

Introduction to Computer Graphics

Project B

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Title: Countryside

Goal: To construct a creative scene and make an interactive drawing. Also import some features such as camera and view control.

User Guide:

- Click the button “Run|Stop” to run or stop every rotated things on the screen.
- Press the key W, key S, key A, and key D to look the four strafe directions: up, down, left and right.
- Press the direction key to look forward, backward, left, and right.
- Press the key Y to see the flying-airplane yaw.
- Drag the mouse to rotate the apple.

Result Pictures:

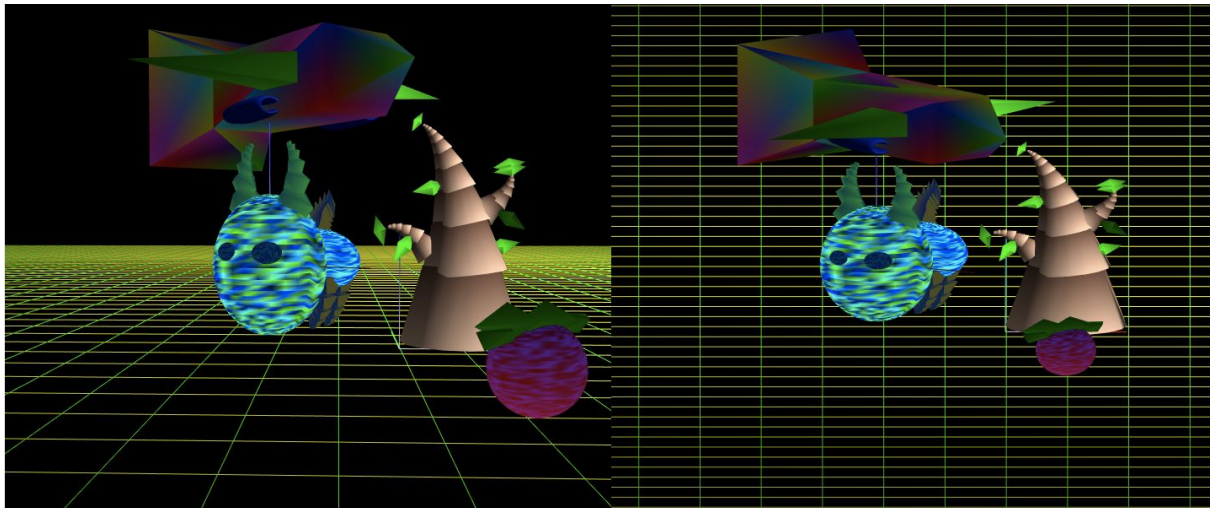
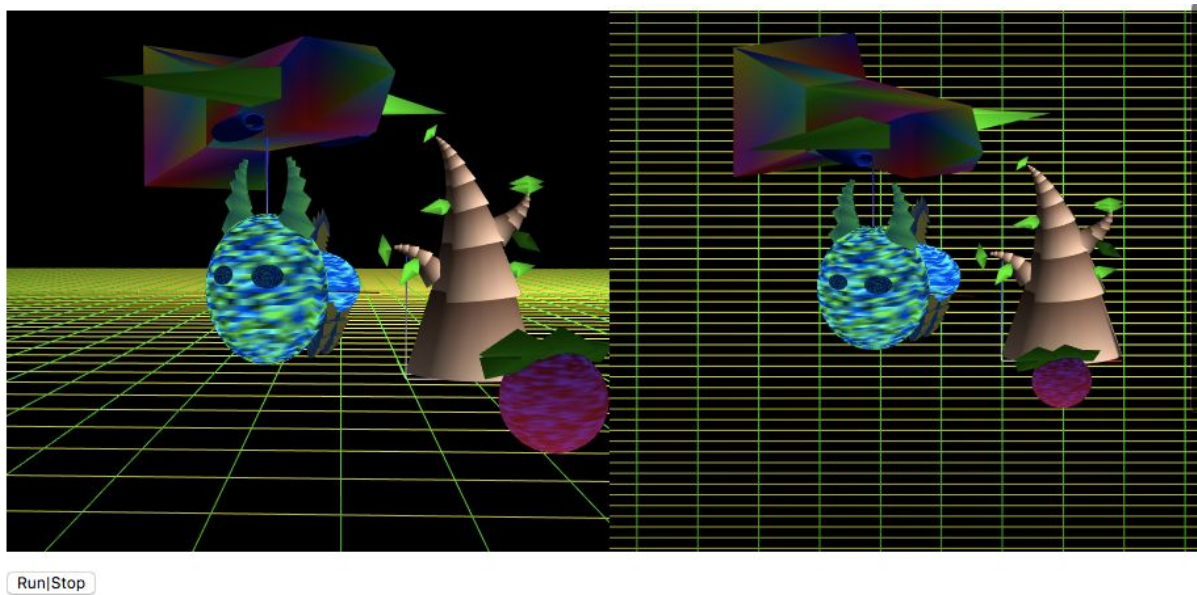


Figure 1. The layout shows the perspective viewport and the orthogonal viewport.



