

Output

Austin Hartley

This program includes two files: main.cpp and objects.cpp. These files handle scene setup and camera configuration, and provide shape drawing functionality. This program can be compiled by using the make command which will create the cg03 executable. The reset display function resets all transformations for the object and camera for the given perspective.

Appendix A: Keyboard Interface

	Operation	Detail	Shortcut-key
1	Reset Display	Remove all transformations	r
2	Translate	Left	Left arrow key
3	Translate	Right	Right arrow key
4	Translate	Up	Up arrow key
5	Translate	Down	Down arrow key
6	Translate	Closer to screen	+
7	Translate	Away from screen	-
8	Rotate	Around X	x
9	Rotate	Around Y	y
10	Rotate	Around Z	z
11	Scale	Along X	X
12	Scale	Along Y	Y
13	Scale	Along Z	Z
14	Toggle orthographic and perspective proj.		p
15	Switch object to	Cube	c
16	Translate Camera	Left in WBS	a
17	Translate Camera	Right	d
18	Translate Camera	Up	w
19	Translate Camera	Down	s
20	Translate Camera	Along WCS Z axis, closer to origin	W
21	Translate Camera	Along WCS Z axis, away from origin	S
22	Switch Object to	Sphere	v
23	Switch Object to	Cone	n
24	Switch Object to	Cylinder	b
25	Switch Object to	Torus	m
26	Field of View	Increase	f
27	Field of View	Decrease	F

Output:





