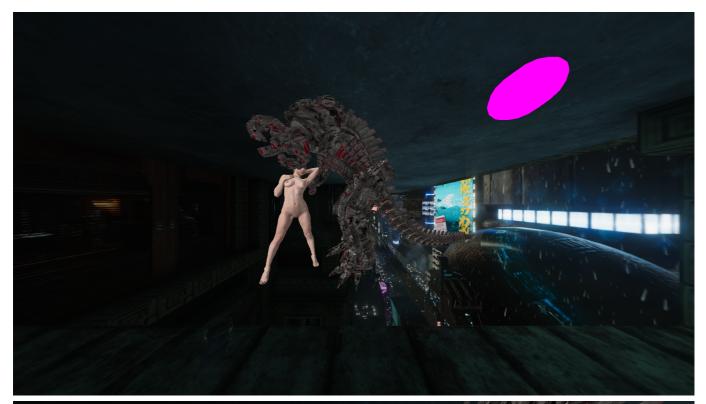
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# 110590049 final

### result

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





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### 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