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CS4800-001

Programming Assignment 3

Table Rotation – Revision

Changes:

* Fixed 3D-picking using mouse.
  + Uses 1x1 pixel picking area for accurate selection.
  + If multiple hits, uses the nearest hit for selection.
    - Determined by comparing near plane distance.
  + Picks based on name given to objects.
* Fixed rendering for selection and for regular.
  + Corrected sequence of transformations.
* Fixed origin rotation points.
  + Now rotates from the “top” of the object.
* Changed so that objects cannot be clicked multiple times while rotating.
  + Once an object is selected for rotating, it must finish rotating before another can be selected.