

# Computer Graphics Assignment 3 Report

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## ● Program Control Instructions

G : Switch magnification (nearest/linear)

B : Switch minification (nearest/linear-mipmap-linear)

V : Switch coordinate addressing mode (mirror/repeat)

Z/X : Switch models

T/S/R : Geometric transformation

E/C/U : Viewing transformation

O/P : Perspective transformation

Esc : Exit program

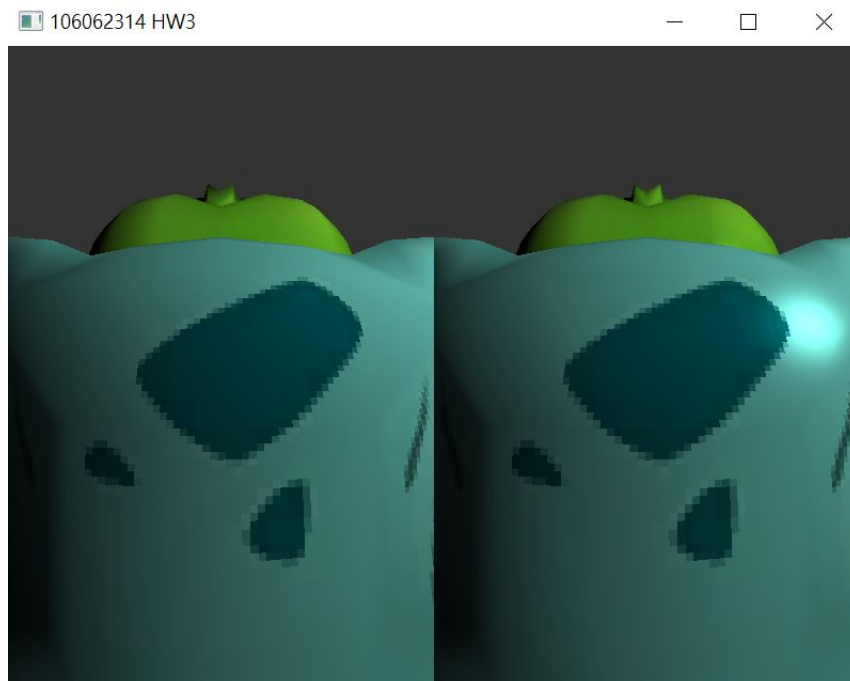
## ● Screen Shots

最初開啟程式時的狀態，看得出來結合了 lighting 與 texture mapping 的效果。

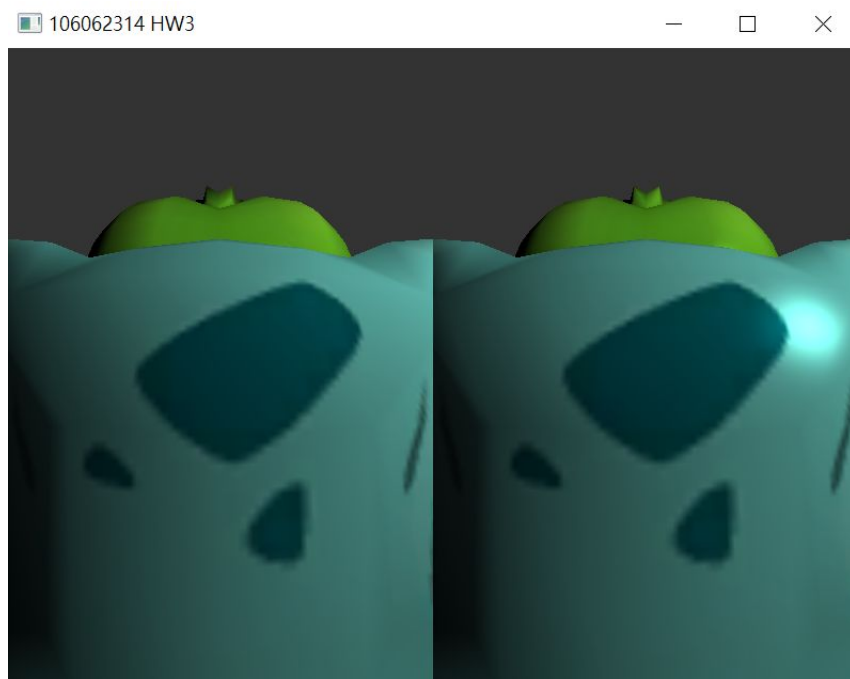


按下 G 鍵，切换 magnification 的模式。

- Nearest

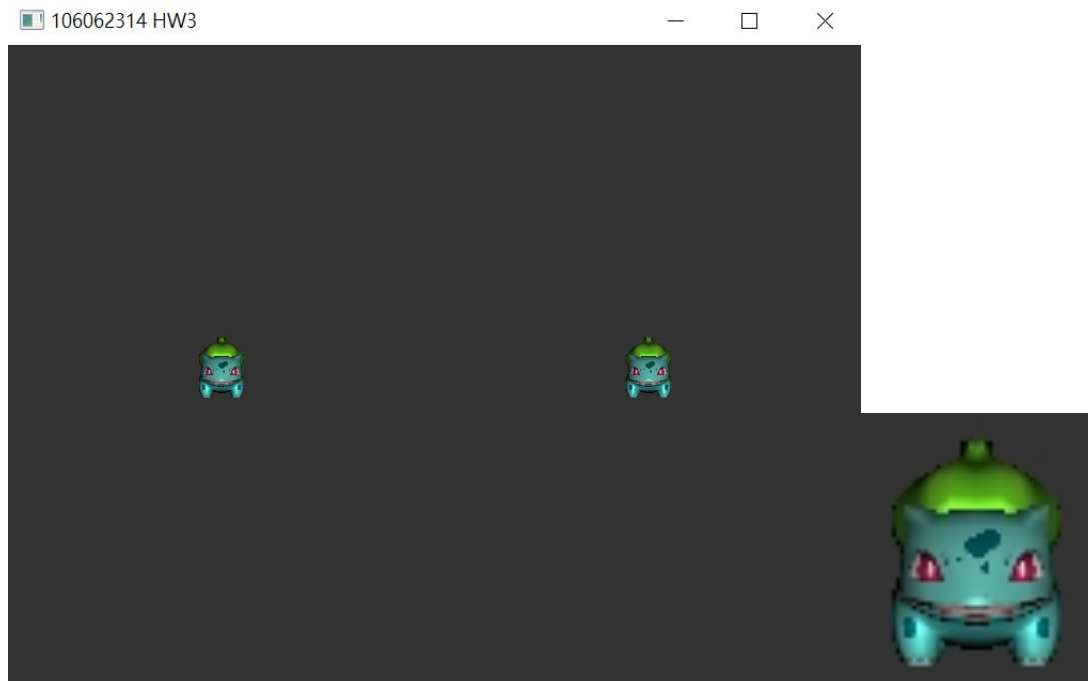


- Linear

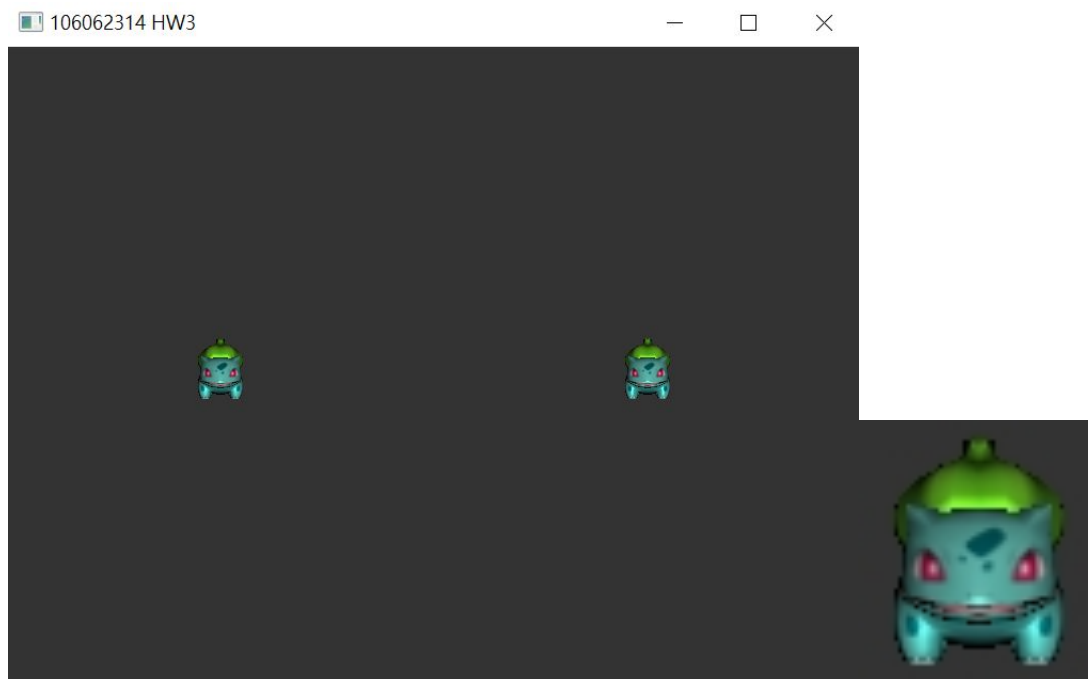


按下 B 鍵，切换 minification 的模式。

- Nearest

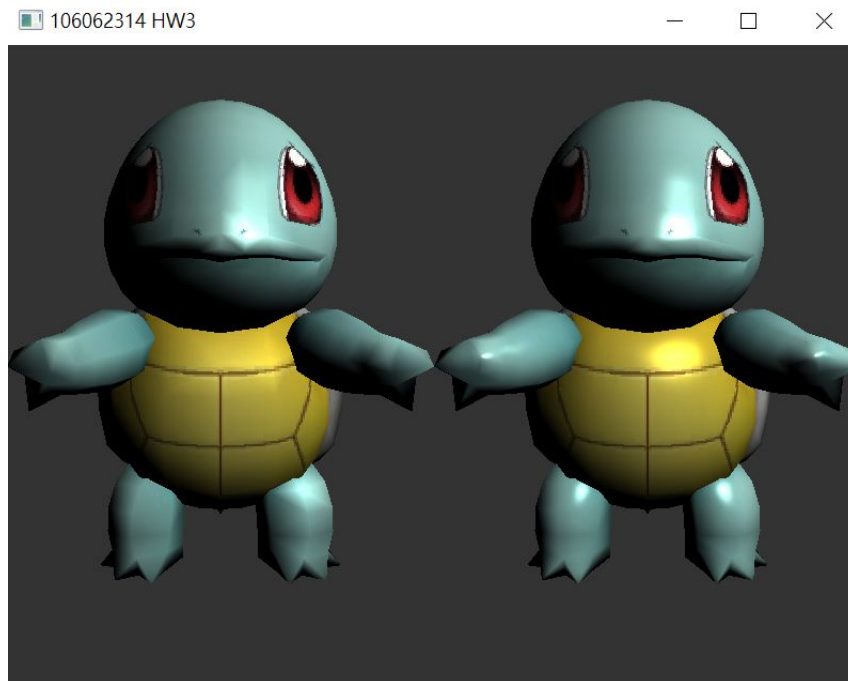


- Linear-mipmap-linear



按下 V 鍵，切換 coordinate addressing mode。(只有部分 model 具有差異)

