Computer Graphic Class Assignment2 Report

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1. **Implementations**
2. Single mesh rendering mode.

* Obj file can be opened just by drag-and-drop
* Drop another obj file and the old object will be removed and a new obj file appears.
* When open the Obj file, the console prints 5 details of the specification.

1. Animating hierarchical model rendering mode

* Press H to switch to the appropriate mode, displaying a moving model of monkeys, islands, and bananas. The island.obj, banana.obj, and chimp.obj files used here must be on the same path as main.py.
* A monkey is spinning on the island, and a banana is spinning above the monkey's head, which implements a three-level hierarchy model.
* Drop the new obj file in this state and return to single mesh rendering mode

1. Press the z key and will be switched to wireframe, solid mode.
2. Polygons that do not have the same number of vertices can also render. (Extra credits B)
3. A hyperlink to the video uploaded to Internet video streaming services (such as YouTube and Vimeo) by capturing the animating hierarchical model as a video

<https://vimeo.com/710778825>

1. Lighting configuration
2. Light source amount: 3
3. Light source location: (3, 4, 5), (-5, -4, -5), (-3, -4, 5)
4. Light source type: A white light source is a directional light source, and a red and blue light source is a point light source.