Follow Instructions:

Figure 2. Resize the window.

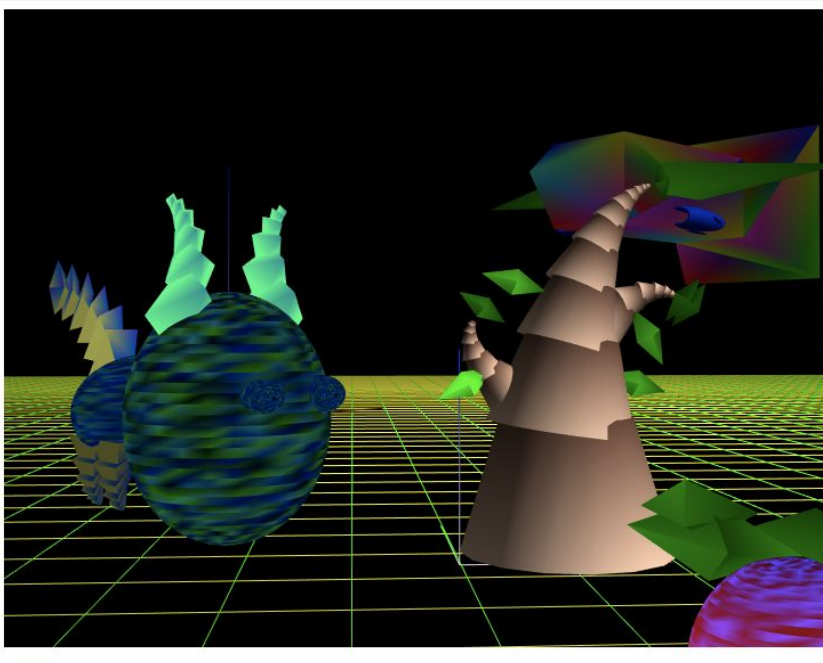


Figure 3. Use direction key “up” to zoom in the scene.

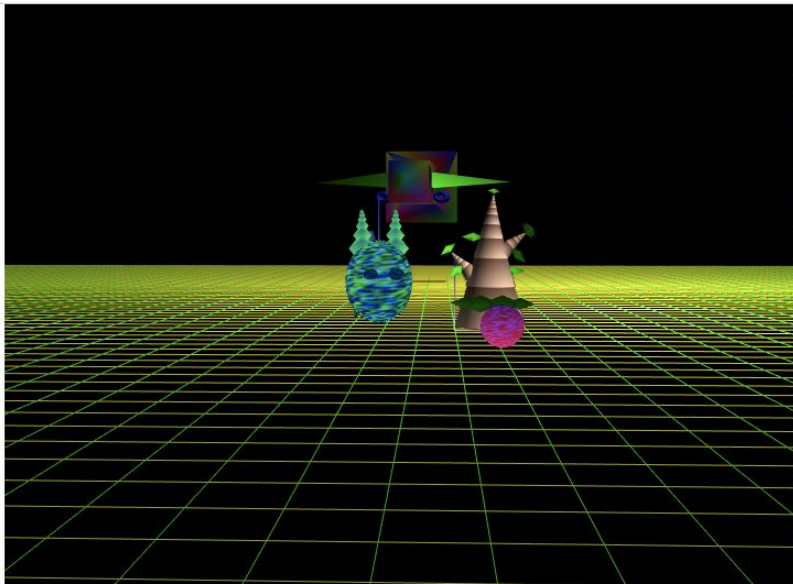
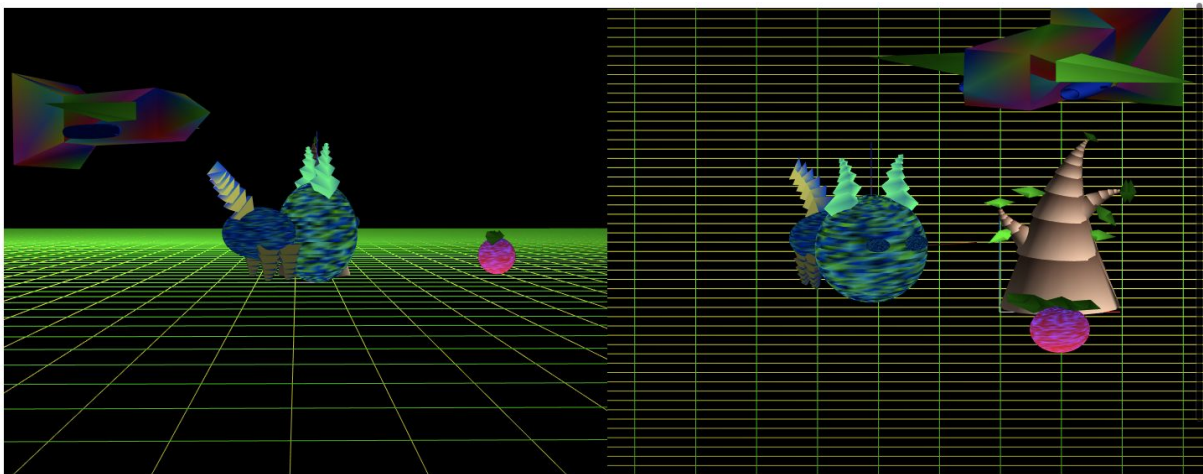


Figure 4. Zoom out.



