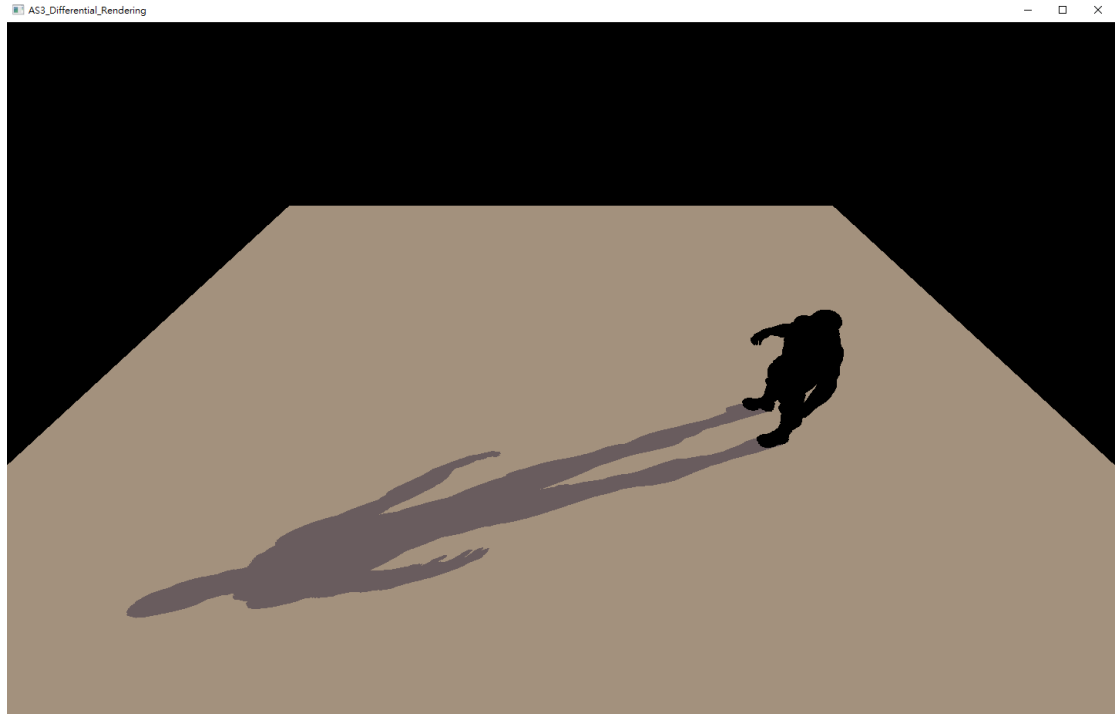


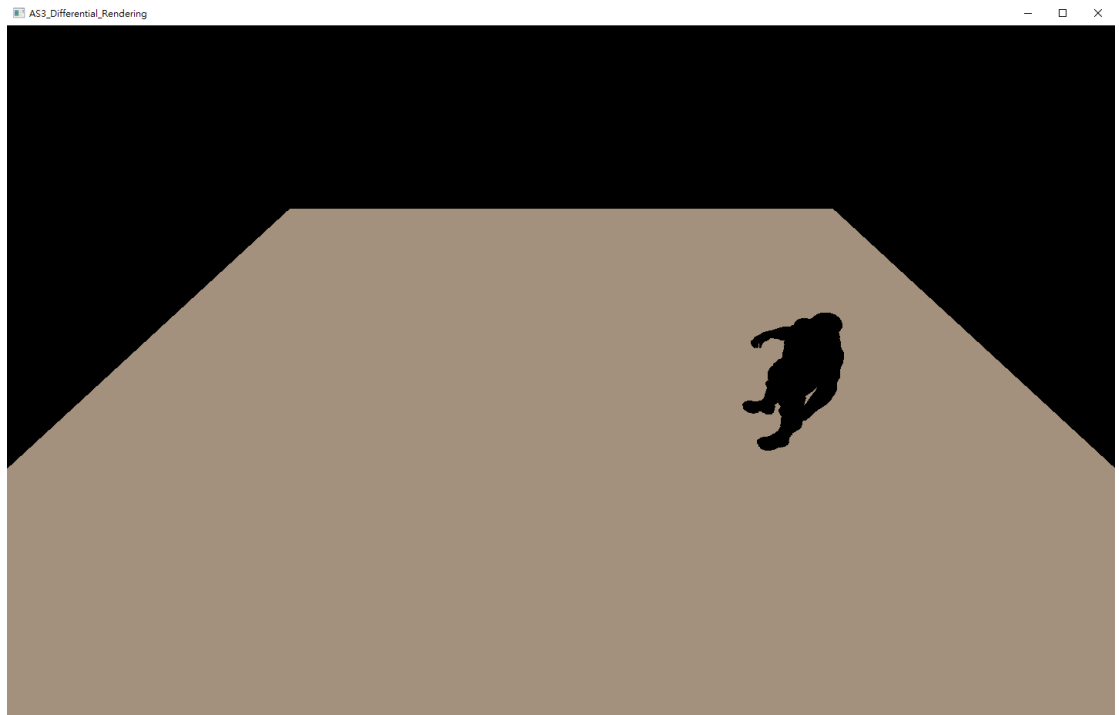
## Assignment3

### 1. Screenshot of window with character and scene

#### (a) Sobj scene:



#### (b) Snoobj scene:



**(c) Sb scene:**



**(d) Differential rendering result Sb+(Sobj-Snoobj) scene:**



## 2. Functions in program

(a)Key I

按下去可以在 Sobj, Snoobj, Sb 和 differential rendering result  $Sb + (Sobj - Snoobj)$  之間切換

(b)key Q

按下去後 nano model 會逆時鐘旋轉

(c)key E

按下去後 nano model 會順時鐘旋轉

(d)key T

按下去後 nano model 會結束旋轉並回到一開始的位置

**IDE: Visual Studio 2017**

**\*因為是拿上一次作業當 *template*，所以我的執行檔還是叫 *AS2\_Framework***