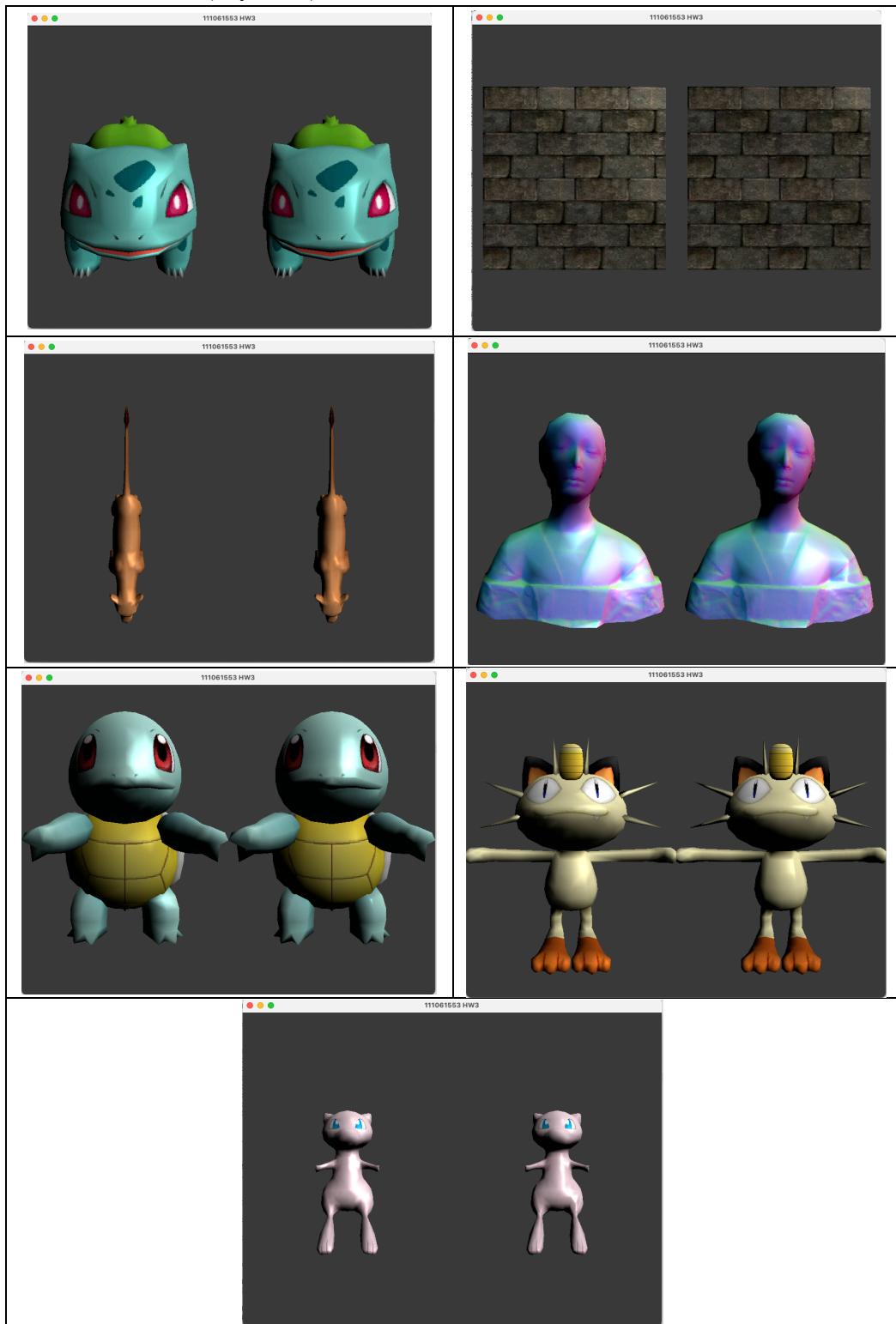


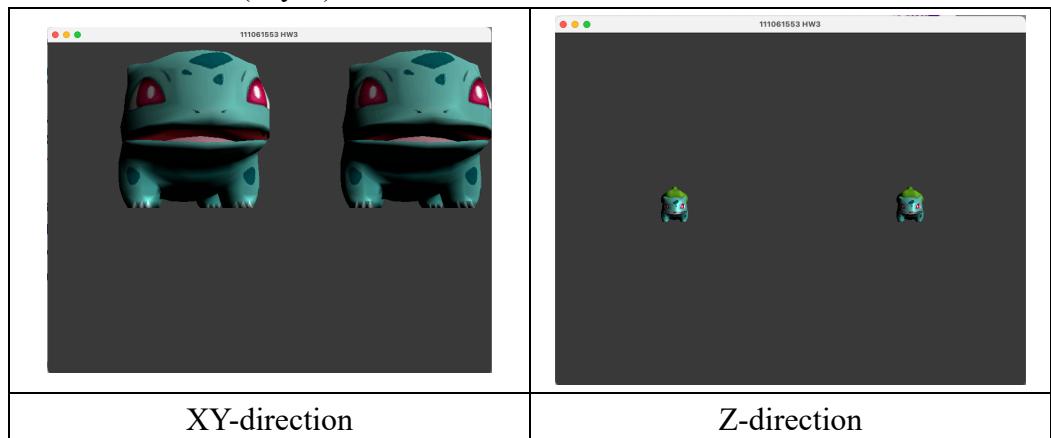
# NTHU CS5500 Computer Graphics HW3

111061553 謝霖泳

1. Switch the model (key Z, X)



2. Translation mode (key T)



3. Scale mode (key S)



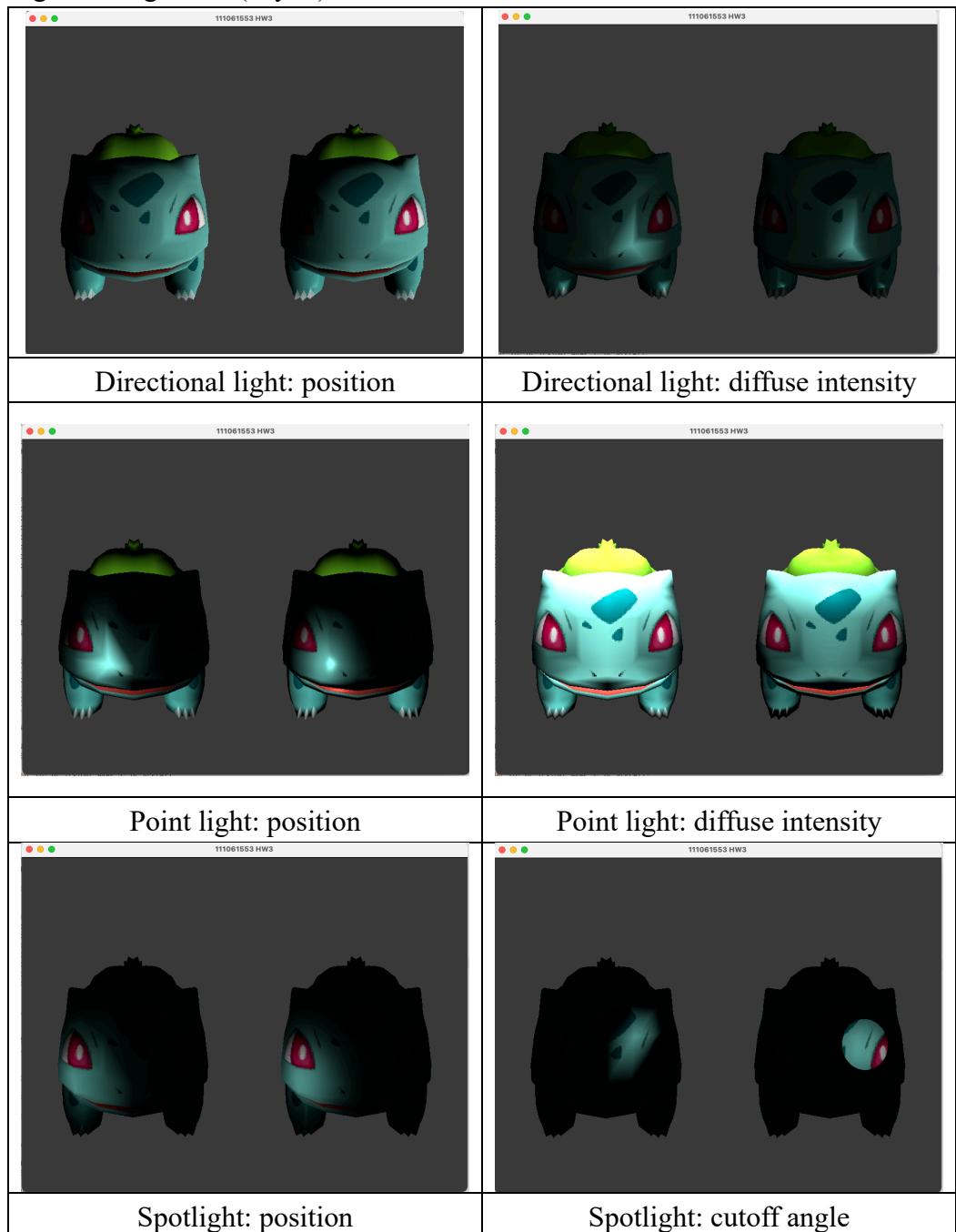
4. Rotation mode (key R)



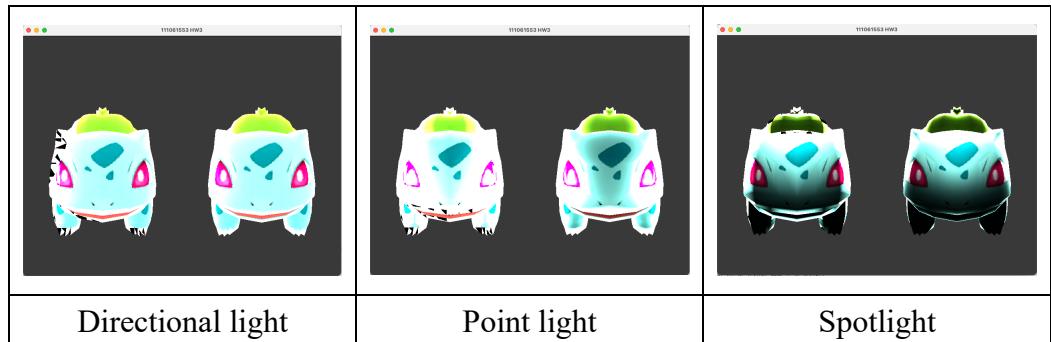
5. Switch between directional/point/spotlight (key L)



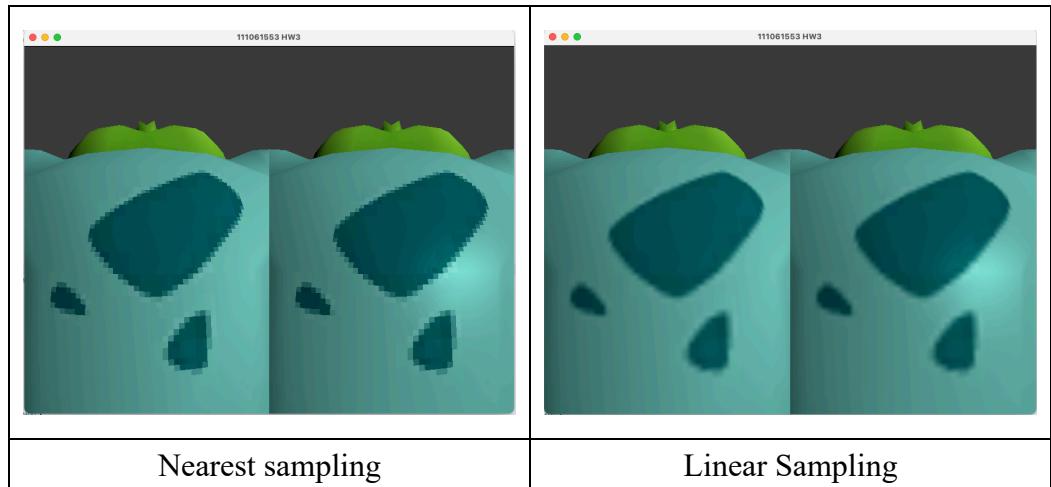
6. Light editing mode (key K)



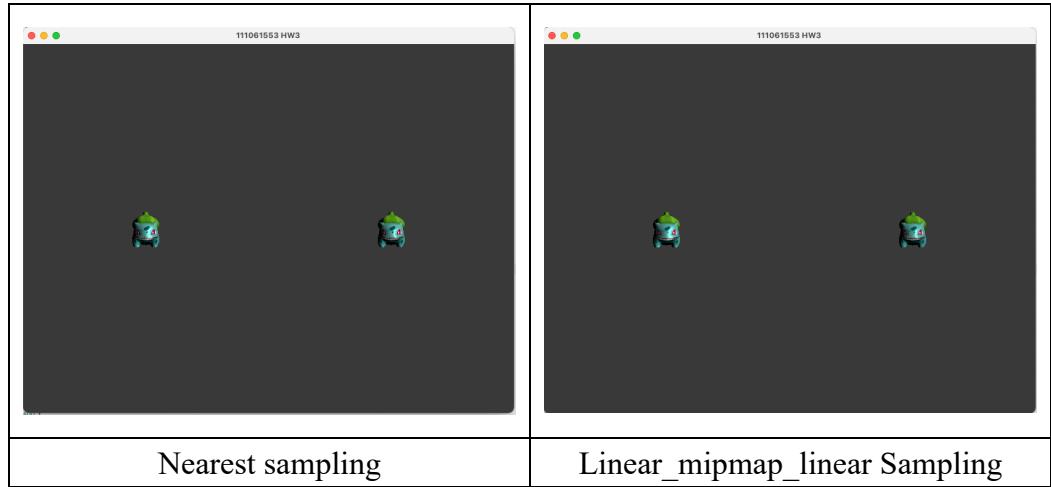
7. Shininess editing mode (key J)



8. Switch the magnification texture filtering mode (key G)



9. Switch the minification texture filtering mode (key B)



10. Texture transform on some Pokemon models' eyes (key Left, Right)



