Daily Assignment 7

- Write down a Python program to..
- Draw a triangle using the render() function in **21** page of today's lecture slides (DO NOT modify it!)
  - Use **4x4 matrices** for transformation!
- If you **press or repeat** a key, the triangle should be transformed as shown in the Table:
  - And for camera rotation, increase/decrease camAng parameter that passed to render()
- Transformations should be **accumulated**
  - You'll need two global variables to store current accumulated transformation and current camera angle
- **Set the window title to your student number.**
- Set the window size to (480,480).

Key	Transformation
Q	Translate by -0.1 in x direction **w.r.t global coordinate**
E	Translate by 0.1 in x direction **w.r.t global coordinate**
A	Rotate about y axis by 10° clockwise **w.r.t local coordinate**
D	Rotate about y axis by 10° counterclockwise **w.r.t local coordinate**
W	Rotate about x axis by 10° clockwise **w.r.t local coordinate**
S	Rotate about x axis by 10° counterclockwise **w.r.t local coordinate**
1	Rotate camera 10° clockwise
3	Rotate camera 10° counterclockwise

How to Submit

- What you have to submit:
  - Only **one** .py file: ***main.py***
- Write down all your code to ***main.py***
- `> py -3 main.py` or `$ python3 main.py` should show your glfw window.

How to Submit

- Submit your assignment **only through the Assignment (과제) menu of the lecture home** at portal.hanyang.ac.kr.

- **Recommended due date: Today's lecture end time**

- (Hard due date: 23:59 Today)