

CS248-Assignment 2

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

- ☐ visual controls
- ☒ camera zooming / dolly
- ☐ dynamic scene
- ☒ modify the position of the light source

Operation

Key	Operation
P	Switch between perspective and parallel projection
Q	To Lambertian shading
E	To Phong shading
A/W/D/S	Pan camera left/up/right/down or Move light along x/y axis
N/M	Dolly camera font/back or Move light along z axis
Mouse wheel	Zoom camera
/	Switch movement target among camera and all light sources
F/T/H/G	Orbit camera left/up/right/down
Left mouse click	Select object
left/up/right/down arrow	Translate selected object left/up/right/down
J/K/L/S-J/S-K/S-L	Rotate selected object along x/y/z axis
+/-	Scale selected object bigger/smaller

Enviroment

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