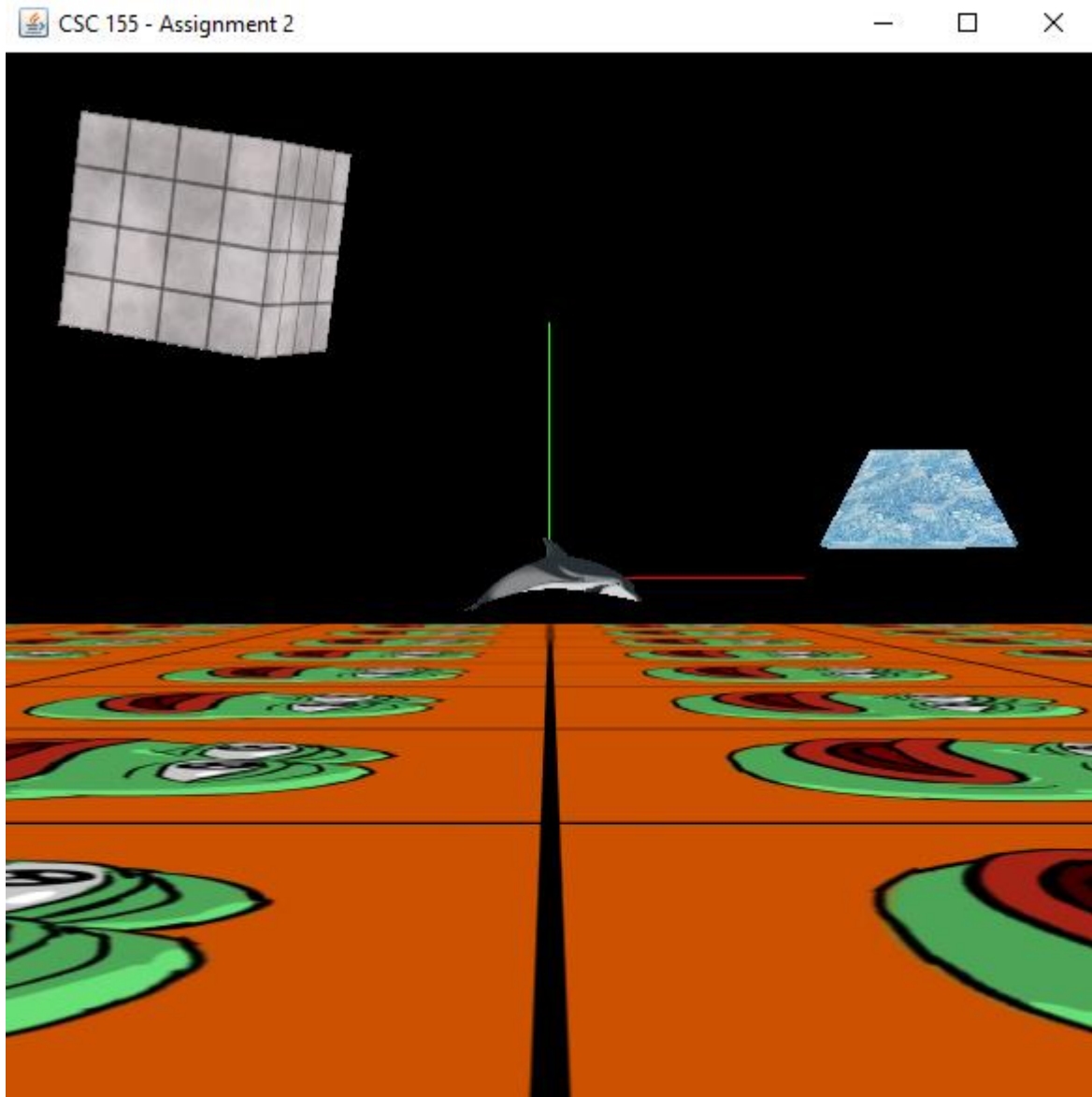CSC 155 - Assignment 2

Student: Ethan N. Ha

1. Screenshot of your running program

2. Description of the object that you created yourself by hand
    - Created a trapezoidal prism or triangular prism, it is like a pyramid where the top off is cut off.
    - Used 36 vertices to create it, 12 triangles to create the 6 faces.
    - It is the one that revolves around the center

3. Description of which object(s) is moving, which object(s) is rotating, and which one uses tiling
   - The big cube below uses texture tiling, it is fixed.
   - The dolphin is rotating by y-axis.
   - The small cube is rotating using trig functions, to create a nice rotation pattern.
   - The object I created, the trapezoidal prism revolves in a circle.

4. List of which requirements you were NOT able to get fully working
   - Left and Right Arrow – rotate the camera by a small amount left/right around its V axis ("pan").
   - Up and Down Arrow – rotate the camera by a small amount up/down around its U axis ("pitch).

5. Source information for each texture and model that you used
   - Dolphin_HighPolyUV.png = Dolphin obj file and texture file, from professor or textbook resources
   - pepe_tile.jpg = Pepe drawing which is green frog, created by me in paint
   - floor_color.jpg = from professor/textbook resources
   - floral.jpg = Blue floral texture created by William Morris is free from the Web, https://freestocktextures.com/texture/marigold-blue-pattern-by-william-morris,1357.html
     - (Licensing: https://freestocktextures.com/license/)
     - All photos published on FreeStockTextures are licensed under Creative Commons Zero which means you can copy, modify, distribute and use textures for free, including commercial purposes, without asking permission from or providing attribution to the photographer or FreeStockTextures.
     - This License was last modified and made effective May 22th, 2017

6. Indicate on which RVR-5029 (remote) machine you tested your program
   - Used RVR-5029, ECS-TEKKEN to test program