Calla Corder Assignment 3 Report

How to Build: make
How to Run: ./cg03

Task A &B Screenshots:
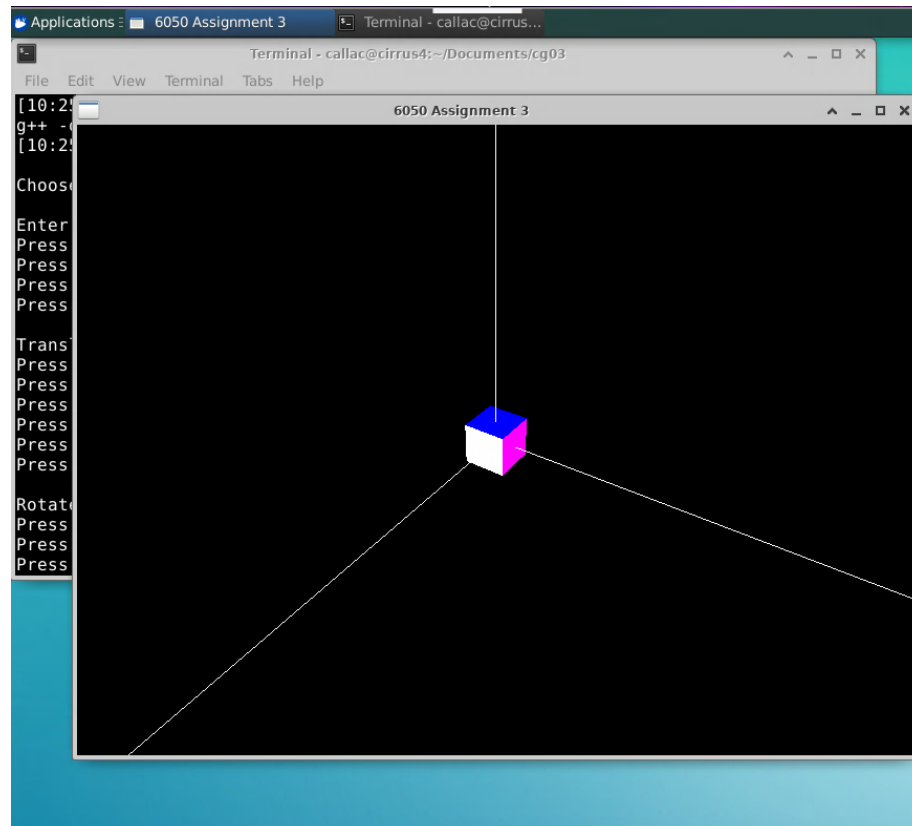
Task C:

Key Inputs and Operations

#	Operation	Detail	Key
1	Exit	Exit Program	0
2	Toggle the view between orthographic and perspective projections		t
3	Reset Display	Remove all transformations	esc
4	Translate	Up	w
5	Translate	Down	s
6	Translate	Left	a
7	Translate	Right	d
8	Translate	Closer to WCS	q
9	Translate	Away from WCS	e
10	Rotate	Around X	x
11	Rotate	Around Y	y
12	Rotate	Around Z	z
13	Scale	Up along X	u
14	Scale	Down along X	j
15	Scale	Up along Y	i
16	Scale	Down along Y	k
17	Scale	Up along Z	o
18	Scale	Down along Z	l
19	Translate Camera	Up	Up arrow
20	Translate Camera	Down	Down arrow
21	Translate Camera	Left	Left arrow
22	Translate Camera	Right	Right

			arrow
23	Translate Camera	Along WCS Z axis, closer to the origin	1
24	Translate Camera	Along WCS Z axis, further from the origin	2
25	Field of view	Decrease	+
26	Field of view	Increase	-
27	Toggle between cube and cylinder		3
28	Reset Camera		F1

