

CS248-Assignment 1

Step to run

1. Put project directory in `openFrameworks/apps/`
2. In file `config.make`, change `OF_ROOT` to your own openframework directory.
3. `make`
4. `bin/Assignment1`

Optional functionality

- ☐ Cone
- ☒ Cylinder
- ☐ Cude
- ☒ Phong shading
- ☒ Mirror reflection
- ☒ Multiple lights

Not required

- ☒ MSAA
- ☐ Multi-thread

Operation

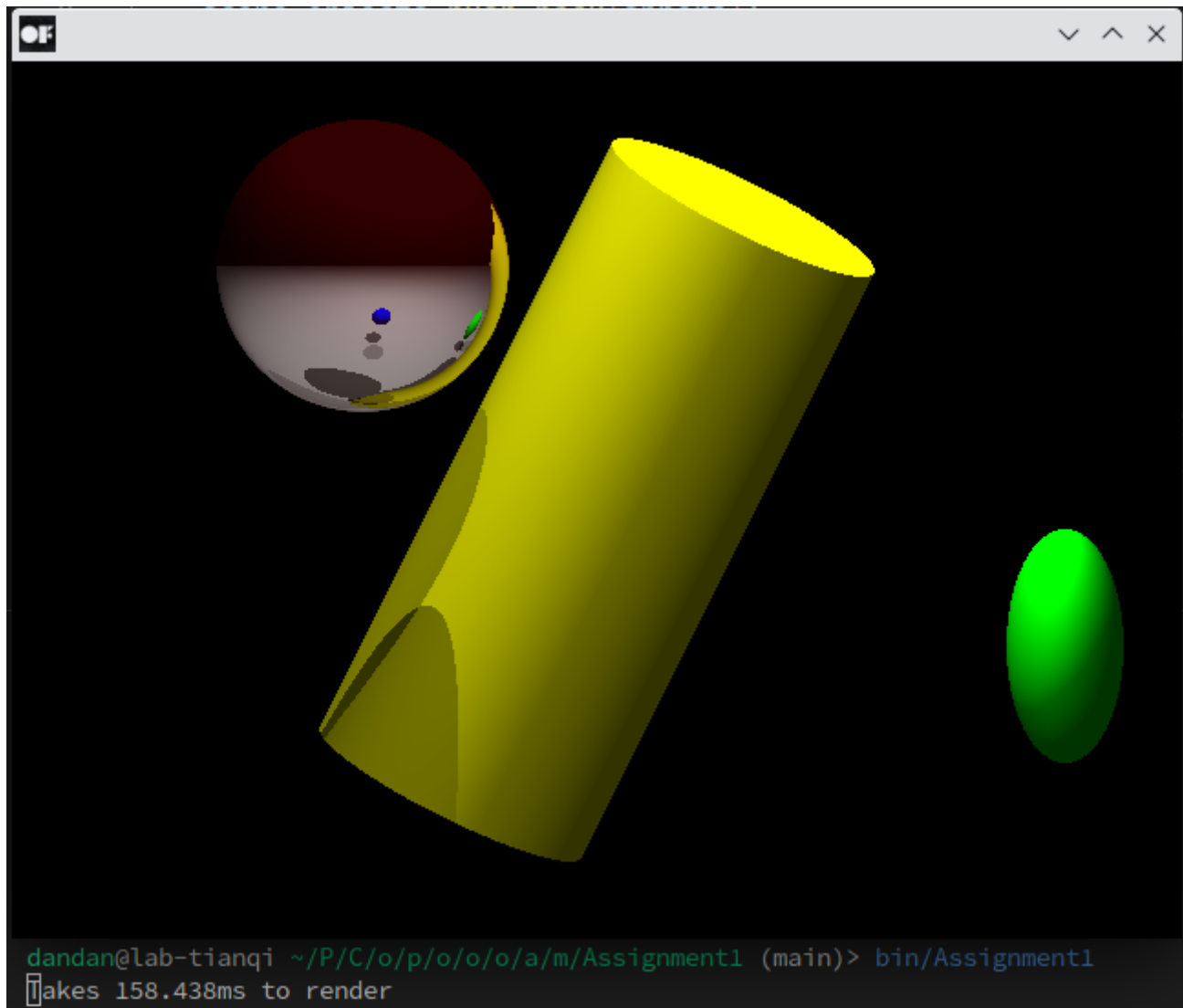
Key	Operation
P	Switch between perspective and parallel projection
Q	To Lambertian shading
E	To Phong shading
W/A/S/D/X/Space	Move camera front/Left/back/Right/Down/Up