Run/Stop

Figure 5. Move the camera backward and look stafe right.

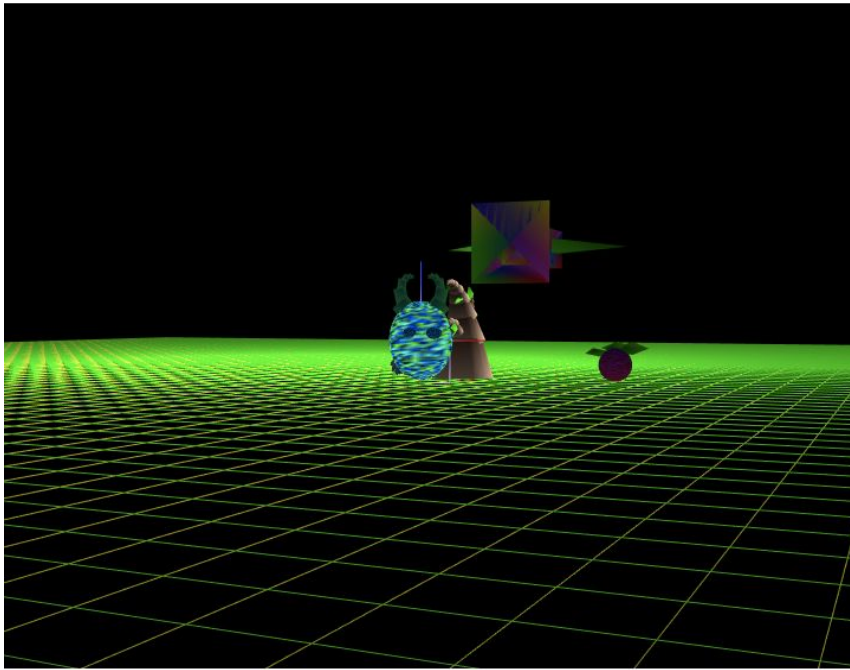


Figure 6. Flying-airplane yaw. (rotate around the vertical axis)

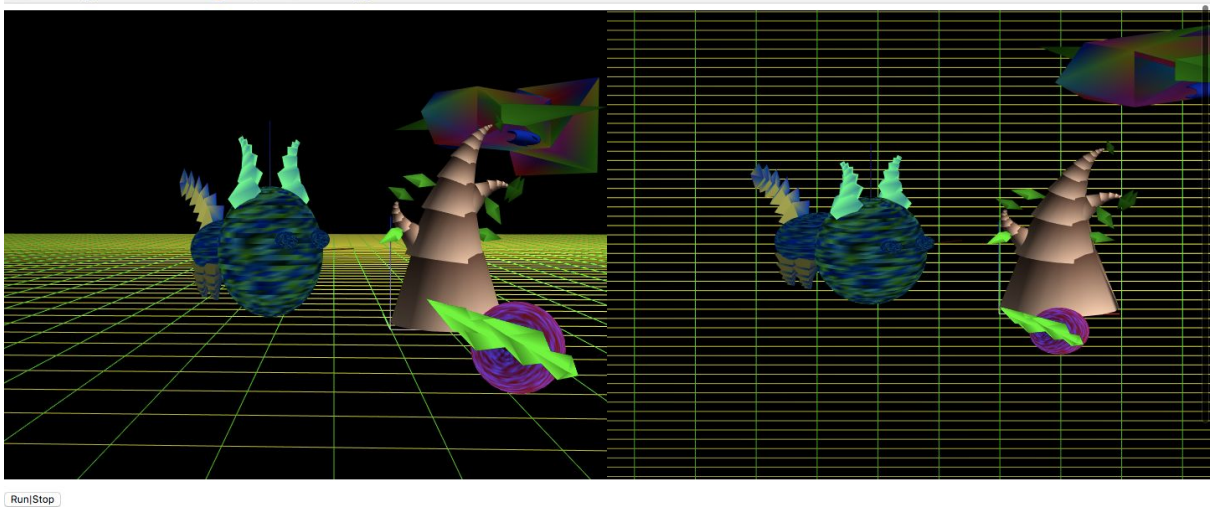


Figure 7. Drag the mouse to rotate the apple.

Scene-graph:

