

# Project B: Boat and Snack

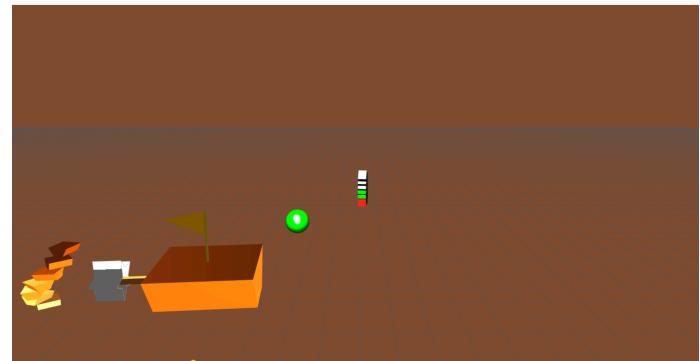
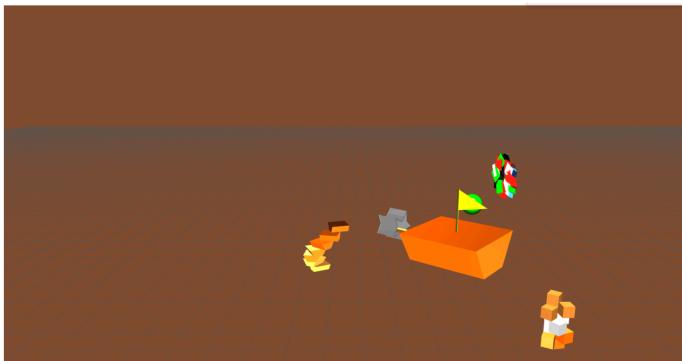
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## (1) Goals:

- (1). Draw Ground plane.
- (2). Draw > 3 Solid, Jointed, Continually Flexing Shapes.
- (3). Single-Viewport Display fills entire browser window of any shape.
- (4). Draw 5-DOF Camera Control.
- (5). Obviously different-looking Materials for each separate object.
- (6). One “Headlight” light-source, co-located at camera eyepoint that users can switch on/off.
- (7). One light source at user-adjustable 3D world-space position, that users can switch on/off, and separate, user-adjustable R, G, B values for ambient diffuse, and specular light.
- (8). Interactive switching between all available lighting/shading method.
- (9). Have four lighting/shading methods.

## (2) User's Guide:

- (1). Press up arrow, down arrow, left arrow and right arrow to move towards different way.

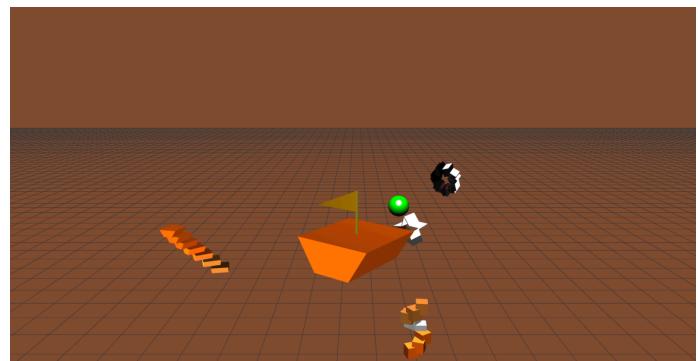
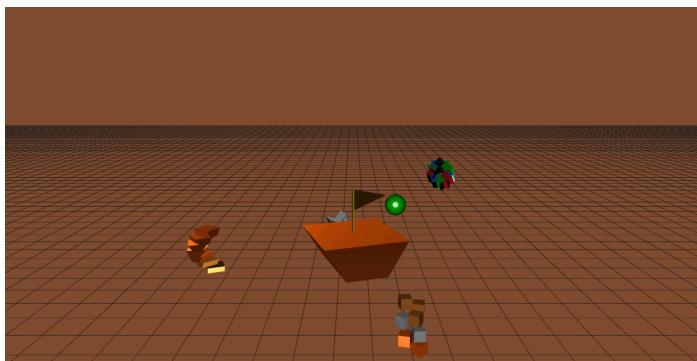


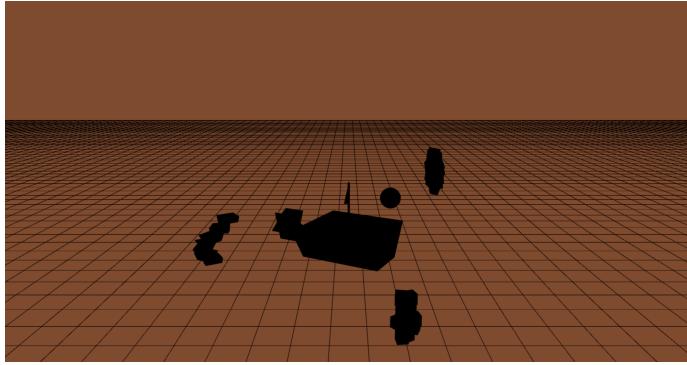


(2). Press 'w', 's', 'a' and 'd' to look up, look down, look right and look left. Press 'u' and 'i' to lift up and move down.

