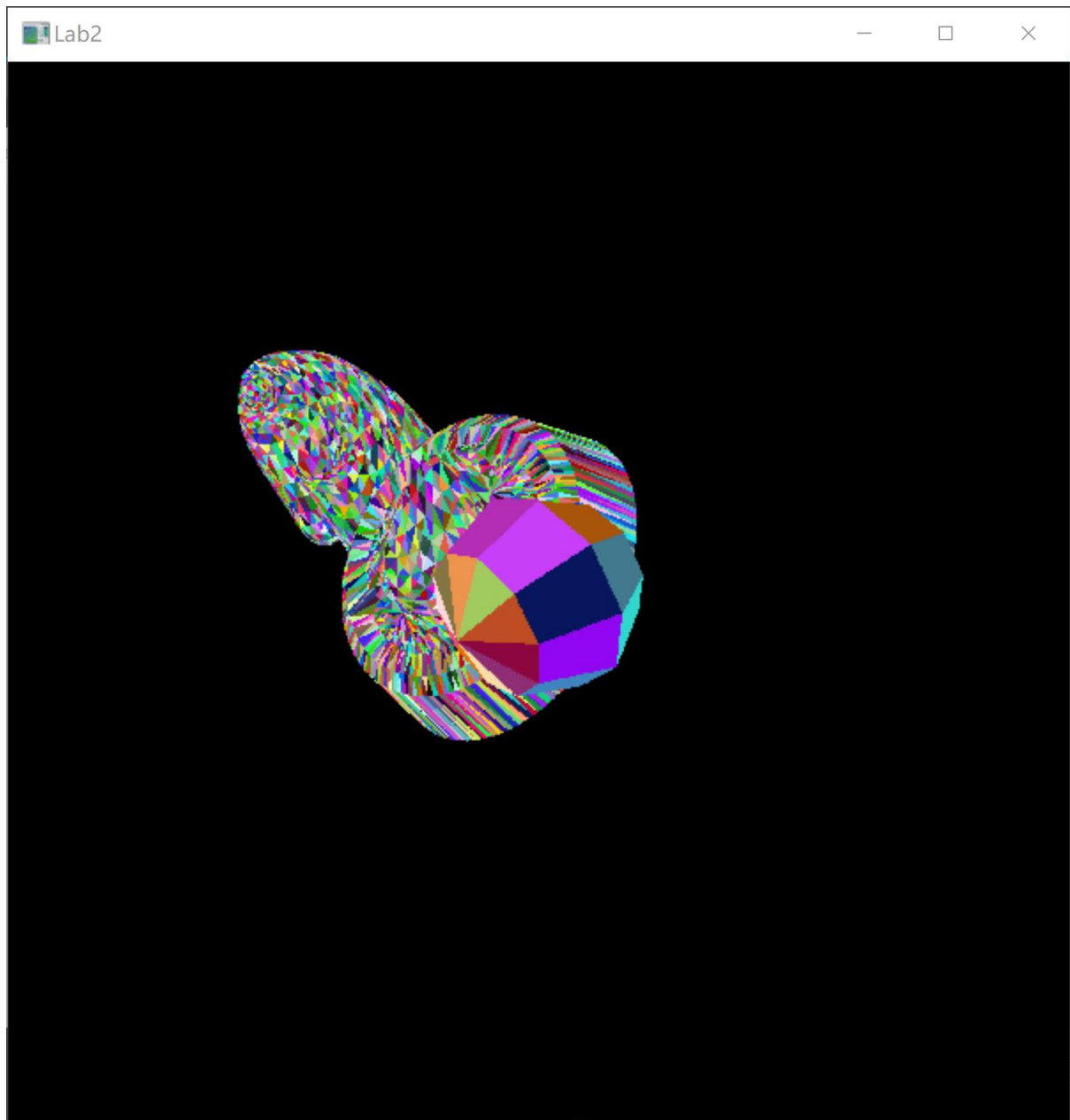


Pixel 2000X2000

Ball.d & Knight.d

```
MyVector C = { -3, -3, -3};  
MyVector pref = { 0, 0, 0 };  
MyVector Up = { 1, 0, 0};
```

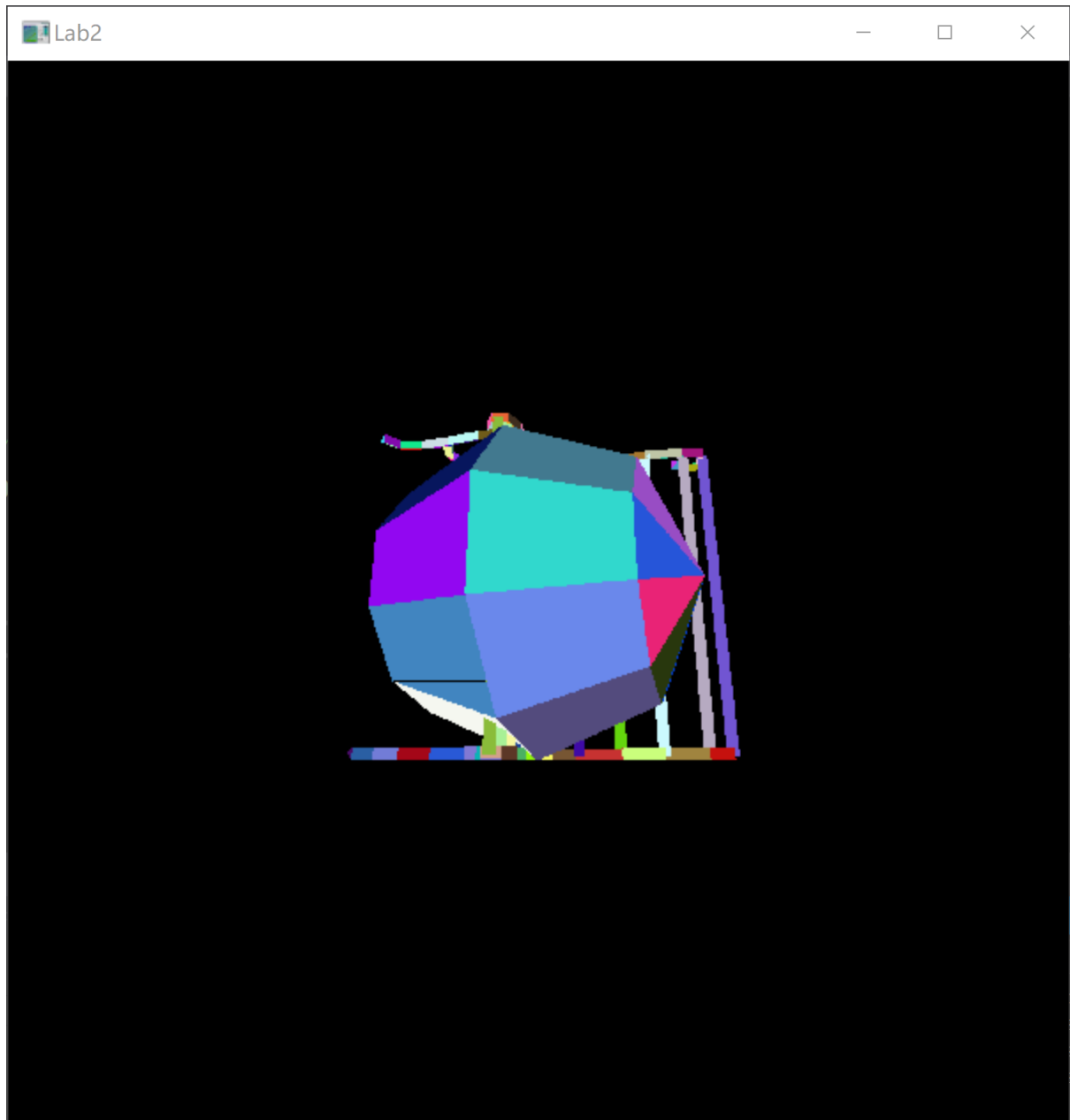


Bench.d &Ball.d

```
MyVector C = { 1, 1, -3};
```

```
MyVector pref = { 0, 0, 0 };
```

```
MyVector Up = { 1, 0, 0};
```