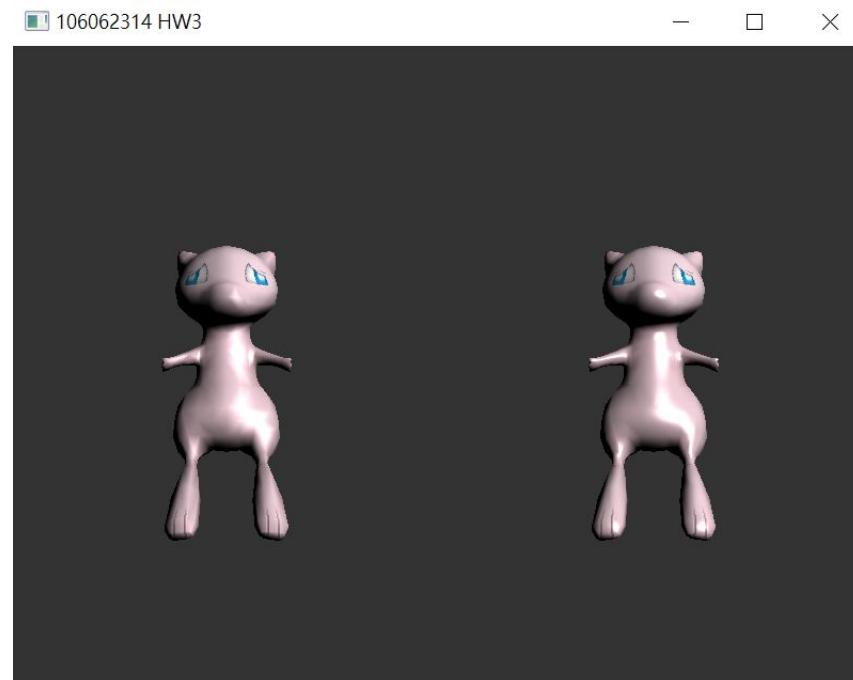
- Mirror (傑尼龜)



- Repeat (傑尼龜)



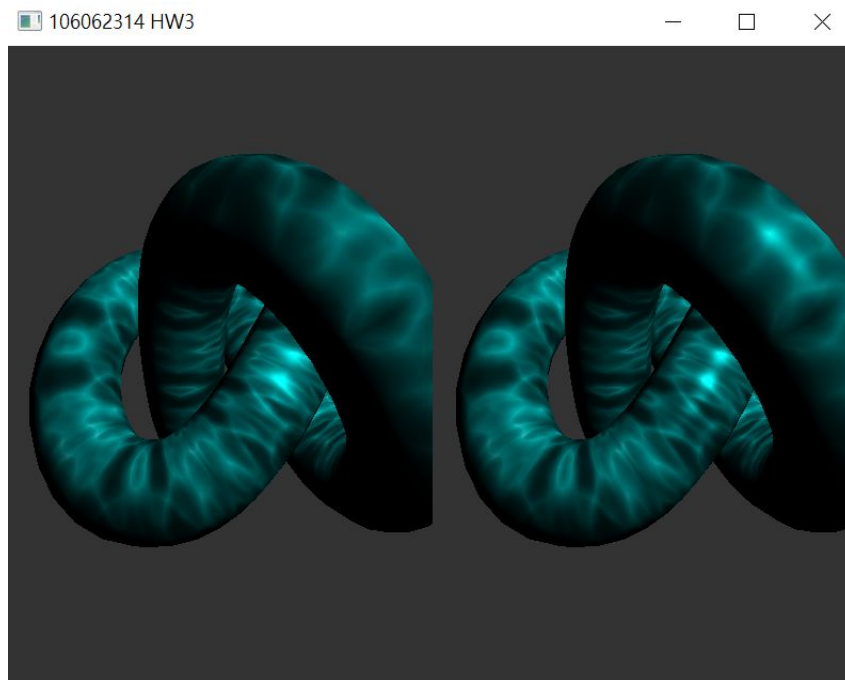
● Mirror (夢幻)



● Repeat (夢幻)



- Mirror



- Repeat

