Daily Assignment 10

- Write your own **myLookAt()** function (of the following form) that behaves exactly same as gluLookAt()

```python
def myLookAt(eye, at, up): # eye, at, up are 1D numpy array of length 3
```

- Start from today's gluLookAt() practice code, add your myLookAt() and call it instead of gluLookAt()

- DO NOT use gluLookAt() inside **myLookAt()**!

- Hint:

- Everything you need to write code is on page 31-34, 41

- l2 norm of **v** : $\|\mathbf{v}\| = $ np.sqrt(np.dot(**v**, **v**))

- **a** x **b** (cross product) : np.cross(**a**, **b**)

- **a** · **b** (inner product) : np.dot(**a**, **b**)

- Use glMultMatrixf() to multiply your viewing matrix to the current transformation matrix

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)