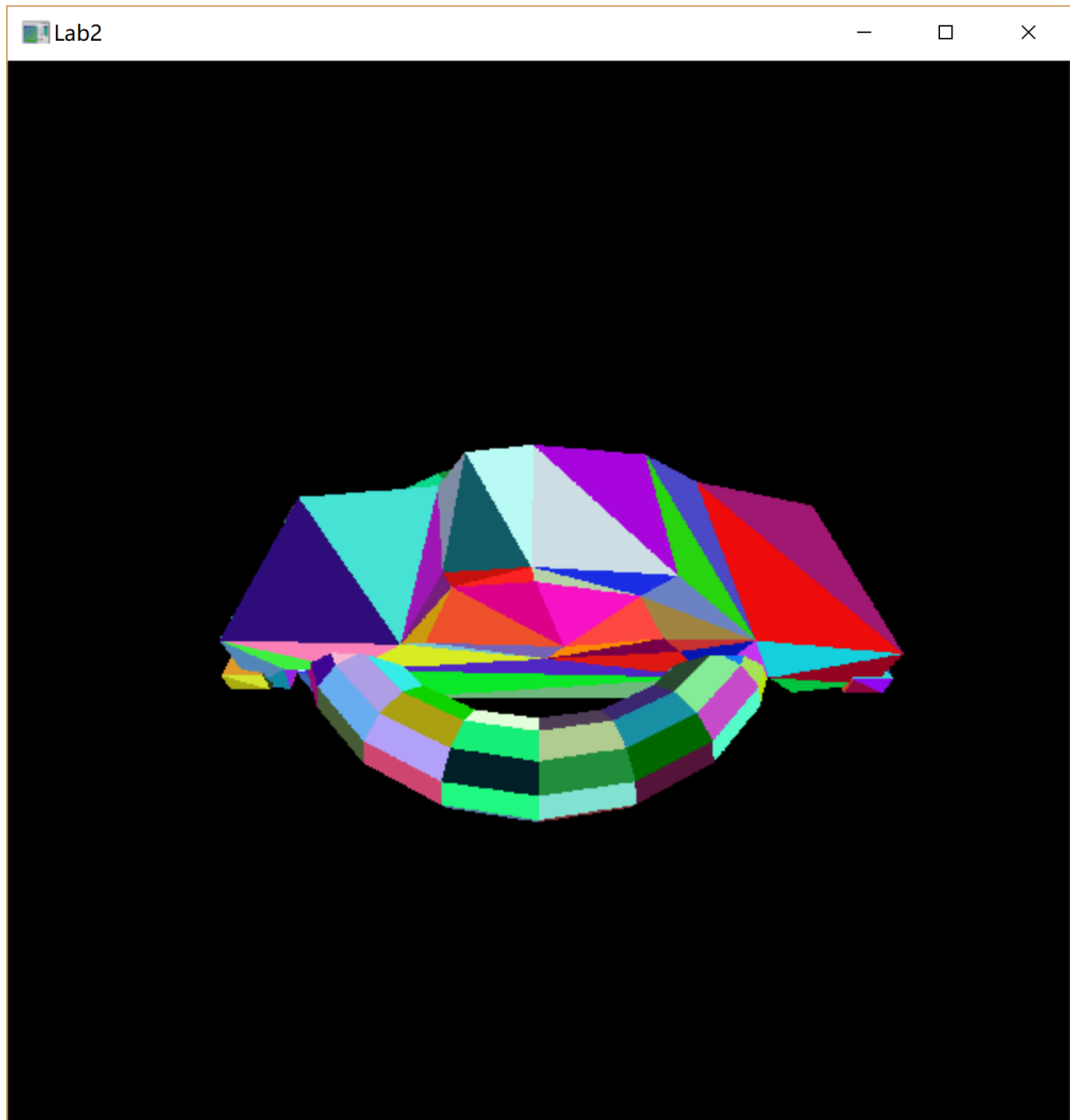


Car.d & Donut.d

```
MyVector C = {0, 1, 1};
```

```
MyVector pref = { 0, 0, 0 };
```

```
MyVector Up = {0, -1, 0};
```



Computer Graphics Lab2.cpp

```
int main(int argc, char *argv[])
{
    //LoadData("D files/house.d");
    //LoadData("D files/cow.d");
    //LoadData("D files/ball.d");
    //LoadData("D files/bench.d");
    LoadData("D files/car.d");
    LoadData("D files/donut.d");
    .....
}
```

Add some LoadData(file_name) in main(), the maximum number of files that can be loaded is 10;

preference.cpp

```
MyVector C = {0,1,1};
MyVector pref = { 0,0,0 };
MyVector Up = {0,-1,0};
```

Edit these variables to control the Camera;