Task D:
Perspective Projection   **Orthographic**
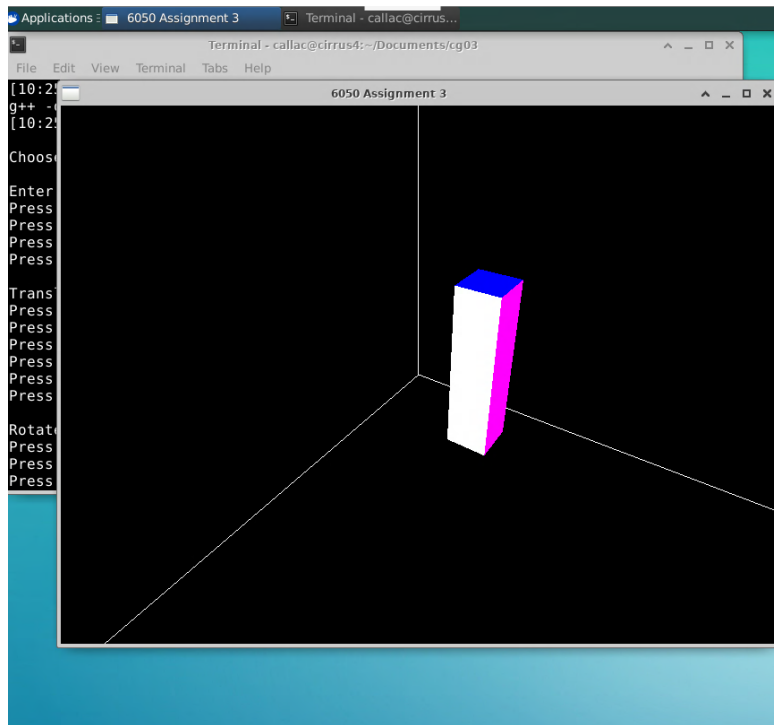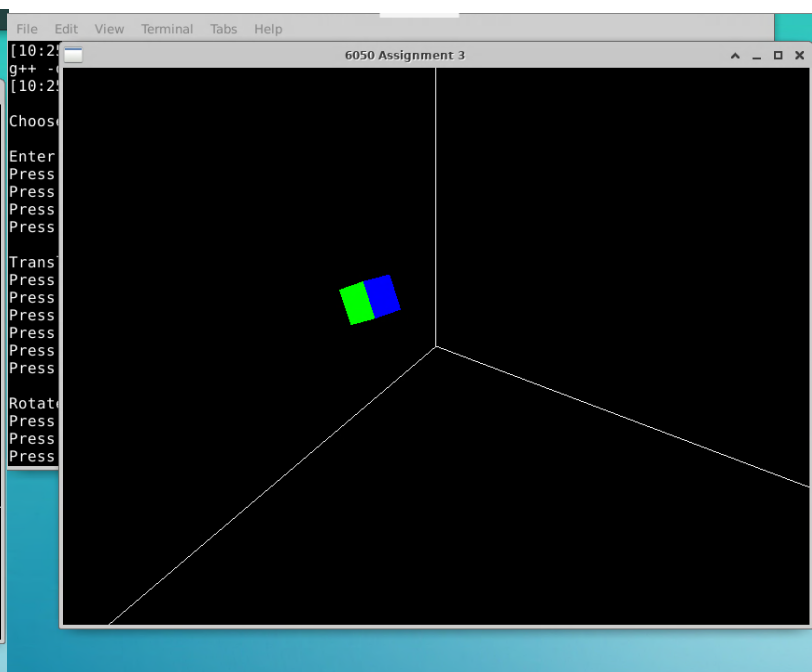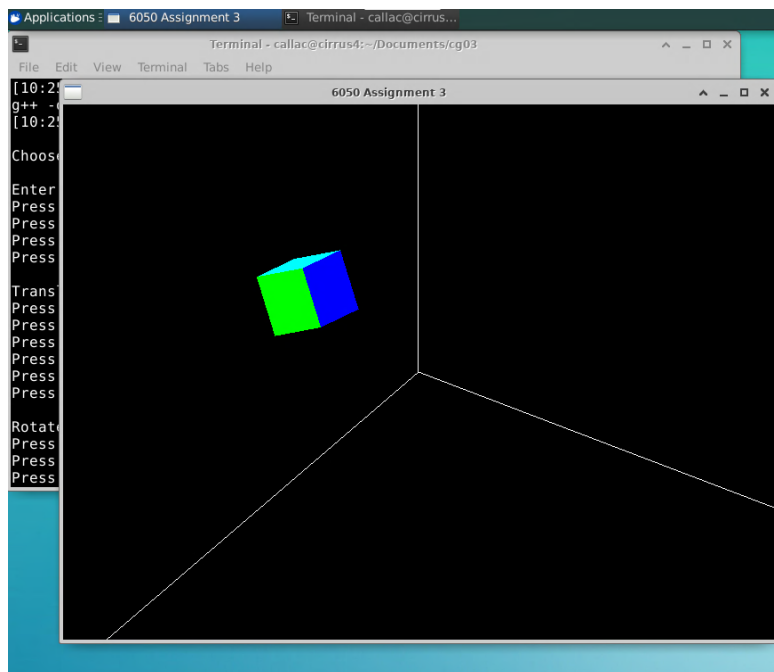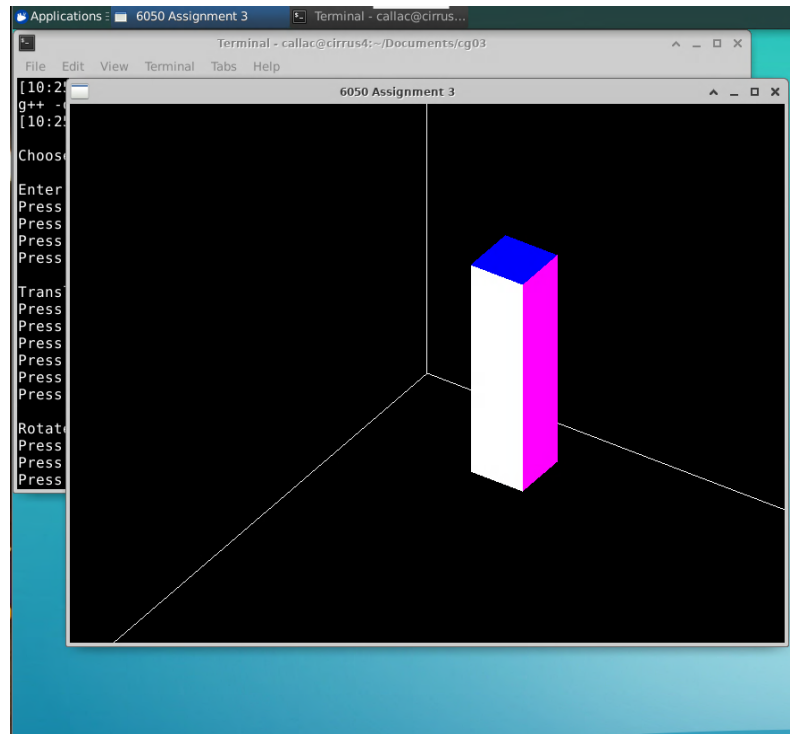
Task E:

Original Cube (in perspective)
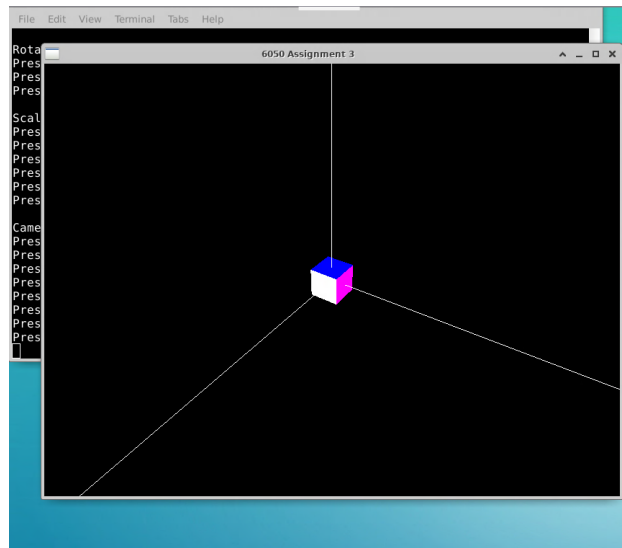
Translate X:
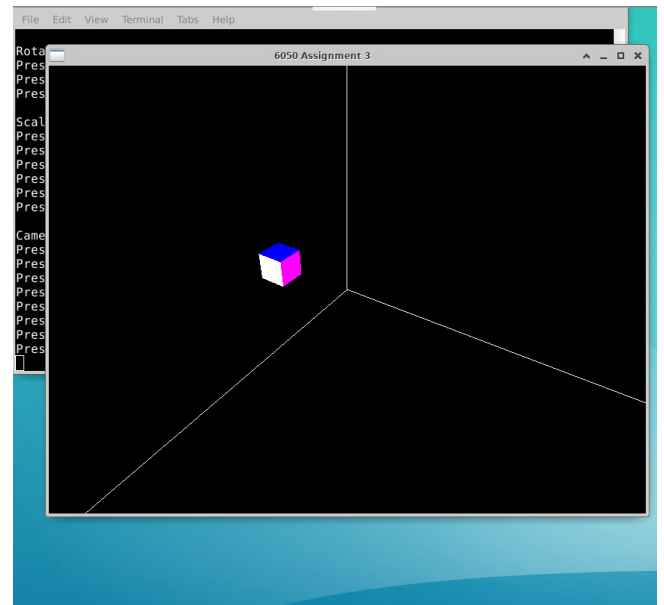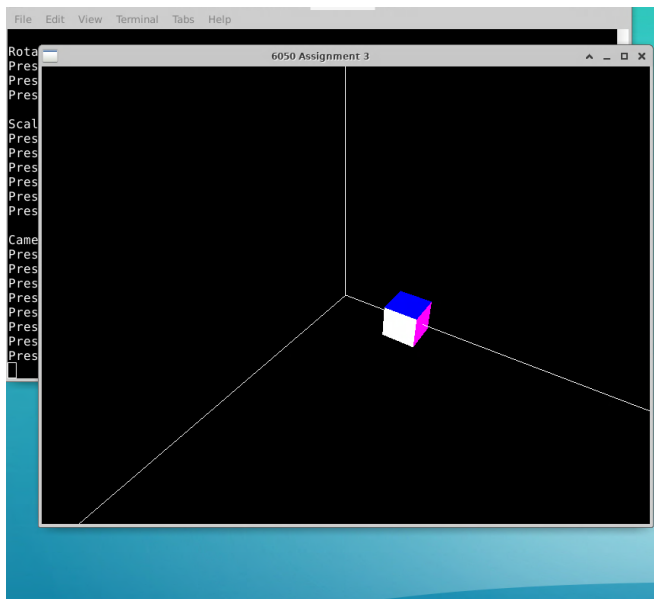
Translate Y:
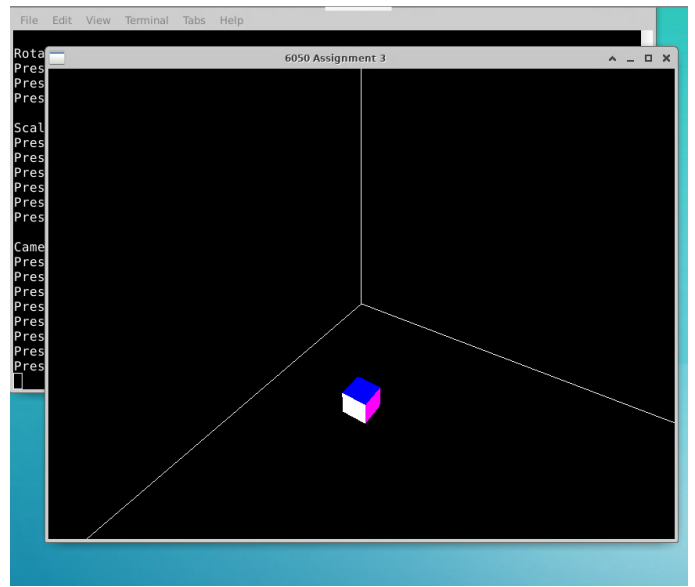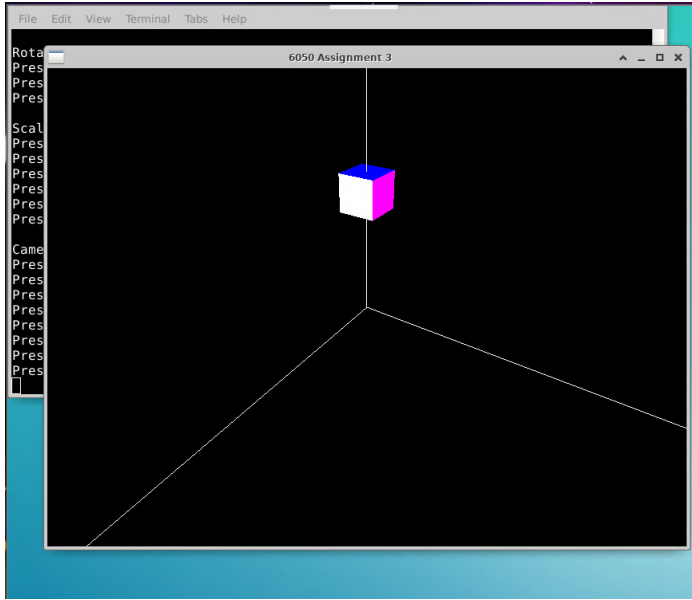
Translate Z:
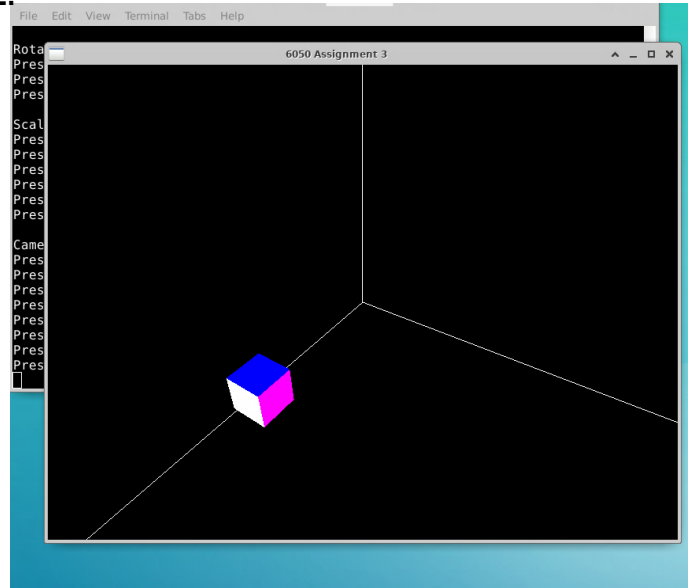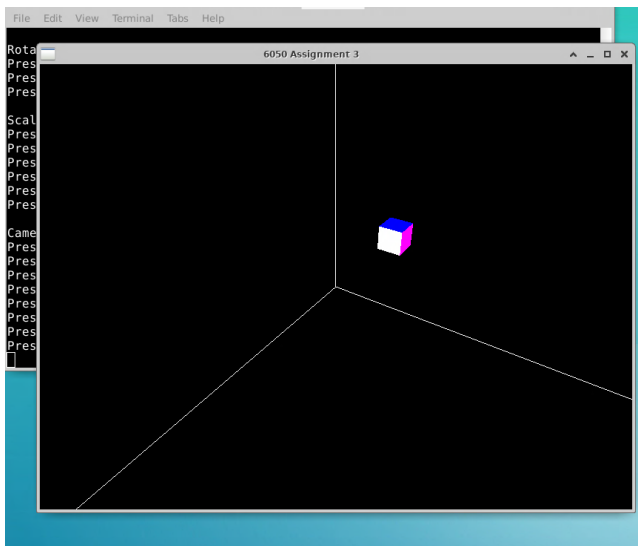
Rotate X:
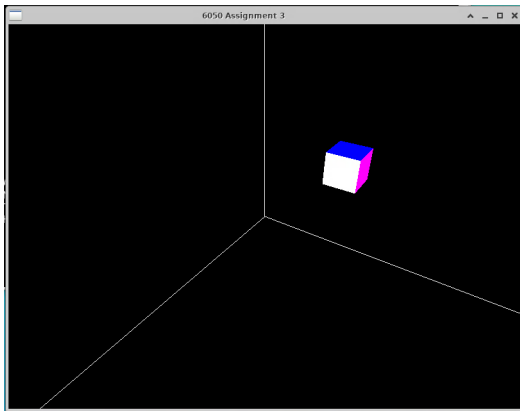
Before   **After**
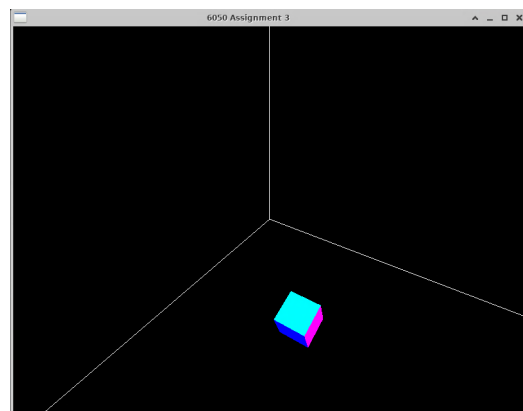
Rotate Y:
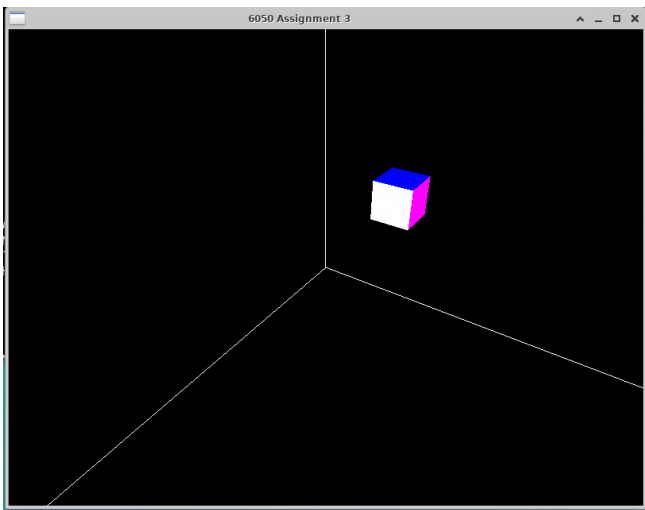
Before   **After**
