

## CPSC 314: Assignment 1; Anmol Singh; 33834152; o9j0b

- 1 B) Infinity is printed  
D) Undefined is printed

Changes for creative component:

- Toruses can be rotated by pressing "T"
- Twisted stack of cubes can be rotated by pressing "C"
- Purple light from light source added
- Floor can be rotated by pressing space
- Armadillo left roll: Press "H"
- Armadillo right roll: Press "K"
- Armadillo front roll: Press "U"
- Armadillo back roll: Press "J"
- Armadillo left spin: Press "G"
- Armadillo right spin: Press "L"
- Armadillo ascent: Press "P"
- Armadillo descend: Press "V"
- Armadillo left rotate: Press "N"
- Armadillo right rotate: Press "M"
- Armadillo reset position: Press "R"
- Armadillo color returned to original, grayscale coloration line commented out in shader
- Drumbeat plays on repeat in the background whenever an object in the scene is being moved