

Assignment 1 Video Script

START VIDEO

1. Announce Name
2. Announce Roll Number
3. Switch to Mode 0 - Drawing Mode
 - a. Add 4 objects, one near each corner of the screen. Use all the different kinds of shapes you have.
4. Switch to Mode 1 - Instance-Transformation Mode
 - a. Use Left Mouse to pick an object instance, then demonstrate translation in all four directions. Scale the same object demonstrating both increase and decrease. Make sure the object ends up in a different position than it started with.
 - b. Pick another object, and repeat the previous step. Do this for all objects in the scene.
 - c. Select and delete any one object from the scene.
5. Switch to Mode 2 - Scene Transformation Mode
 - a. Show centroid calculation of the bounding box.
 - b. Show using left and right arrow keys for rotation about the z axis. Make sure the objects end up in a different orientation than they started with.
6. Switch to Mode 0 again
 - a. Add two new objects anywhere.
7. Switch to Mode 1 again
 - a. Translate and scale one newly added object.
 - b. Translate and scale one old object. (That was added at the start of the video)
8. Switch to Mode 2 again
 - a. Rotate in any one direction by ~90 degrees.
9. Press escape to exit the application.
10. End Video

Note: It is recommended that you use a tool that shows which keys you're pressing on-screen.

Here are some suggestions, but feel free to use anything that works for you.

Linux: <https://www.omgubuntu.co.uk/screenkey-show-key-presses-screen-ubuntu>

Mac: <https://github.com/keycastr/keycastr>

Windows: <https://github.com/AxDSan/KeyPose>

In case you're not able to use any of those, you must announce which keys you're pressing in the video.