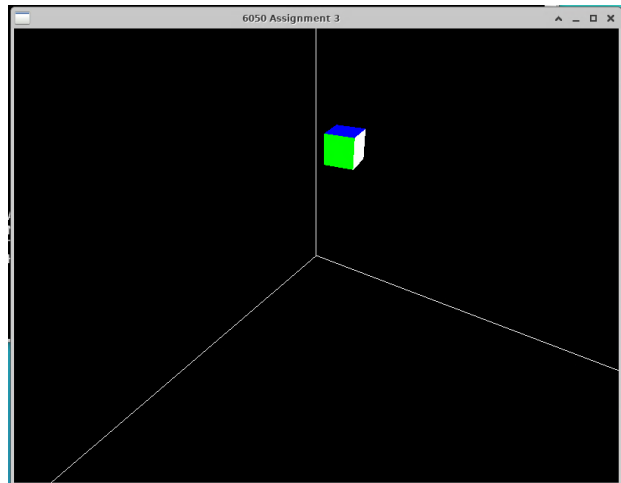
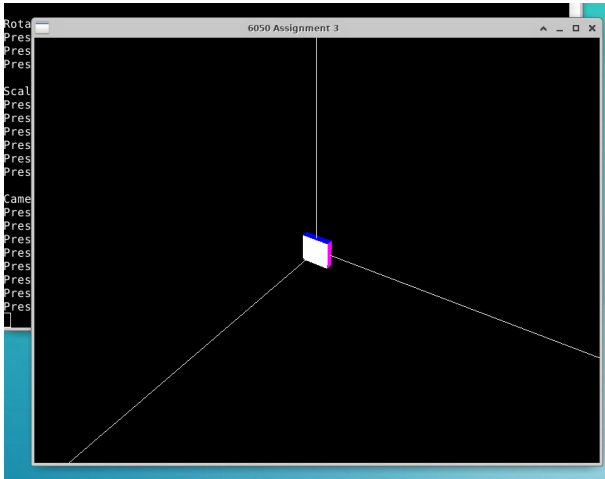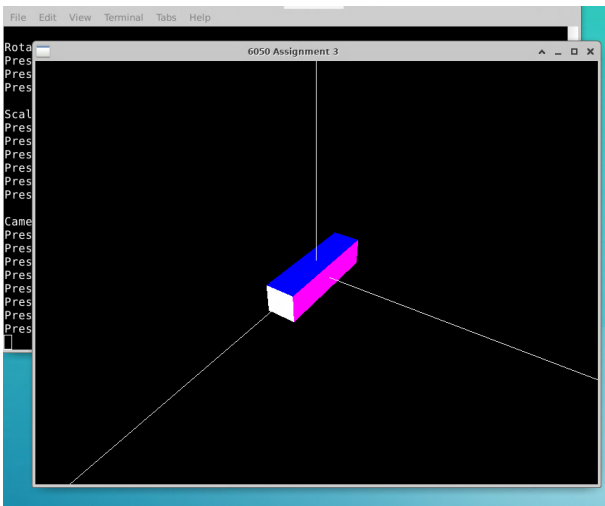## Rotate Z:
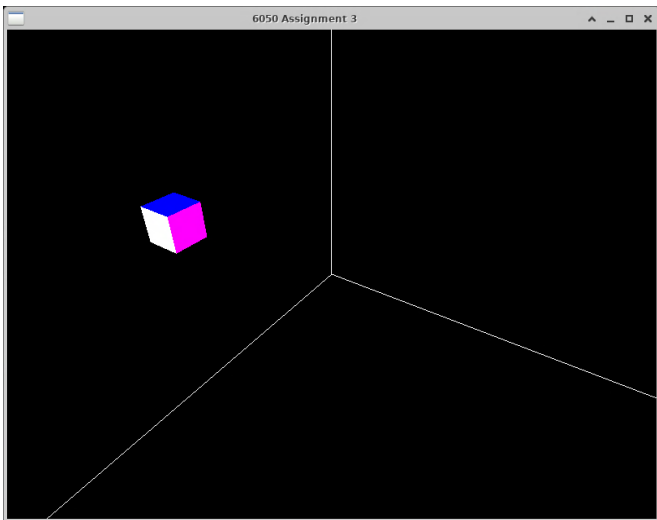
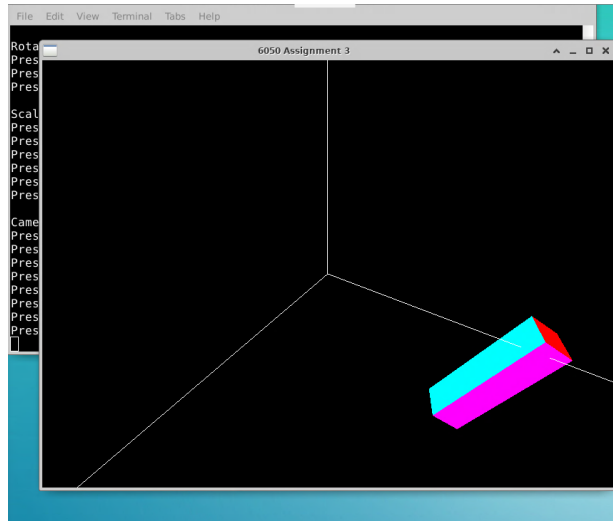**Before**   **After**
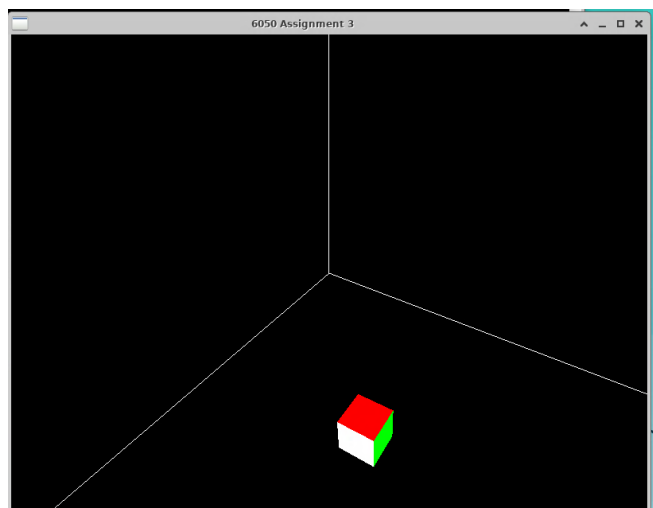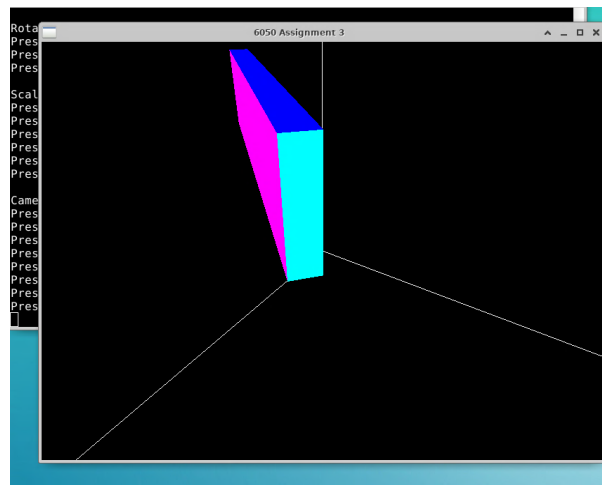
