

110590049 final

result

- load 3 different texture
- load 3 different `.obj` file
- animation
- shadow
- camera control
- animation control



difficulty

- Explore and read an OBJ file, including its UV mapping, normals, and other attributes.
- Configure the GLTool program to ensure compatibility and seamless operation on both Linux and Windows platforms.
- Discover an OBJ file with a "futuristic world" aesthetic that is user-friendly and easy to work with.
- Aim to accomplish all the above objectives efficiently while maintaining a balanced and stress-free approach.

require

- [cmake](#)

run

recommend use linux

windows

```
./build/cg-course.exe
```

linux

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

key action

Key Pressed	Action
1	switch to light 1
2	switch to light 2
3	switch to light 3
4	switch to light 4
space	stop animation
arrow up	camera turn up
arrow down	camera turn down
arrow right	camera turn right
arrow left	camera turn left