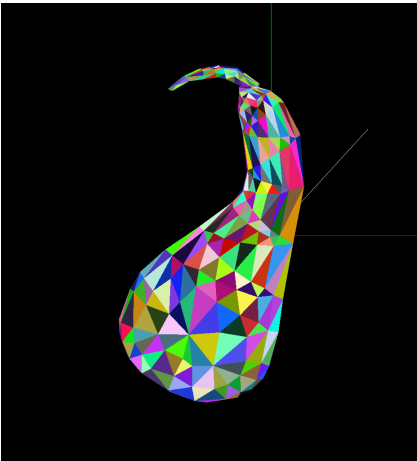
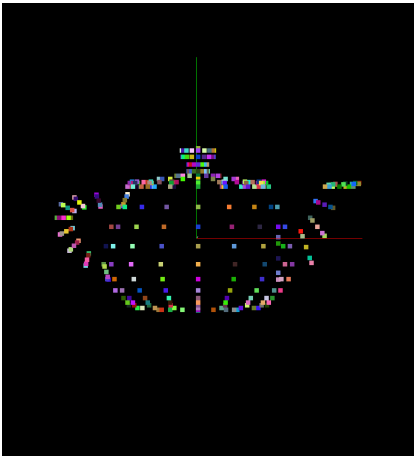
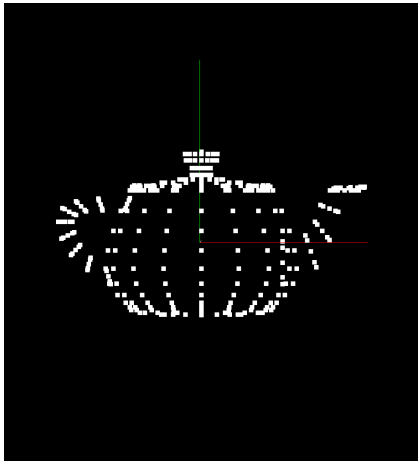
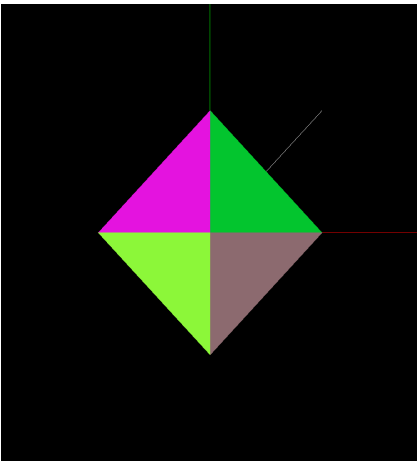
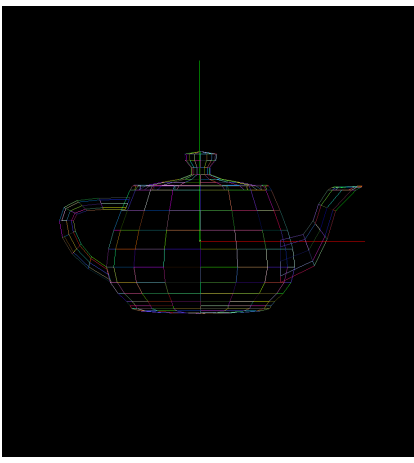
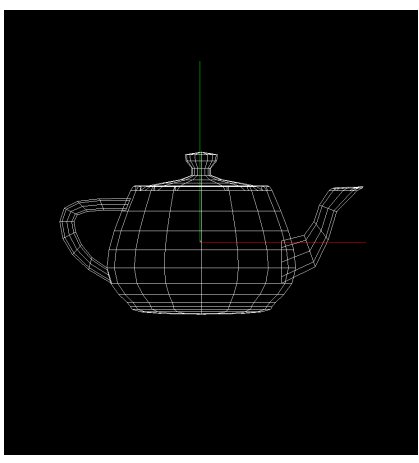
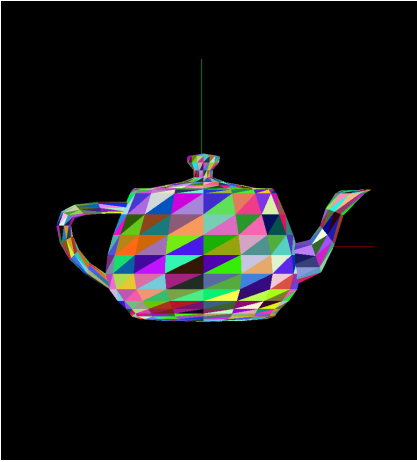
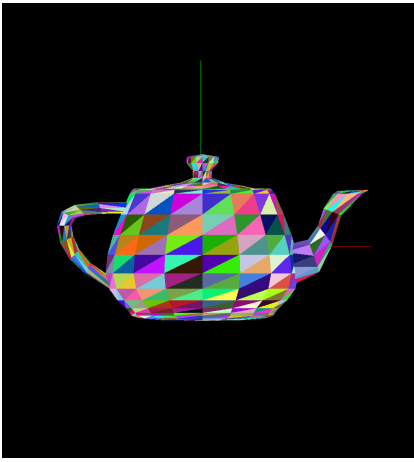
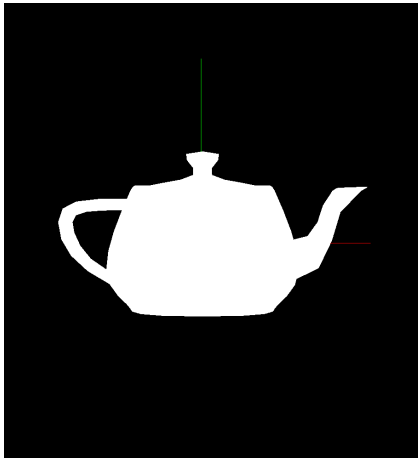
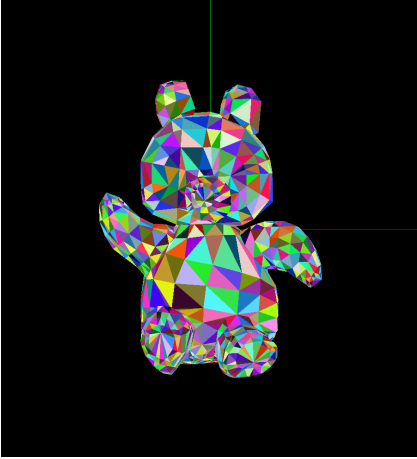


110590049

result

obj	render mode	color
		
		
		

obj	render mode	color
		

require

- [cmake](#)

run

recommend use linux

windows

```
./cg-course.exe ./obj/teddy.obj
```

linux

```
cmake -B build
cmake --build build
./build/cg-course ./obj/teddy.obj
```

key action

Key Pressed	Action
q	Increment trans.x
a	Increment trans.y
z	Increment trans.z
w	Increment angle.x
s	Increment angle.y
x	Increment angle.z

Key Pressed	Action
e	Increment scale.x
d	Increment scale.y
c	Increment scale.z
r	Increment camera.x
f	Increment camera.y
v	Increment camera.z
t	Increment look_point.x
g	Increment look_point.y
b	Increment look_point.z
y	Increment arbitray_direction.x
h	Increment arbitray_direction.y
n	Increment arbitray_direction.z
u	Decrement arbitray_direction.x
j	Decrement arbitray_direction.y
m	Decrement arbitray_direction.z
i	Increment arbitray rotate angle
1	Reset