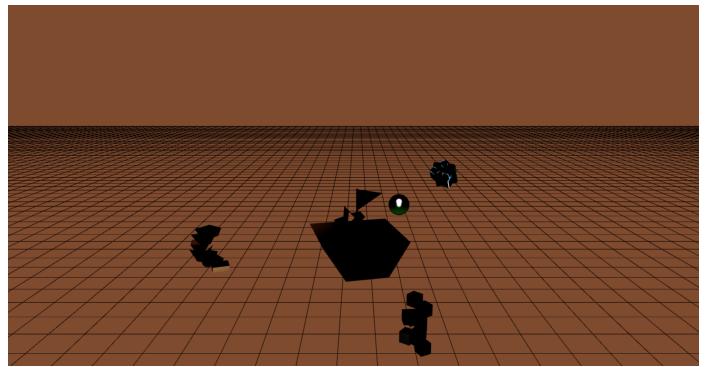
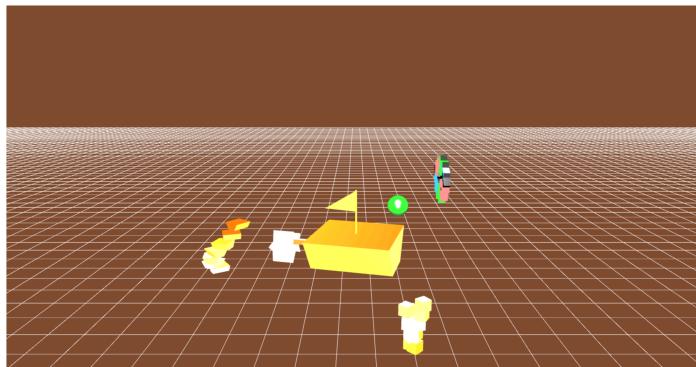


(3). Press '0' to open/close the move light. Press '9' to open/close the head light.

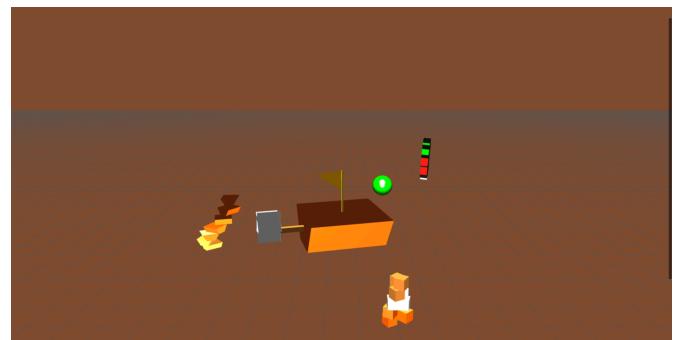
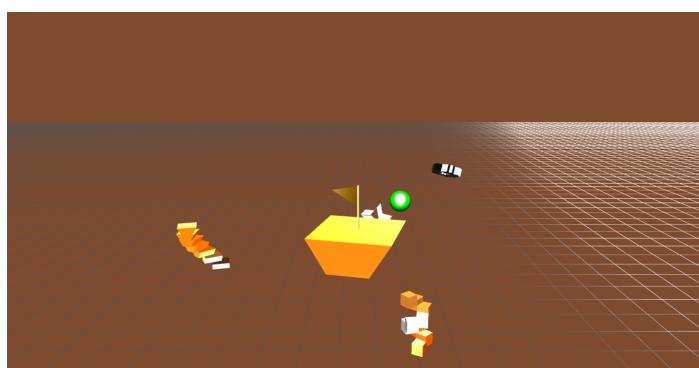
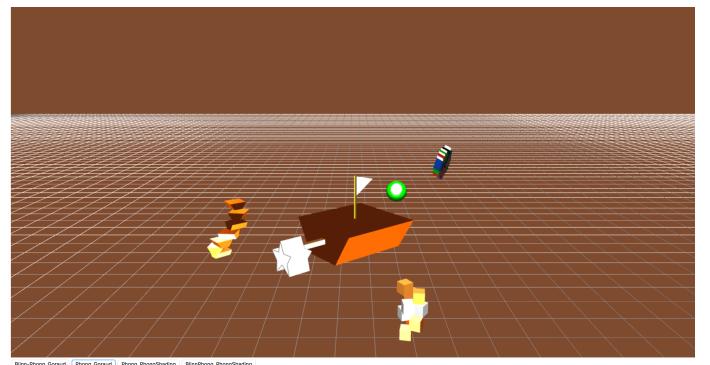
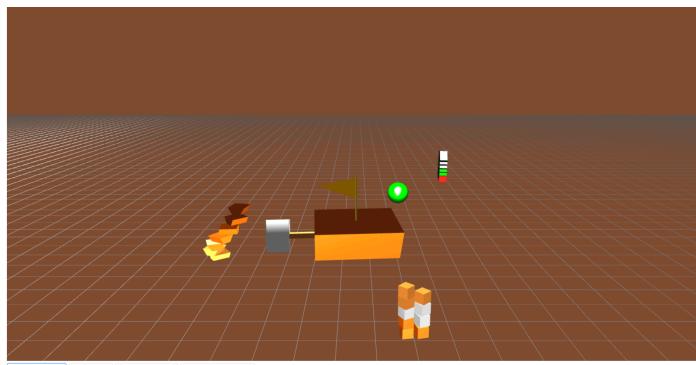




(4). Press '-' and '=' button to modify the ambient and R, G, B.



(5). Click the button above to change the mode and lighting.



(6). Press "H" to open the user's guide page.

### (3) Transform Tree

The transform tree is under below:

