

**1 Display multiple polygonal objects. [5 pt]**

- 1.1 Create **three** polygonal objects with **different shapes and colors**.
- 1.2 Use more than **four** triangles for each object. (\*pentagon, house, star, etc.)
- 1.3 Self-rotate(자전) each object continuously against a **different** axis (x, y, z-axis).
- 1.4 All objects should be displayed at the same time.

**2 Display various graphical modes using keyboard inputs. [3 pt]**

- 2.1 **r, g, b** keys: change the background color to red, green, or blue color.  
(\*The background color should be kept until it is changed.)
- 2.2 **w, s** keys: change the polygonal **fill mode** to **wireframe** or **solid**.
- 2.3 **c** keys: turn on and off the **back-face culling mode**.

**3 Display different color brightness using keyboard inputs. [2 pt]**

- 3.1 **1, 2** keys: show full or half brightness by modifying the **pixel shader**.

**• Implementation requirements**

- ✓ Program should be executed in a **x86 (32-bit) Release** mode.
- ✓ The framework classes can be modified, but **cannot** be deleted.
- ✓ All implemented functions should be executed from the **same** program.

**• Submission instruction**

- ✓ 프로그램 build에 필요 없는 폴더(Debug, Release, ipch) 및 파일(\*.db)은 모두 삭제.  
(\*폴더 보기 → 표시 → 숨김 항목 → .vs 폴더 → ipch 폴더 및 \*.db 파일 삭제)
- ✓ 필요한 설명이 있으면 "readme.txt"에 기술.
- ✓ 프로젝트 폴더 전체를 압축(ZIP, 제한: 1MB) 후 Classroom에 제출 (\*E-mail로 받지 않음).

**• Cautions**

- ✓ Visual Studio 2022 (DirectX 11)에서 source code가 build 안되거나, 프로그램 실행이 안되면 **0점** 처리.
- ✓ Source code의 copy시 원본 제공자와 복사자 모두 **0점** 처리.
- ✓ 제출 시간 지나면 **0점** 처리.