

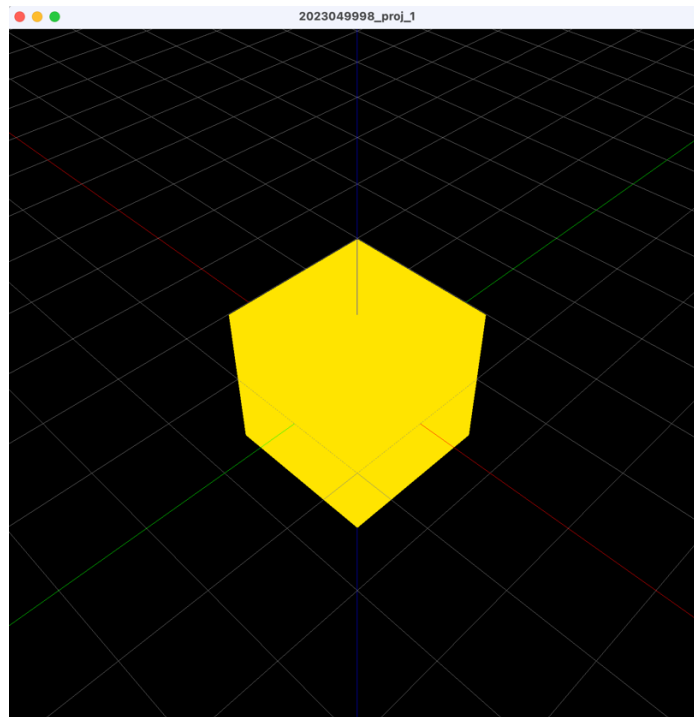
Project 1: Basic OpenGL viewer

Implementation

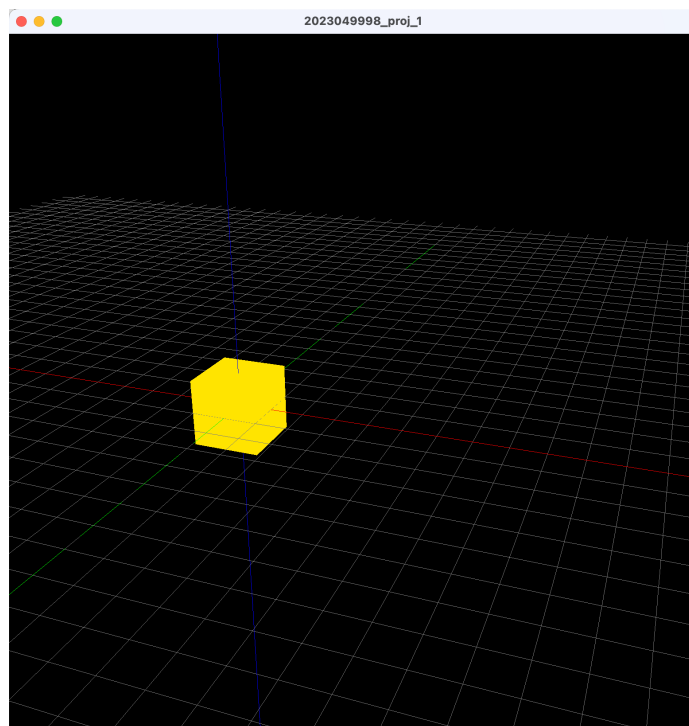
- Implemented the following:
 - Initialization of the target point to the origin
 - Camera manipulation with mouse (left mouse button) drag movement.
 - Orbit (alt)
 - Pan: (shift+alt)
 - Zoom: (ctrl+alt)
 - Perspective projection
 - Rectangular grid on xz plane.
 - (extra) Added an object (cube) to signify the origin
 - (extra) Added x (red), y (blue), z (green) lines that intersect at the origin

Program

1. When first running the program:



2. Orbit/pan



3. Zoom