Scale X:
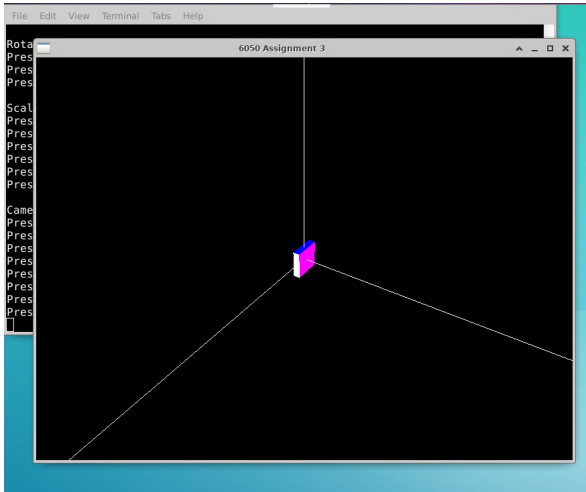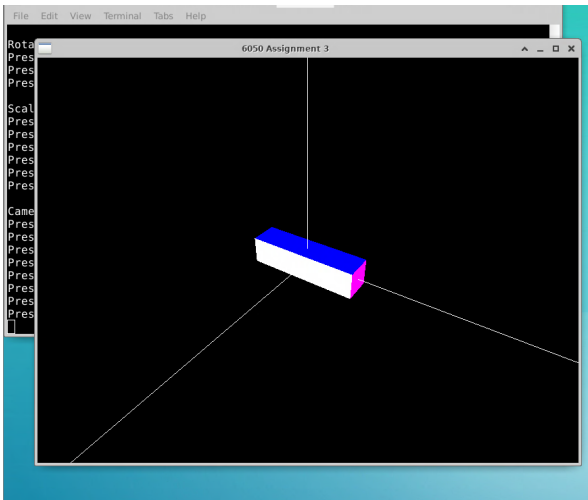
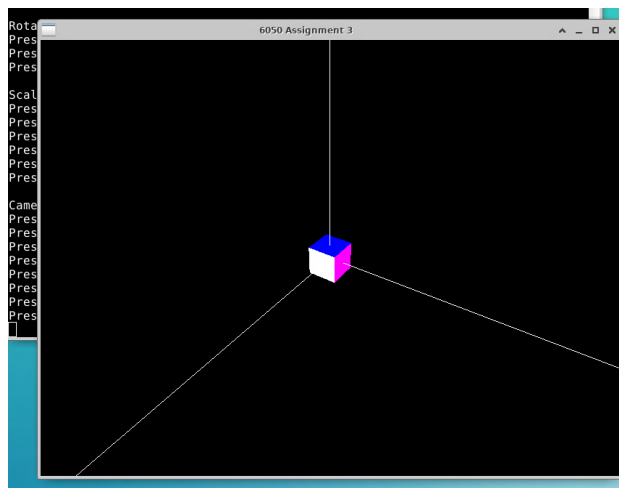## Scale Y:
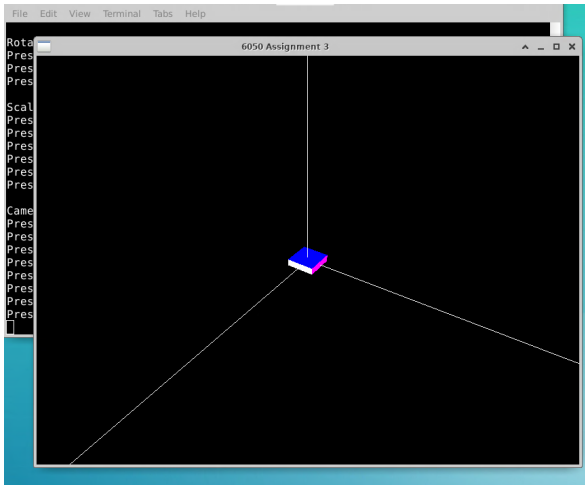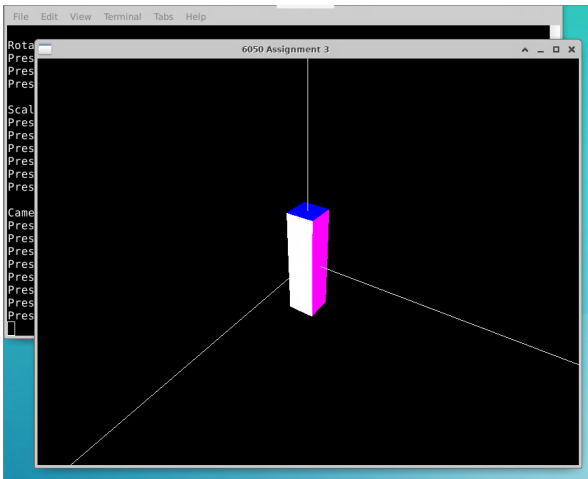
Scale Z:

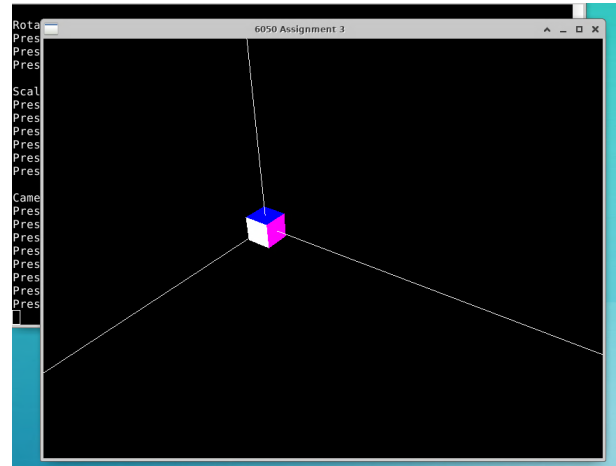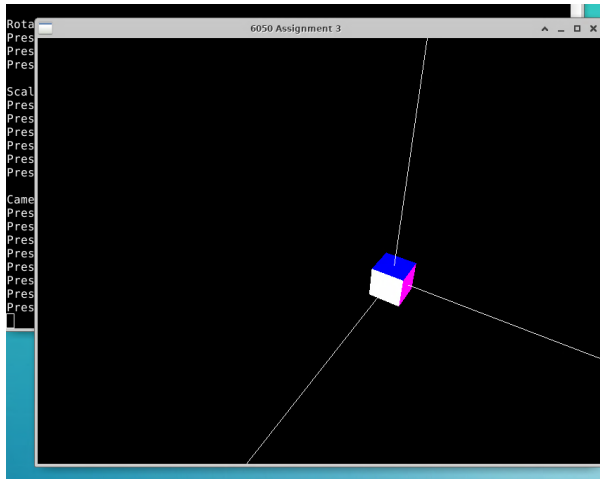## Scaled, Translated, then Rotated:
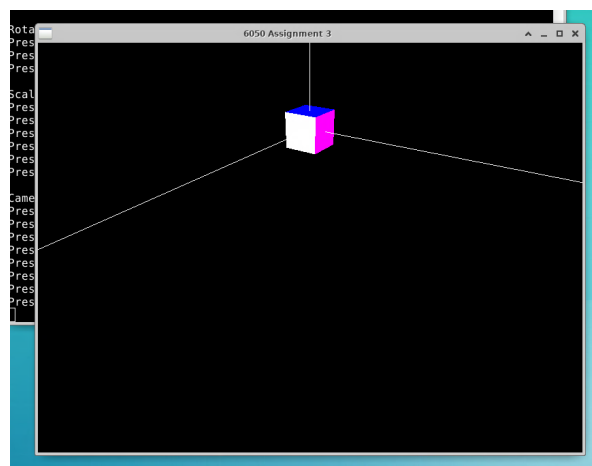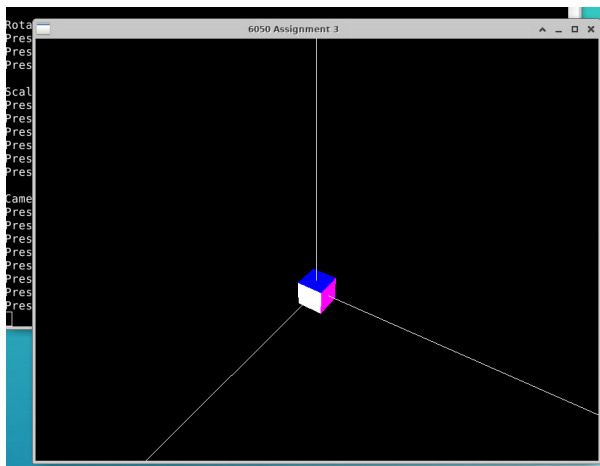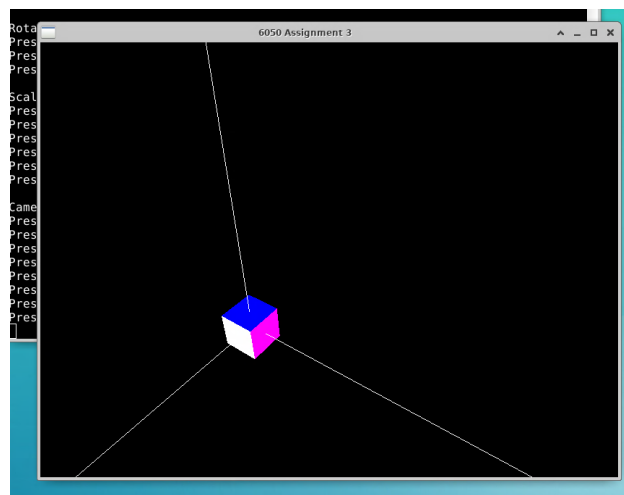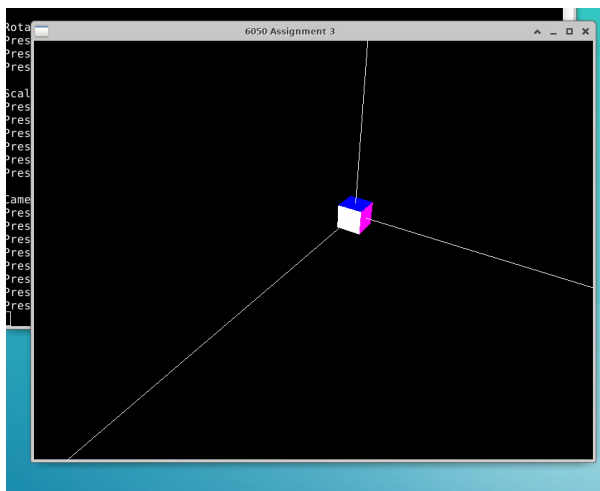

Part F:

Before pressing esc

After esc:

Part H:
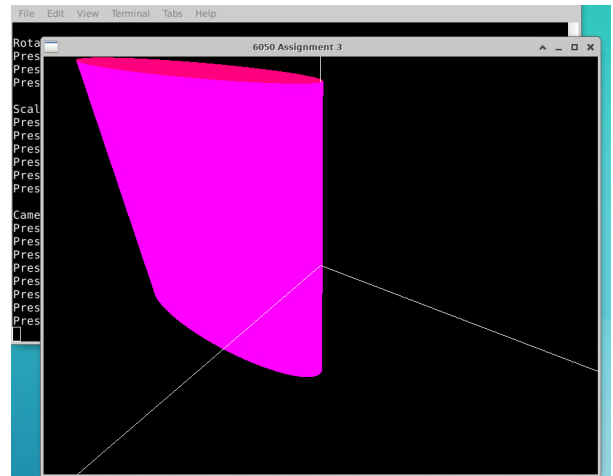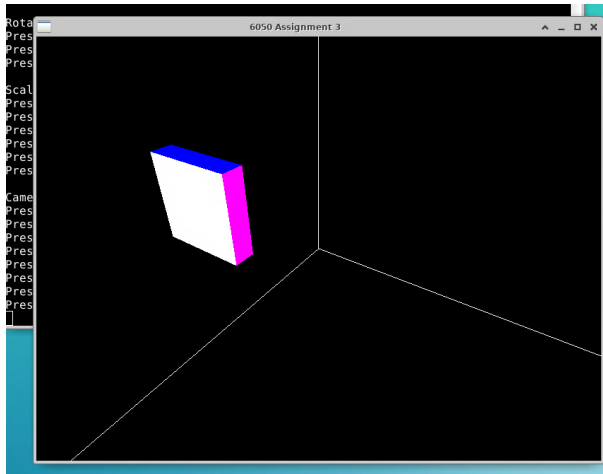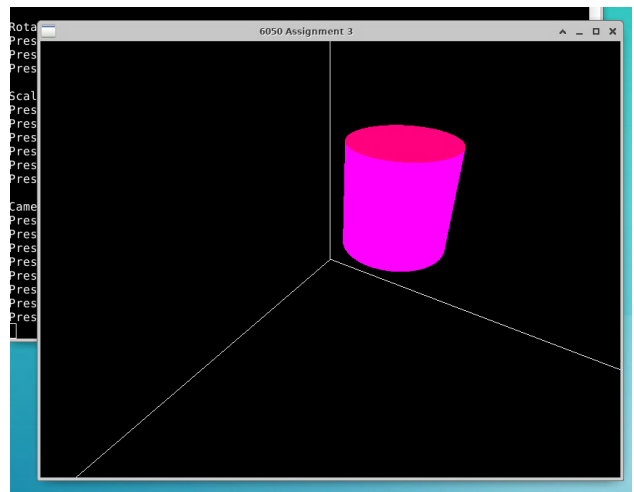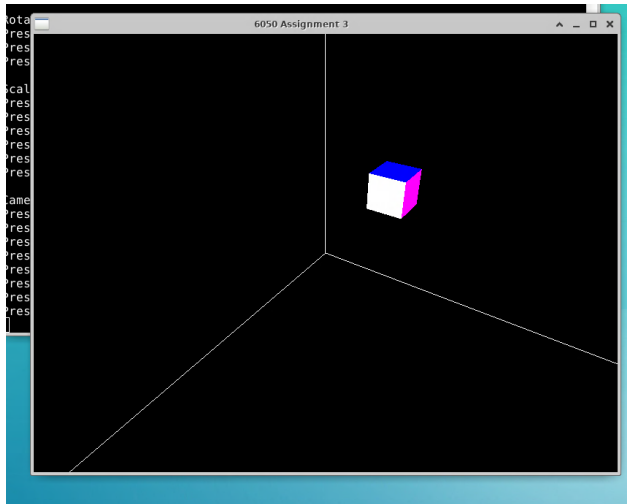
Translate camera along X axis (left and right)

Translate Camera along Y axis (up and down)

Translate Camera along Z axis (closer and further away from WCS)

Bonus: Repace Cube with Cylinder - press 3 to toggle

Bonus: Change Field of View - press '+' and '-' to change

Original Field of View

Increase Field of View