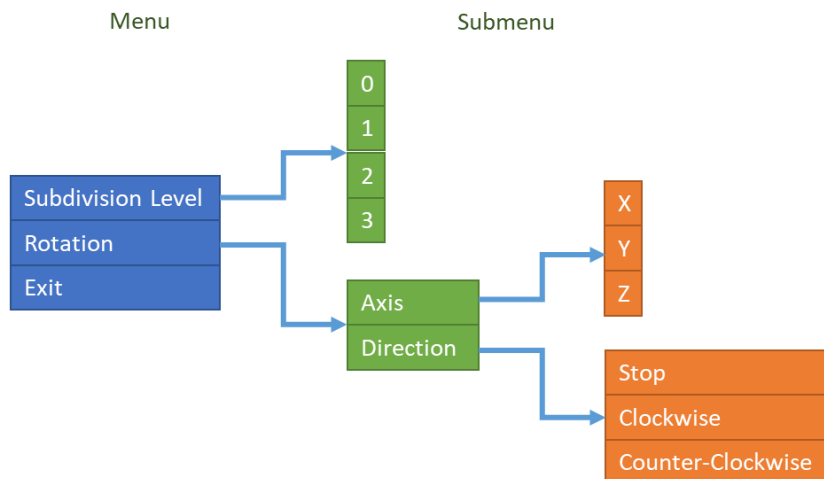# *Computer Graphics*

Homework#03:

  3D Graphics

  Input and Interaction

  Transformation

Requirements:

❍ 3D Gasket – Regular tetrahedron with volume subdivision

❍ Input Devices – Mouse

  ■ Trigger the menu by pressing the right mouse button

  – Keyboard

  ■ Using the "q" or "Q" to quit the program

❍ Pop Menu – The specification of the hierarchy menu is as follows

❍ Initial Subdivision Level = 0

❍ The window title is your Student ID.

❍ Locate the camera position in spherical coordinates and orient the camera to the sphere, as shown in the following figure. Press the left mouse button and move the mouse to change θ and φ according to changes in x and y. Press both the left and right mouse buttons and move the mouse to change r according to changes in x and/or y.
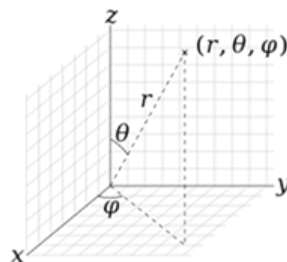

Fig. Spherical Coordinates

注意事項：

1. **程式驗收**時間：

   <mark>**2024/12/20 am 9:00~11:50**</mark> 於 **ZB301** 實驗室
   助教：黃展宏

2. **報告繳交**期限：<mark>**2024/12/26**</mark>

   繳交項目 (請壓縮成單一 ZIP 檔上傳 E-Course，檔案名稱為學號)：
   I.　<u>Source Code</u>
   II.　<u>Report</u> (含：問題描述、實作/程式說明、程式編譯環境說明、實作畫面、心得)