Results

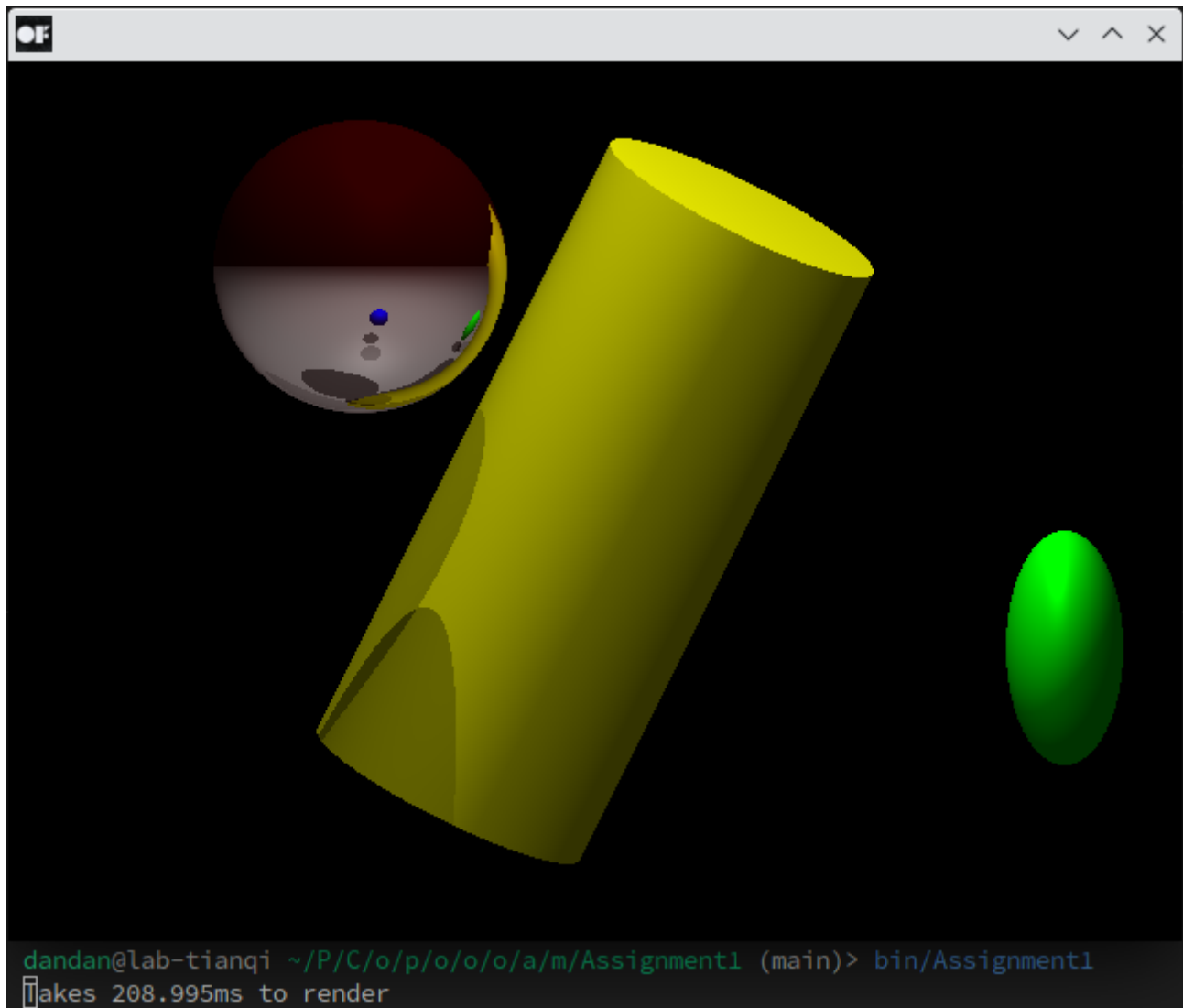
Hardware: Intel Xeon Gold 6230 CPU @ 2.10GHz, 20 cores

Without MSAA

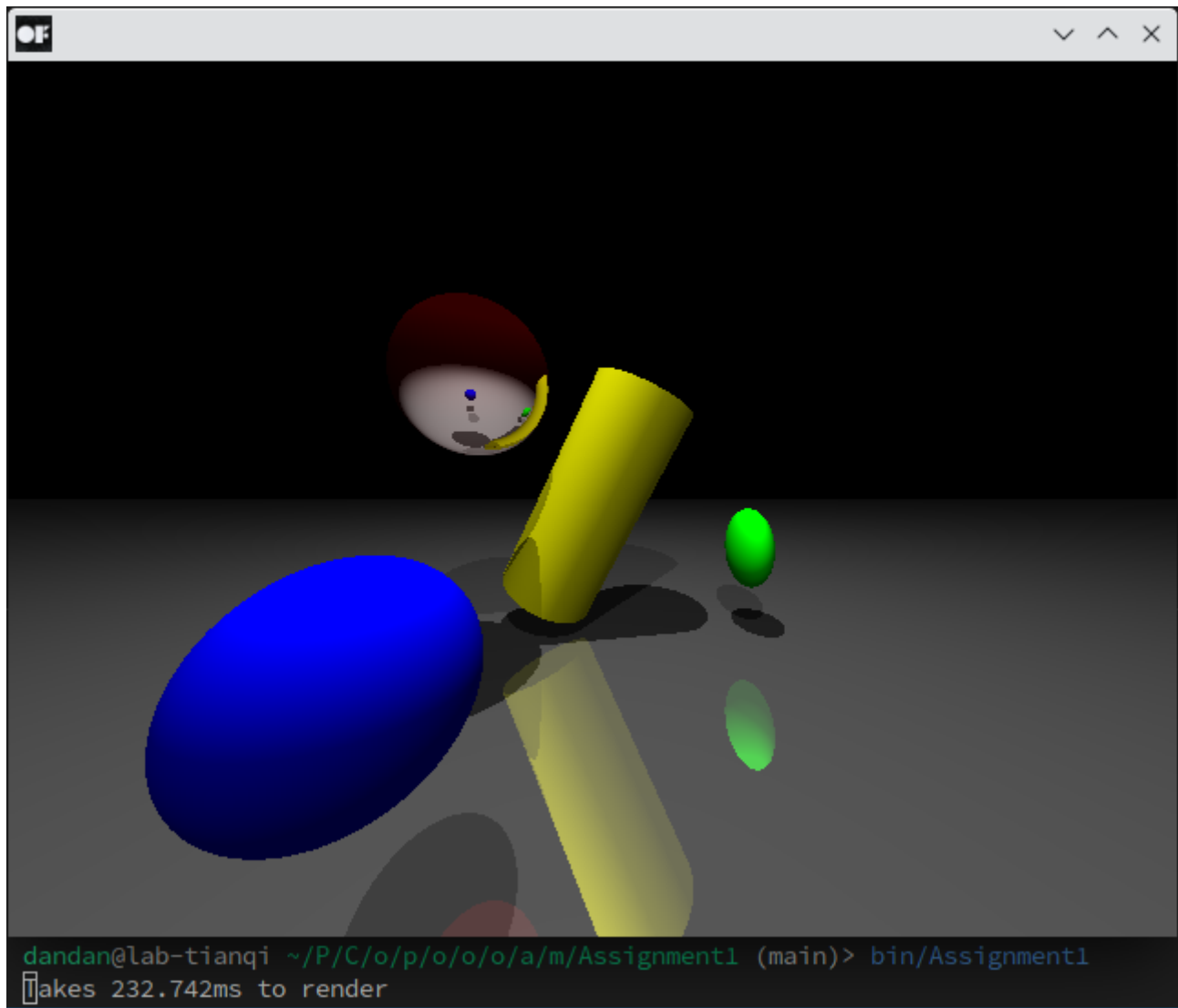
Parallel projection and Lambertian shading



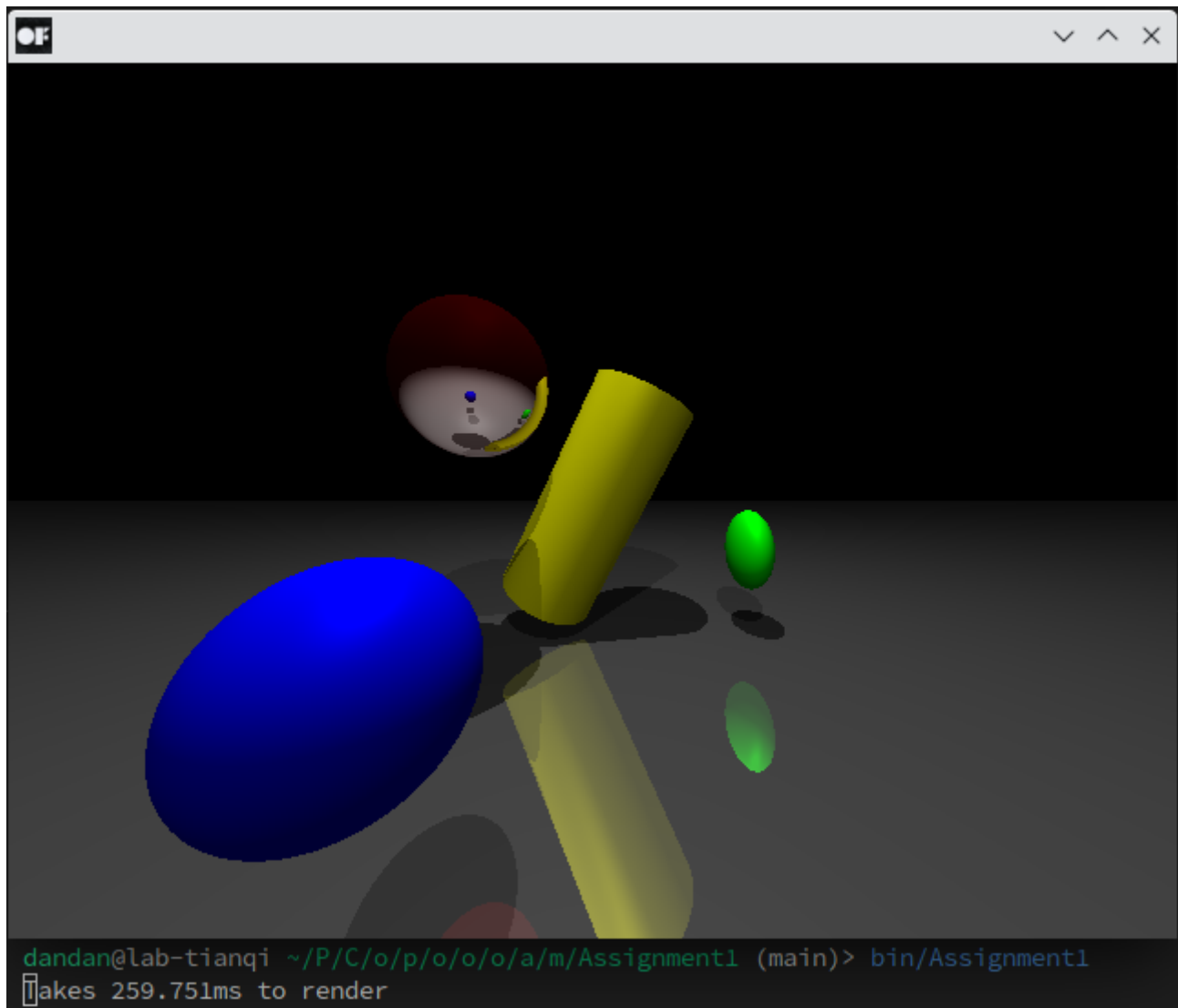
Parallel projection and Phong shading



Perspective projection and Lambertian shading

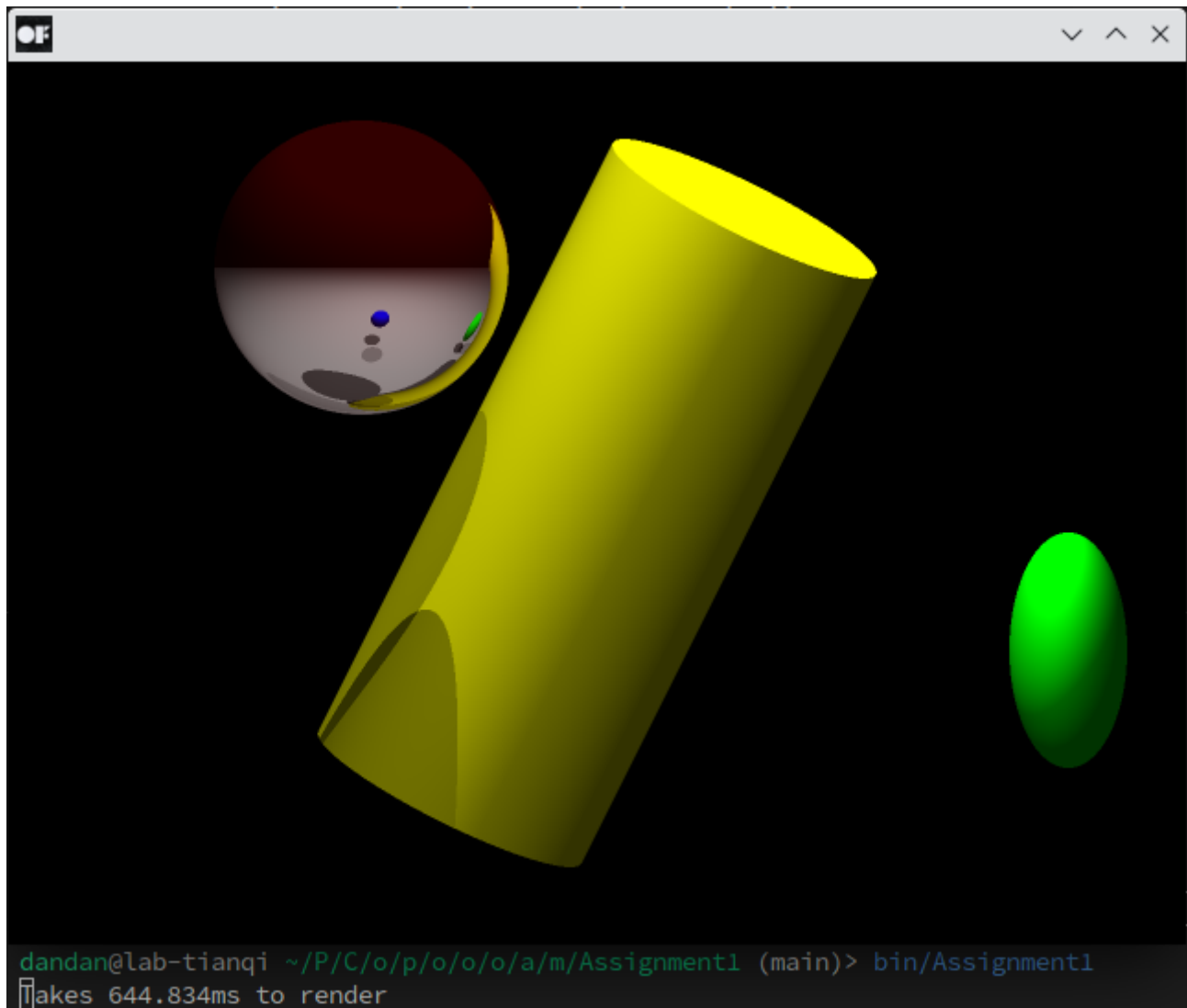


Perspective projection and Phong shading

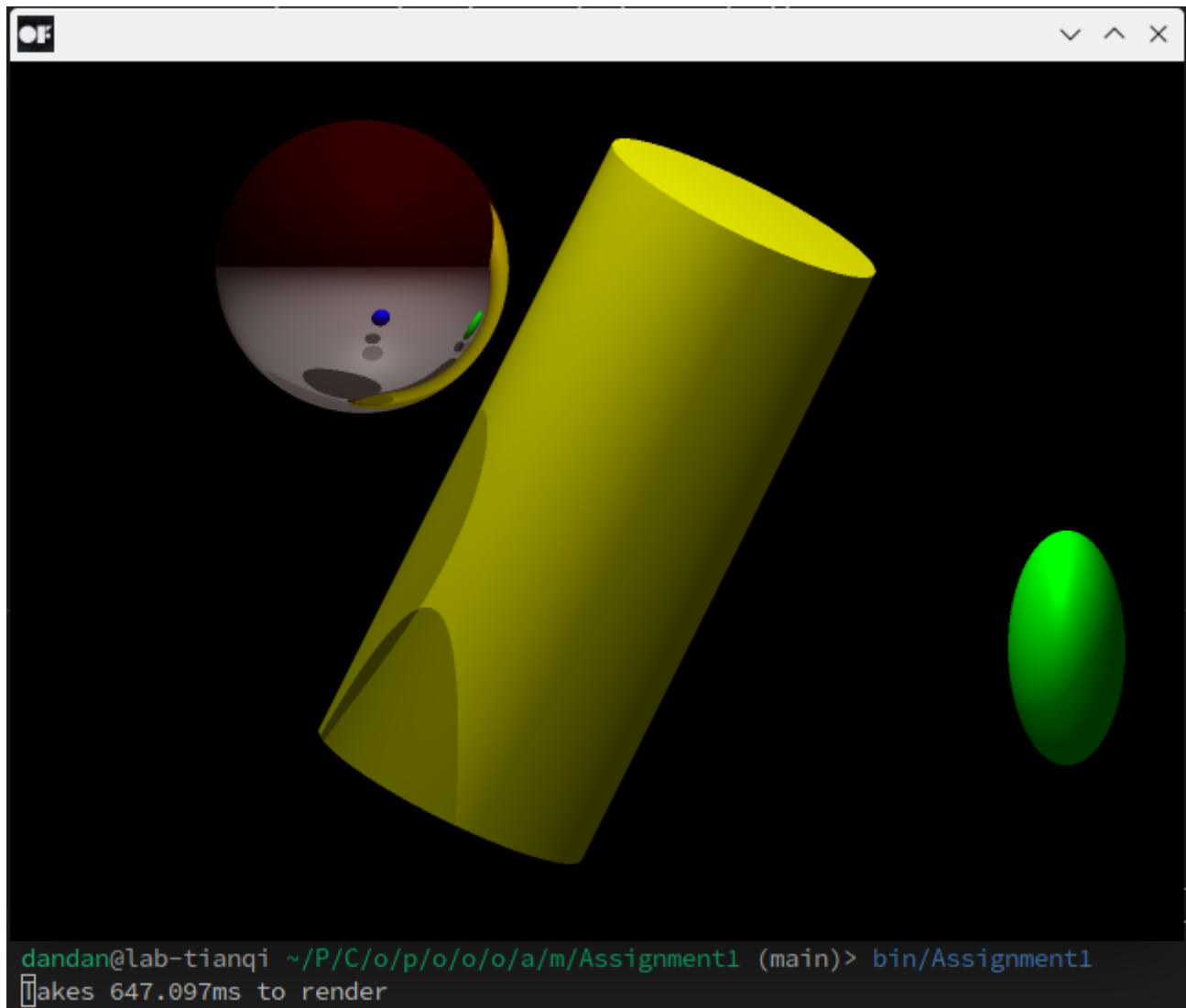


With 2xMSAA

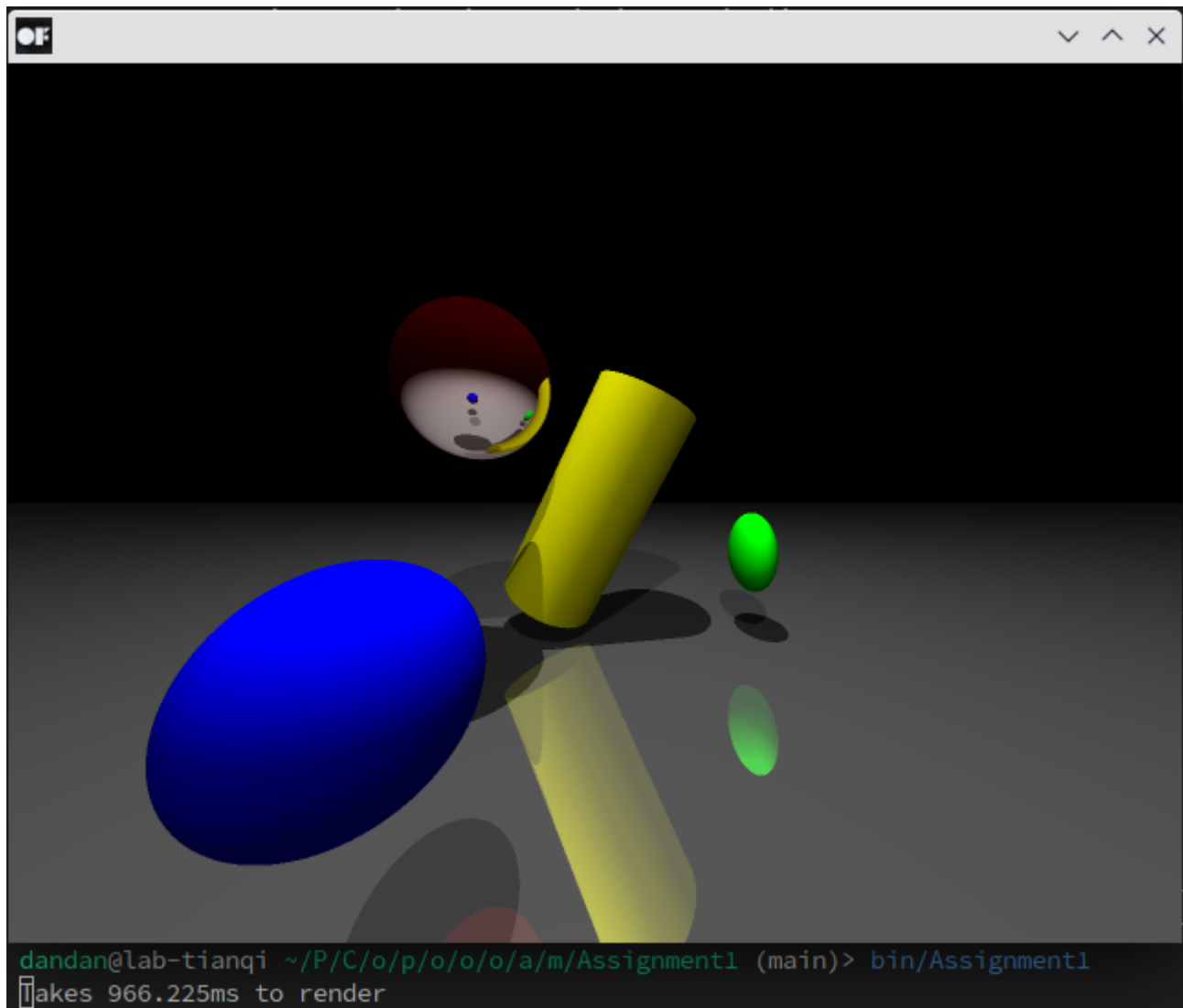
Parallel projection and Lambertian shading



Parallel projection and Phong shading



Perspective projection and Lambertian shading



Perspective projection and Phong shading

