

Oblique Projection

3D Computer Graphics and Animation Programming Assignment 2



Ida Bagus Bhaskara (001201500076)

Vera Debora Vitamas (001201500076)

Jonathan Surya Sandjaya (001201500055)

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# Introduction

# Basic Theory

## Animation

# Implementation

## Main Interface of the Application

This application has one interface, which it uses as its main interface. The interface is pictured below:

The interface consists of the following components:

1. Canvas Picture Box

The canvas is used to display the cube using the application.

## Features of the Applicaton

The application has several features, namely:

# Design

## Variables used in the Program

The following variables are used in this program:

# Evaluation

To ensure that the application works as it is designed, test cases are conducted. These test cases are as follows:

## Test

# Work Log

The work log is extracted directly from Visual Studio’s Git Log History, which is also available publicly at <https://github.com/bakanui/ObliqueProjection/commits/master>.

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| --- | --- | --- | --- | --- |
| No | Author | Date | Time | Commit Message |
| 1 | Bhaskara Ida Bagus | 11/21/2017 | 7:09:33 PM | Initialized project |

# Conclusion and Remarks