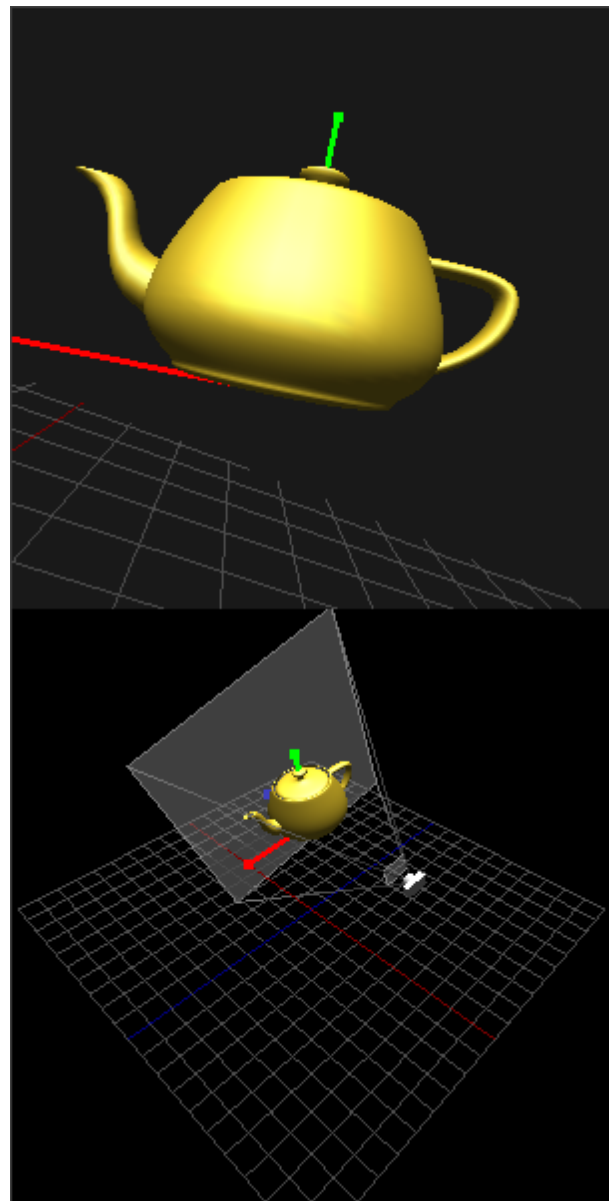
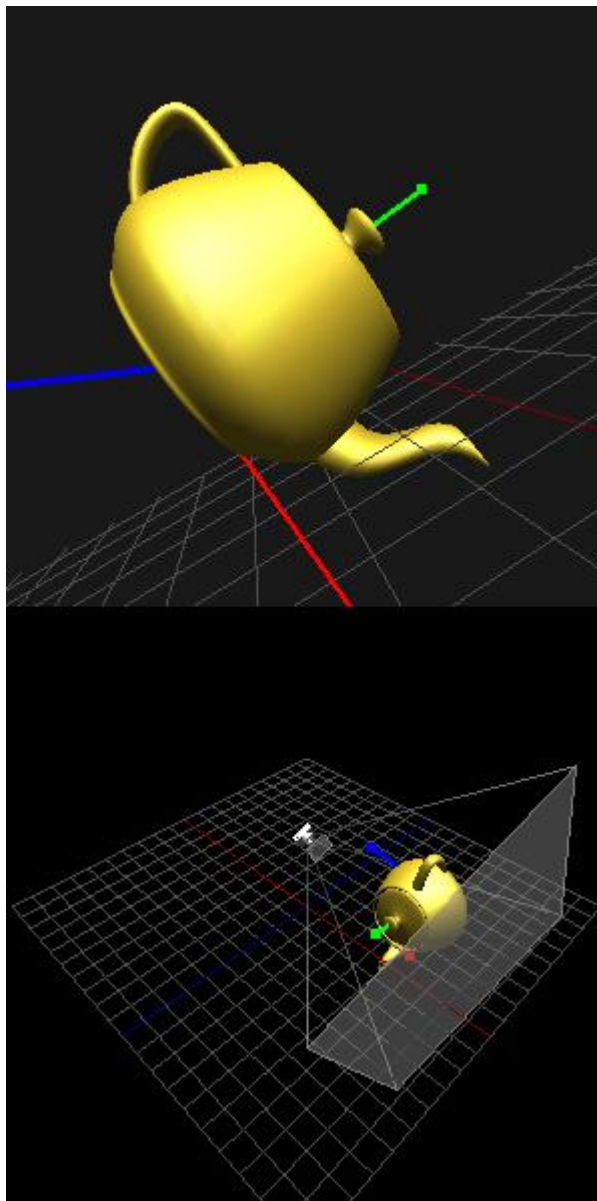
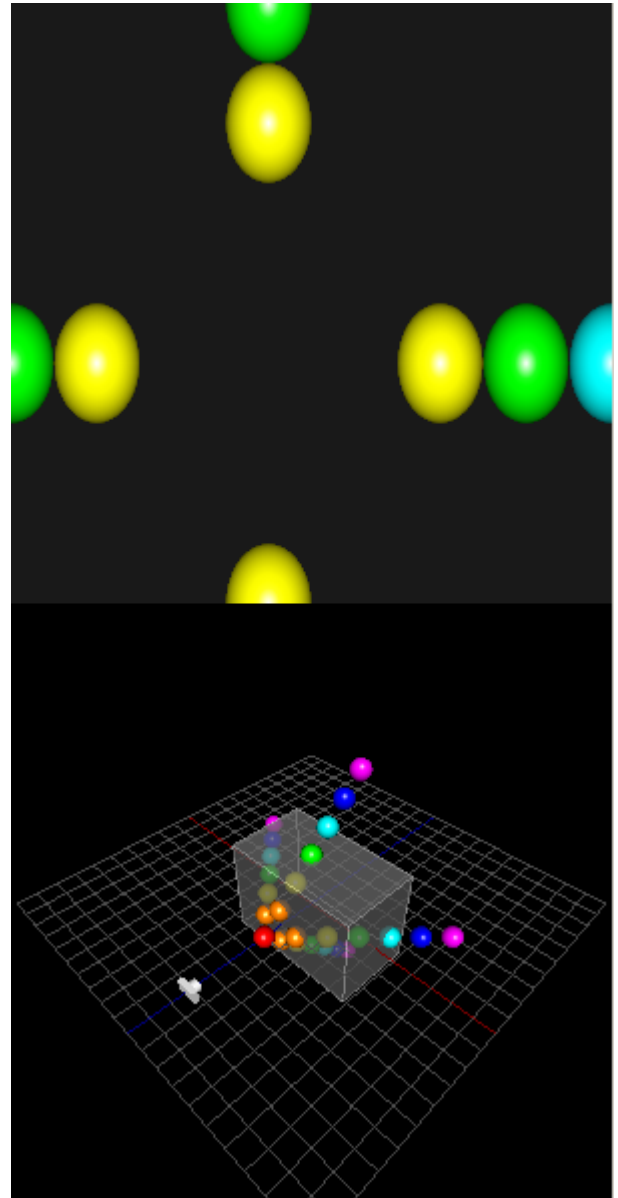
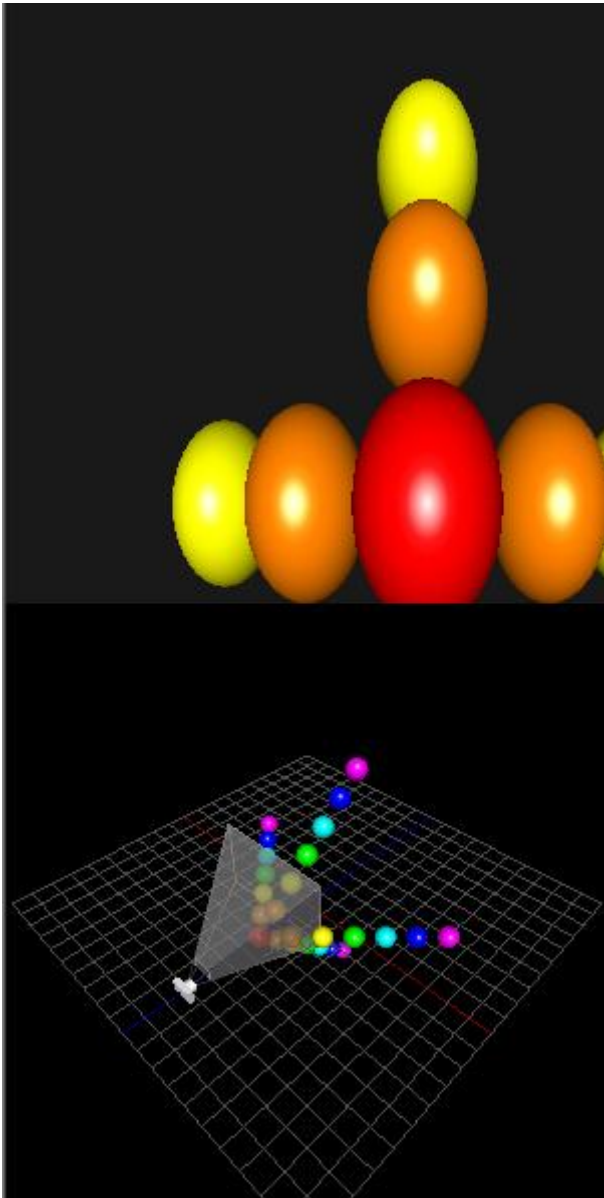


Submit to [nuttapong26@gmail.com](mailto:nuttapong26@gmail.com) by 29 Mar, 2021

1. Run MatrixModelView and find the right parameters so the image become close to the following picture. Report the parameters



2. Run MatrixProjection and find the right parameters so the image become close to the following picture. Report the parameters



3. Make change to `glut_example_view_light_texture` to support the followings:
- a. Move camera along X and Y axis using WASD keys
  - b. Move teapot around using UHJK keys and YI keys for moving along z axis
  - c. Make teapot rotate in XYZ order
    - i. Press 3/4 to increase/decrease rotation of teapot along x axis
    - ii. Press 5/6 to increase/decrease rotation of teapot along y axis
    - iii. Press 7/8 to increase/decrease rotation of teapot along z axis
  - d. Press 1 to toggle between looking at cube and at teapot
  - e. Press +, - to increase and decrease Field of View for perspective projection

Submit `glut_example.cpp`