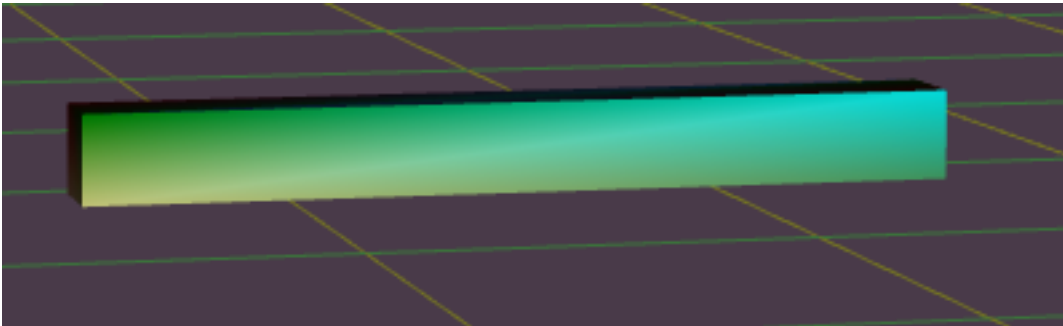


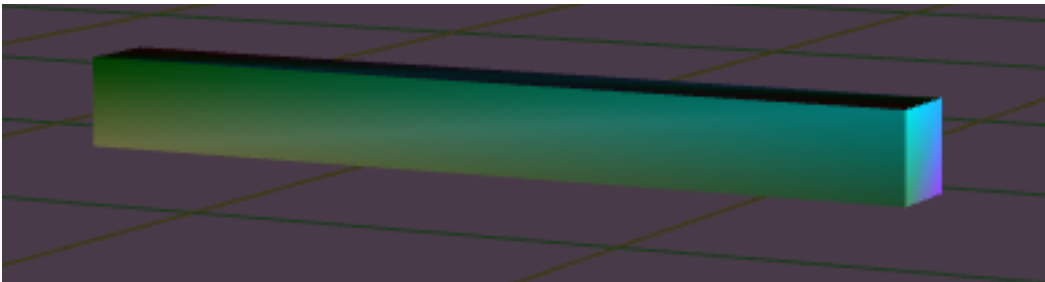
## EECS 351 Project 2

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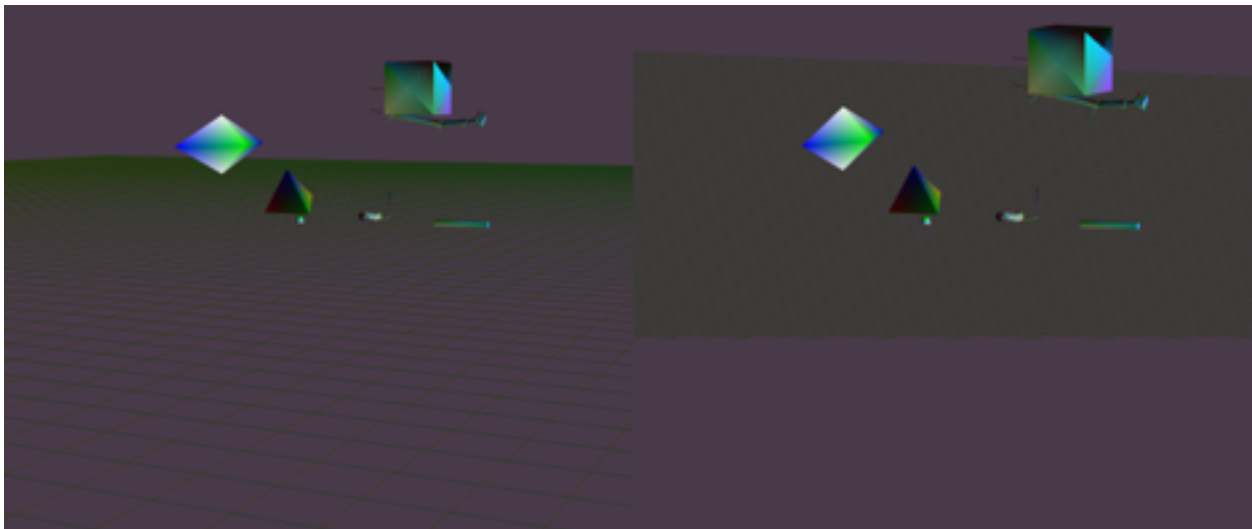
This is 3D space with lighting effect.

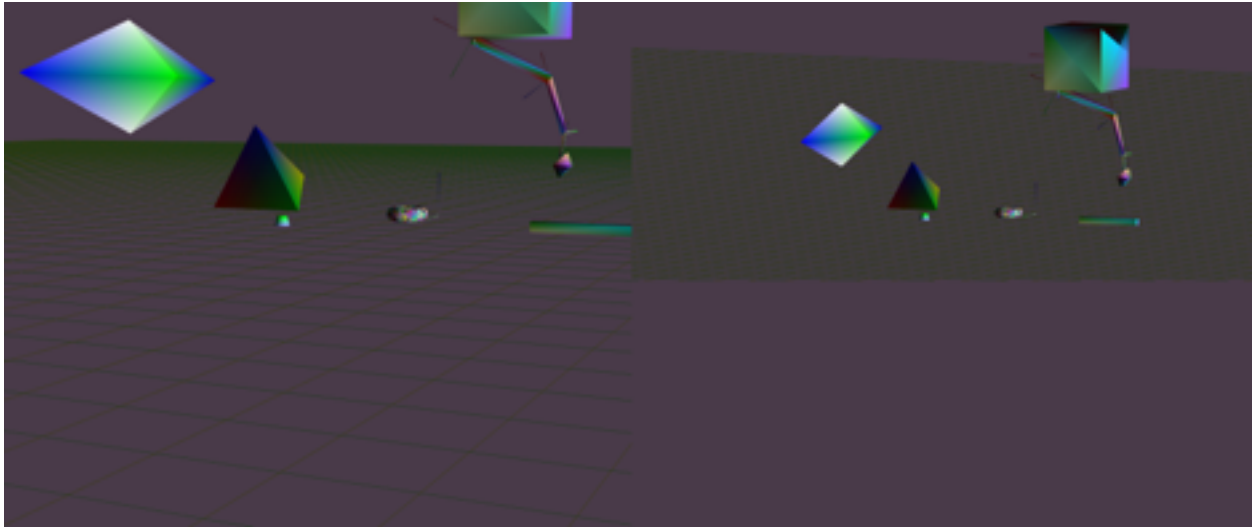


this is lighting effect at camera position 1,

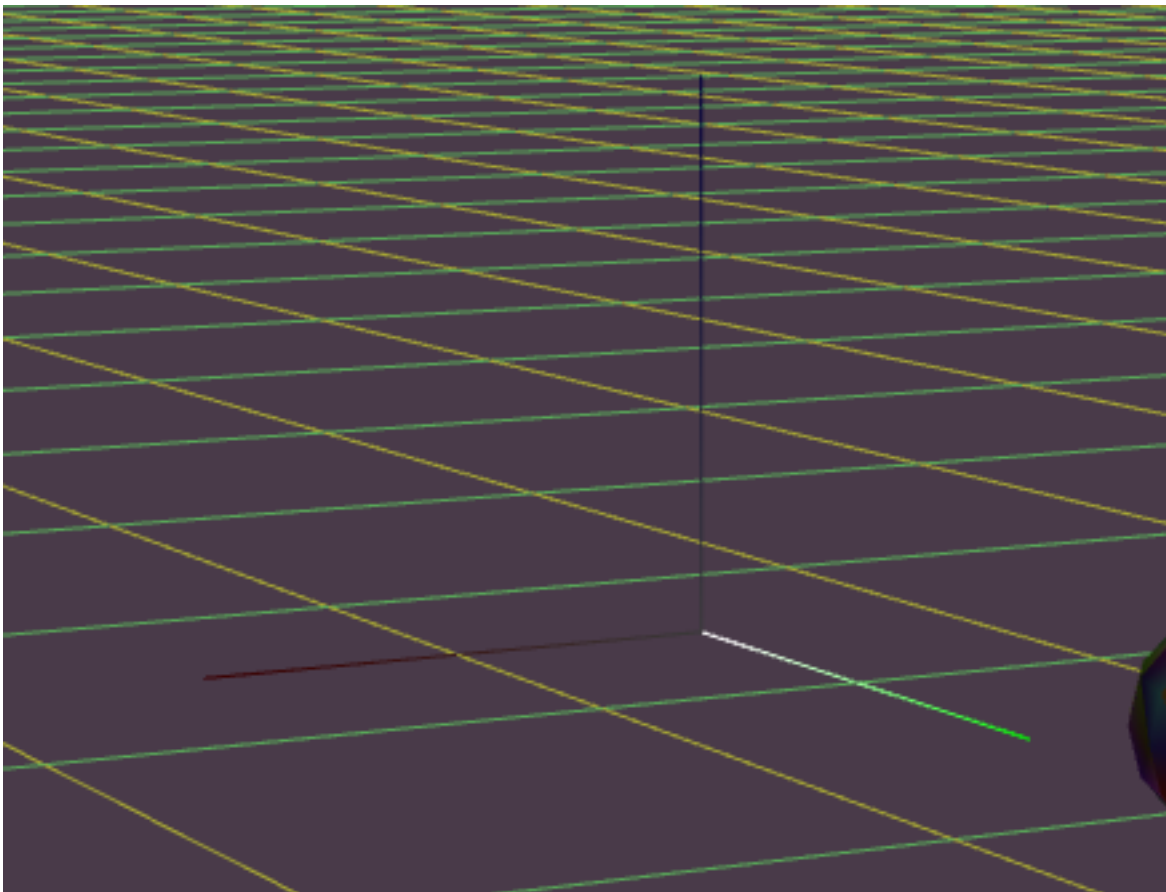


this is lighting effect at camera position 2.





In above two pictures, left viewport shows the perspective image and right one orthographic image.



3D world Axes, and Z axe is  $(0,0,1)$  direction and its color is blue.

Ounan Ma (omg049)

Wednesday, February 17, 2016

Users are allowed use left/right/up/down arrow keys to move the camera, and can user a/d/w/s to rotate camera.