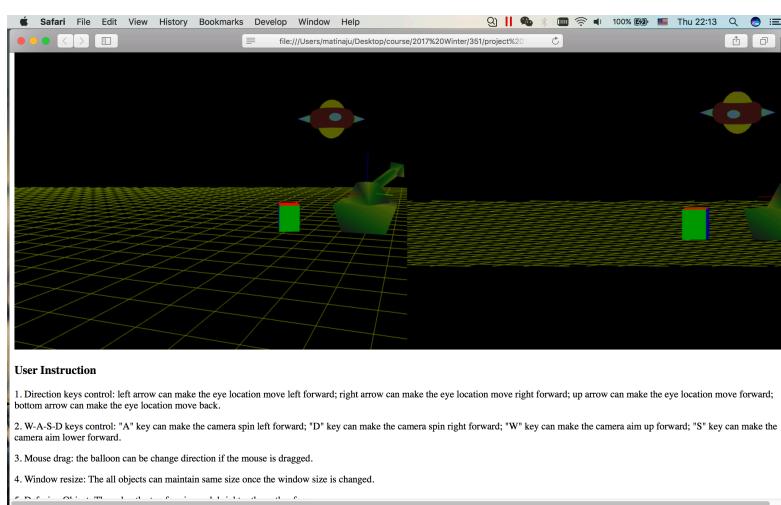
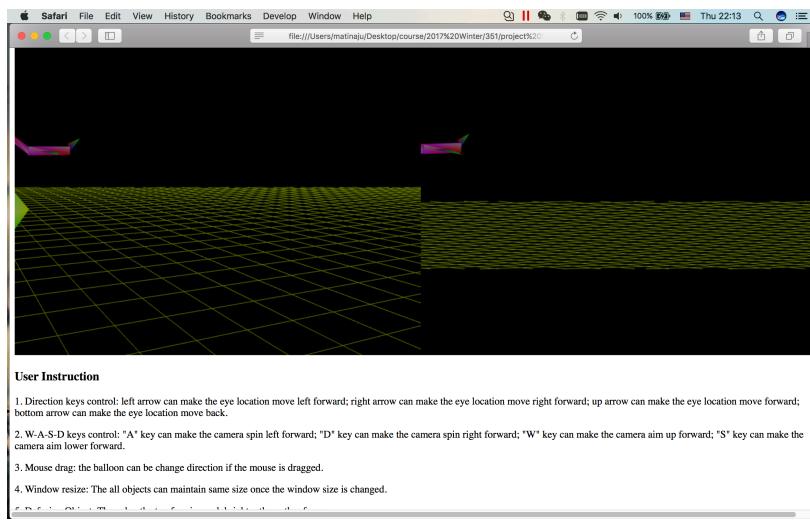
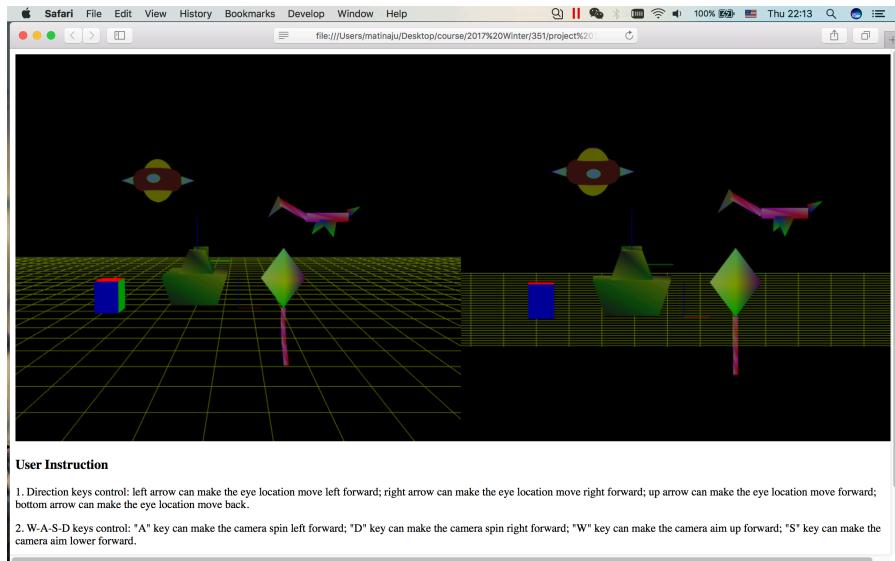
(4) Result Pictures:

1. Change eye position horizontally:

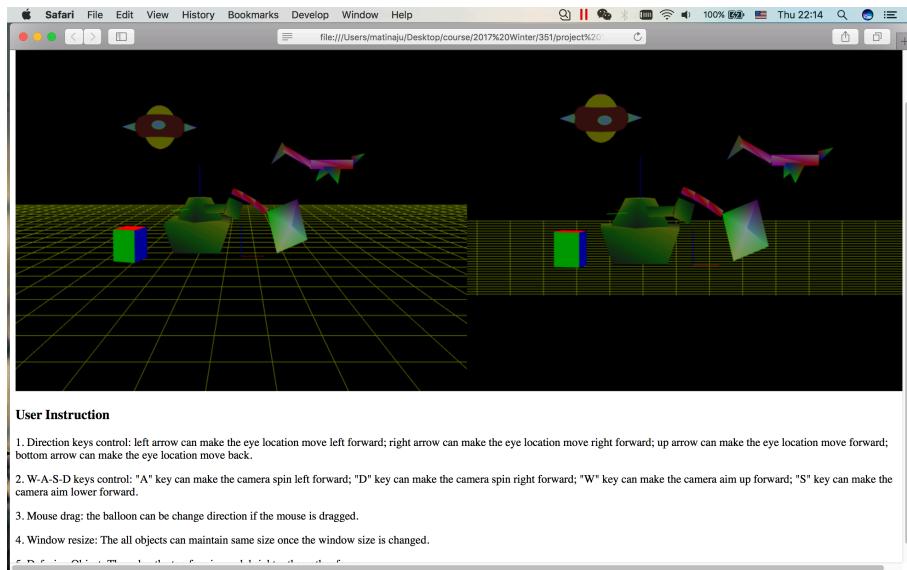
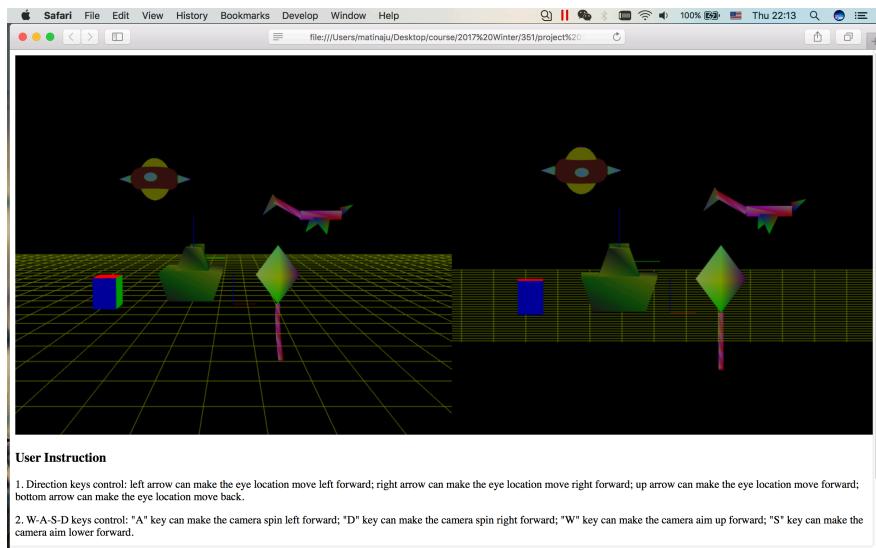




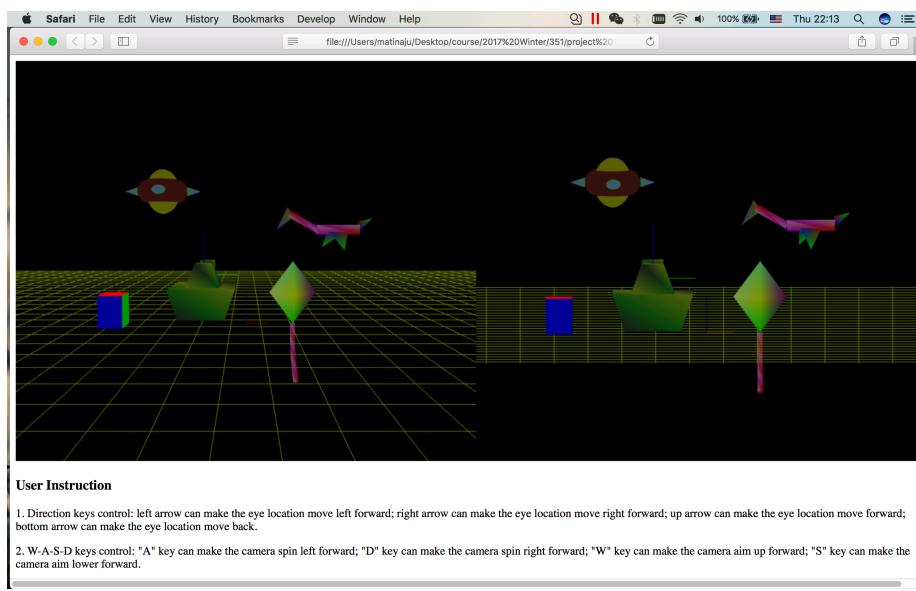
2. Change camera direction without changing eye position:

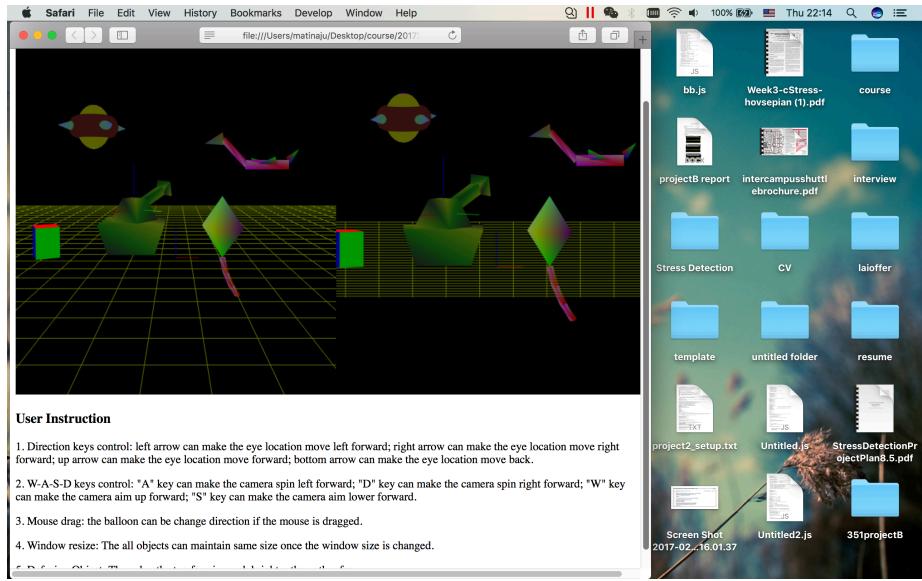


3. Mouse drag:



4. Window resize:





(5) Transform tree:

