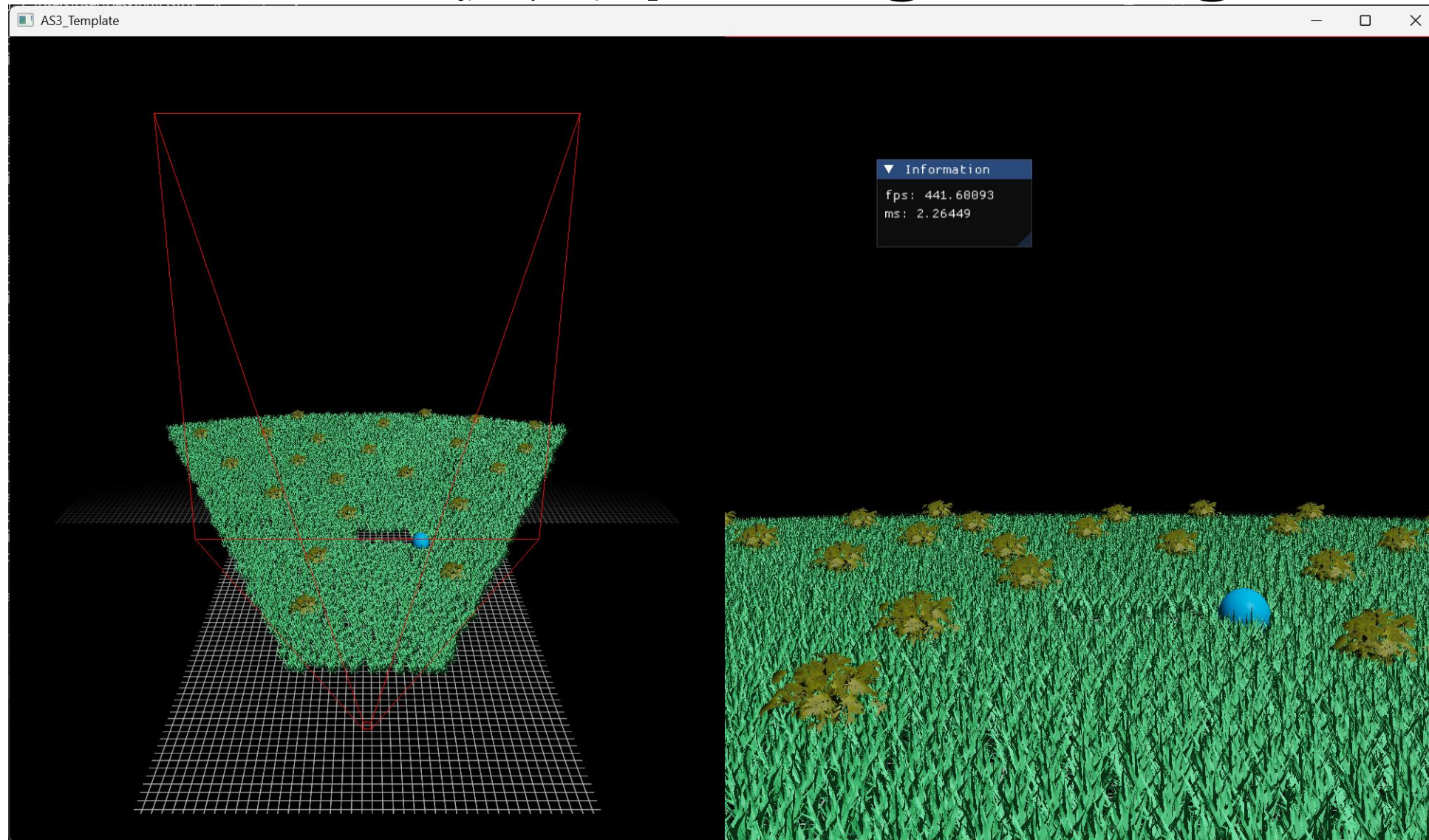


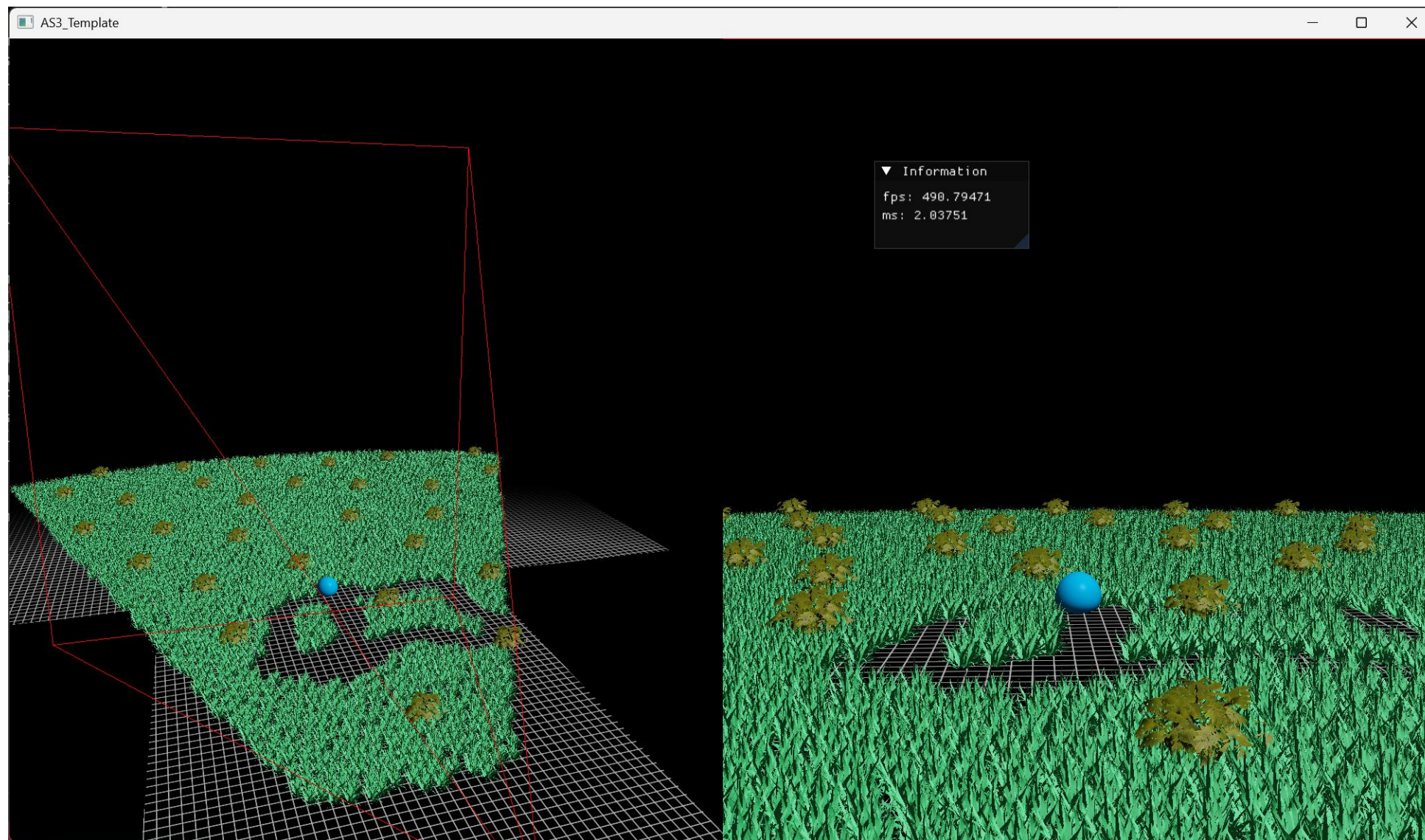
繪圖程式設計 HW3

114062633 黃薪橙

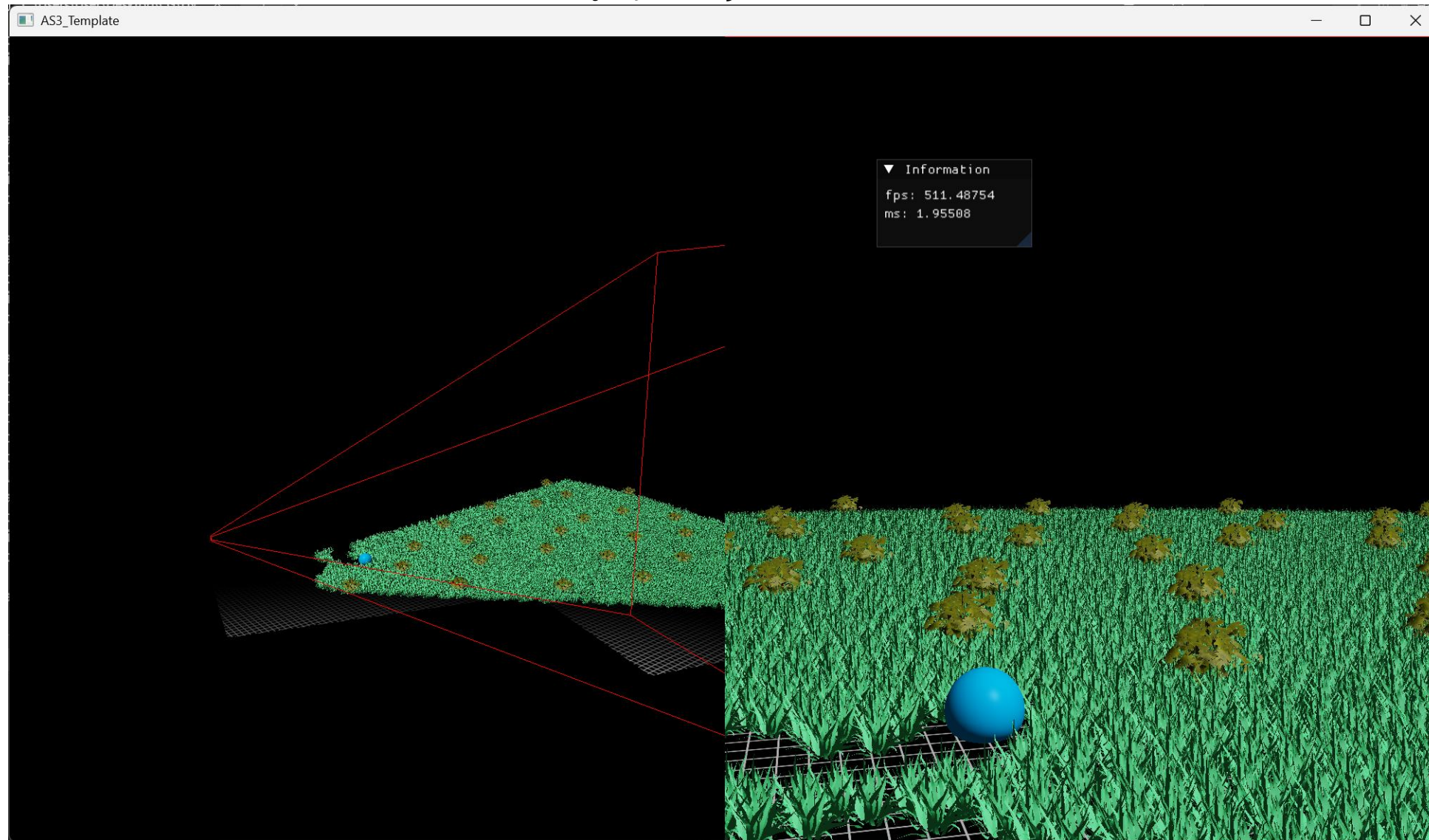
Scene 1: 正視角 (Culling + Phong shading)



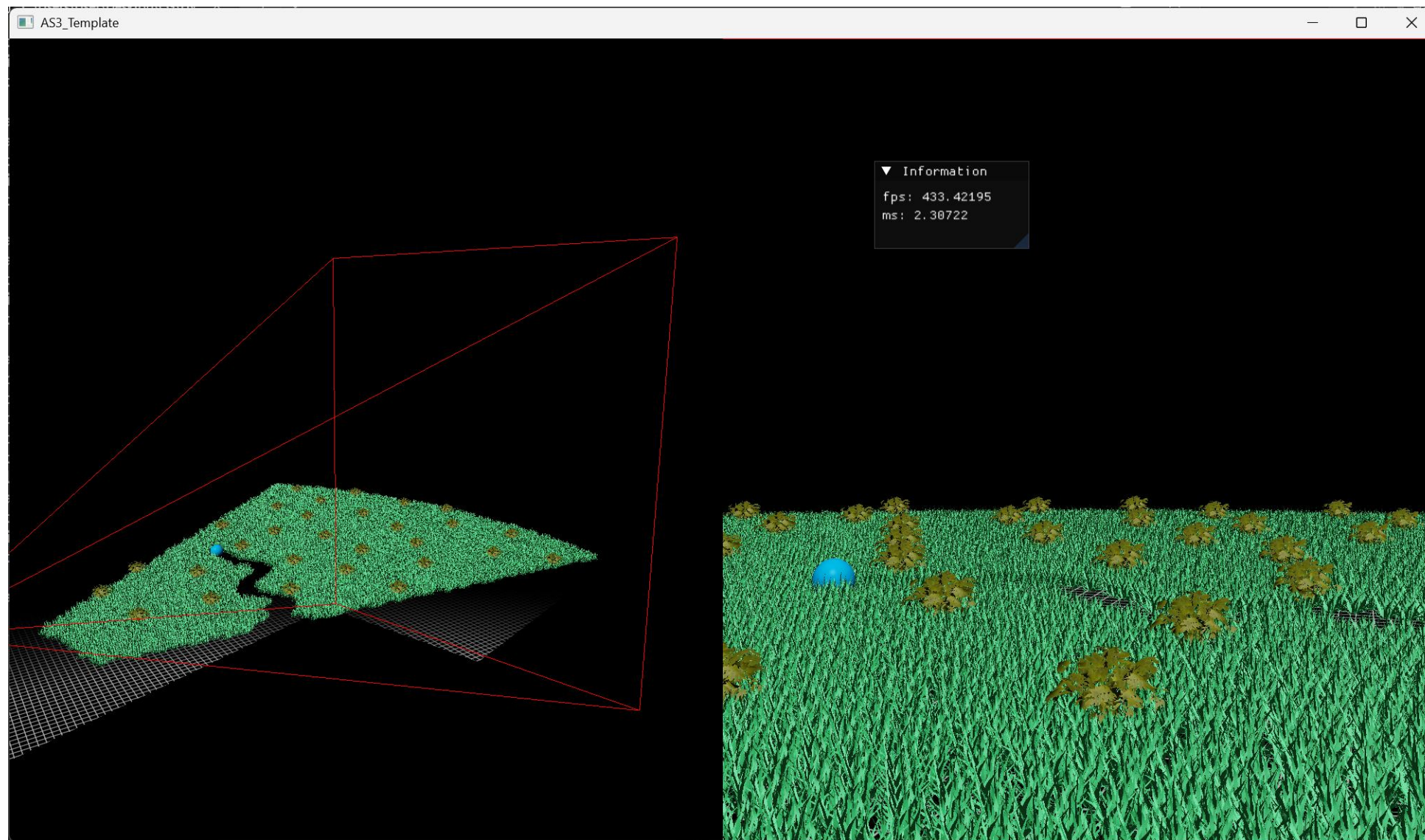
Scene 2: slime 軌跡



Scene 3: slime 特寫



Scene 3: 側視圖



How to Use / Controls:

- **WASD:** Move Player Camera.
- **Mouse Left/Middle:** Rotate/Pan God View Camera
- **Scroll Mouse:** Zoom God View Camera.

IDE and version

- Visual Studio 2022