

CS248-Assignment 3

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`

Used libraries

Use [tinyobjloader](#) only for .obj file loading.

Optional functionality

- ☒ Zooming
- ☐ Triangle clipping
- ☒ Spherical coordinate texture mapping
- ☒ 3D marble texture
- ☐ Procedural displacement
- ☐ Wireframe model rendering

Operation

Key	Operation
P	Switch between perspective and parallel projection
R	Switch between Phong shader and Gouraud shader
Mouse wheel	Zoom camera
Mouse left button drag	Arcball control

Enviroment

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