

Output

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This program includes two files: main.cpp and objects.cpp. These files handle scene setup with camera and animations, and provide shape drawing functionality. The animation runs at 60 FPS and the right arm and forearm are moveable. This program can be compiled by using the make command which will create the cg04 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	Switch object to:	Animation	;
3	Switch object to:	No Animation	;
4	Translate	Left	Left arrow key
5	Translate	Right	Right arrow key
6	Translate	Up	Up arrow key
7	Translate	Down	Down arrow key
8	Translate	Closer to screen	+
9	Translate	Away from screen	-
10	Rotate entire object	Around X	x
11	Rotate entire object	Around Y	y
12	Rotate entire object	Around Z	z
13	Rotate arm	Clockwise around first axis	0 (# zero)
14	Rotate arm	Anti-Clockwise around first axis	o
15	Rotate arm	Clockwise around second axis	i
16	Rotate arm	Anti-clockwise around second axis	u
17	Rotate forearm	Clockwise around first axis	k
18	Rotate forearm	Anti-clockwise around first axis	l
19	Rotate forearm	Clockwise around second axis	j
20	Rotate forearm	Anti-clockwise around second axis	h

Output:



