

P10

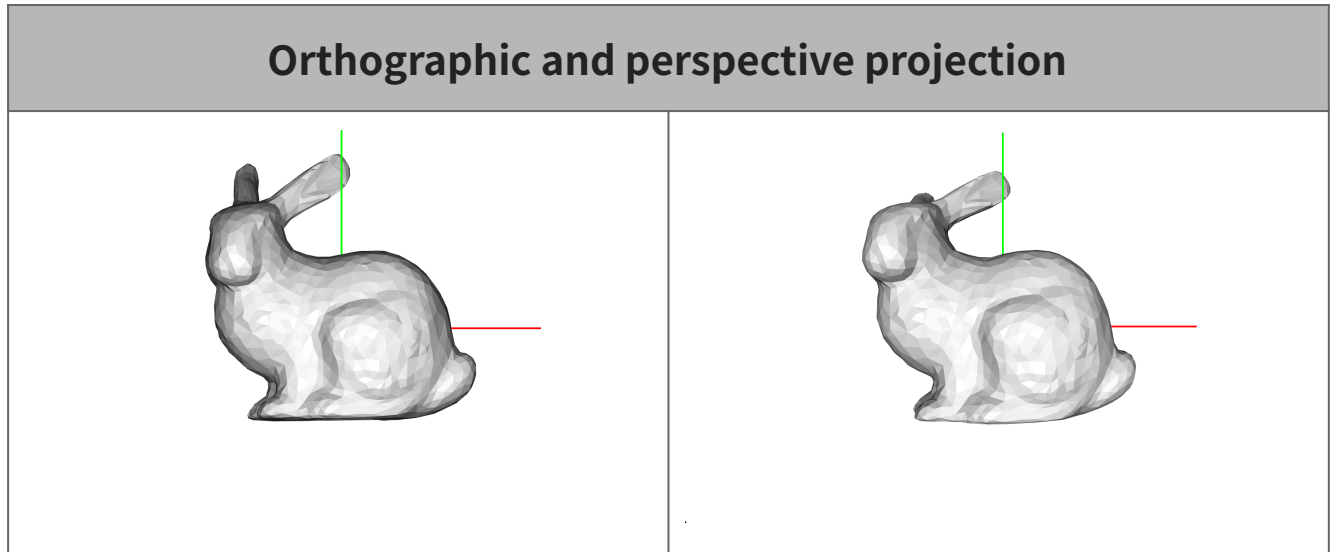
Viewing

Self-Scoring table

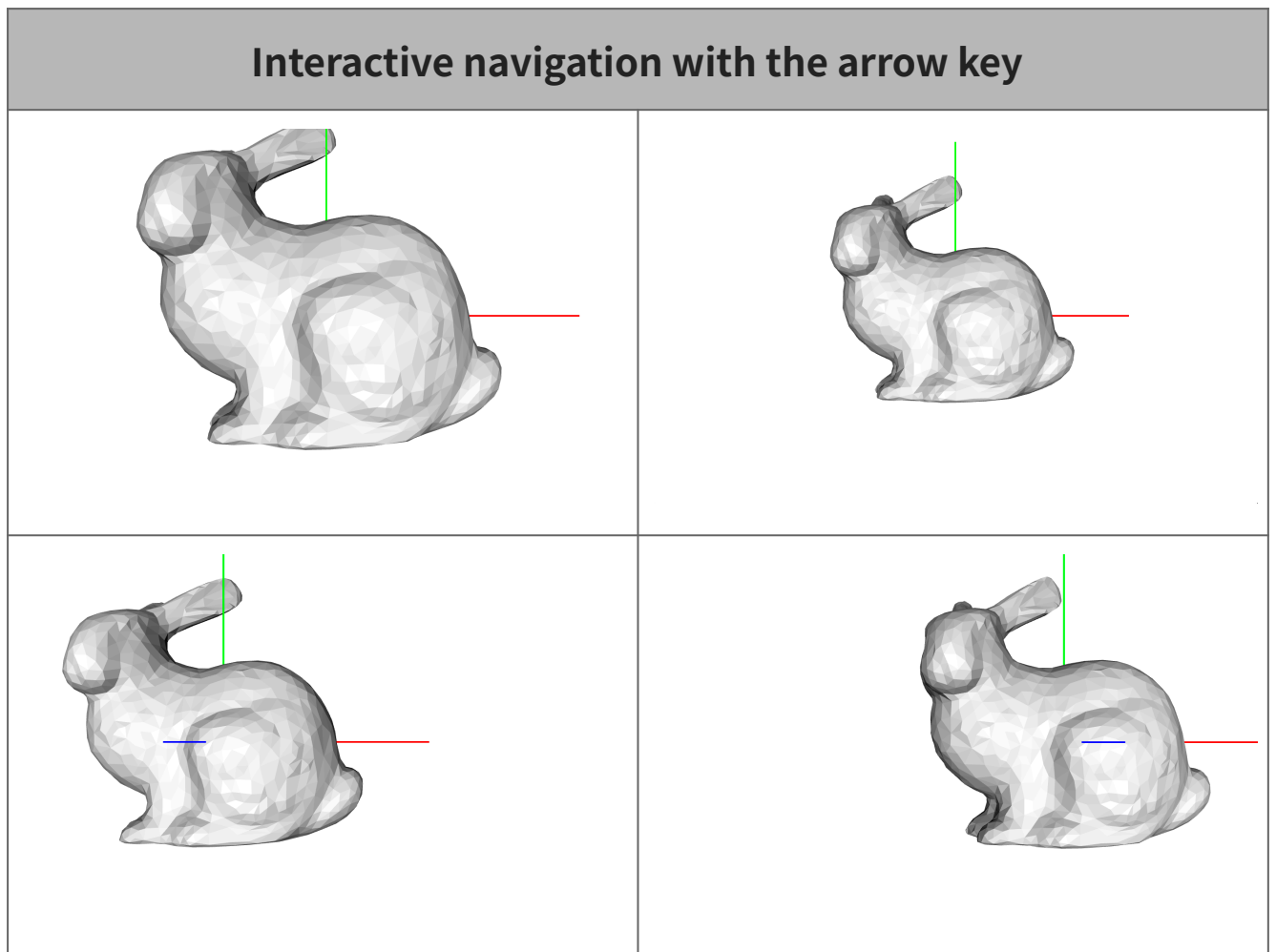
	P01	P02	E01	E02
Score	1	1	1	1

Practice

-P01



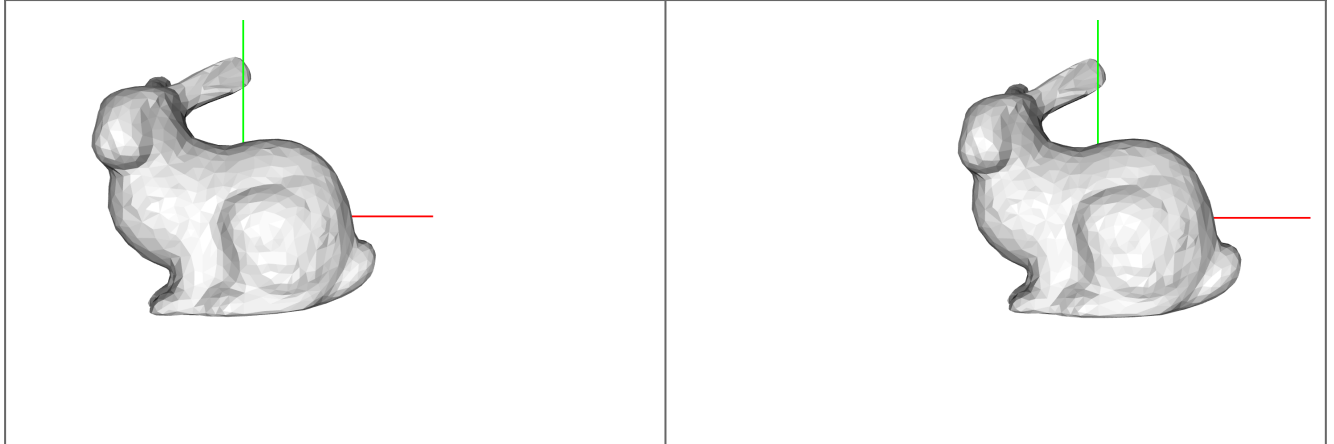
-P02



Exercise

-E01

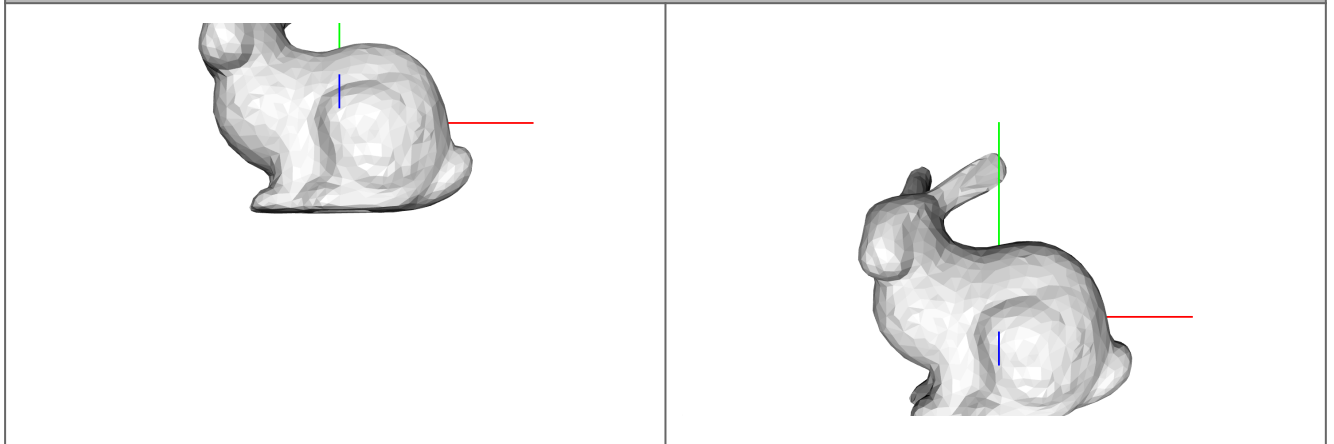
Turn left/right with the arrow and modifier keys



C.a 즉 at벡터를 왼쪽방향키를 눌렀을때는 right direction의 스칼라배 만큼 감하고
오른쪽 방향키를 눌렀을때는 right direction의 스칼라배만큼 더하여 회전을
구현하였다

-E02

Move up/down with the arrow and modifier keys



C.a 와 C.e(eye position)에 C.u(up vector)의 스칼라배를 up키를 누를땐 더하고
down키를 누를땐 빼서 구현하였다.