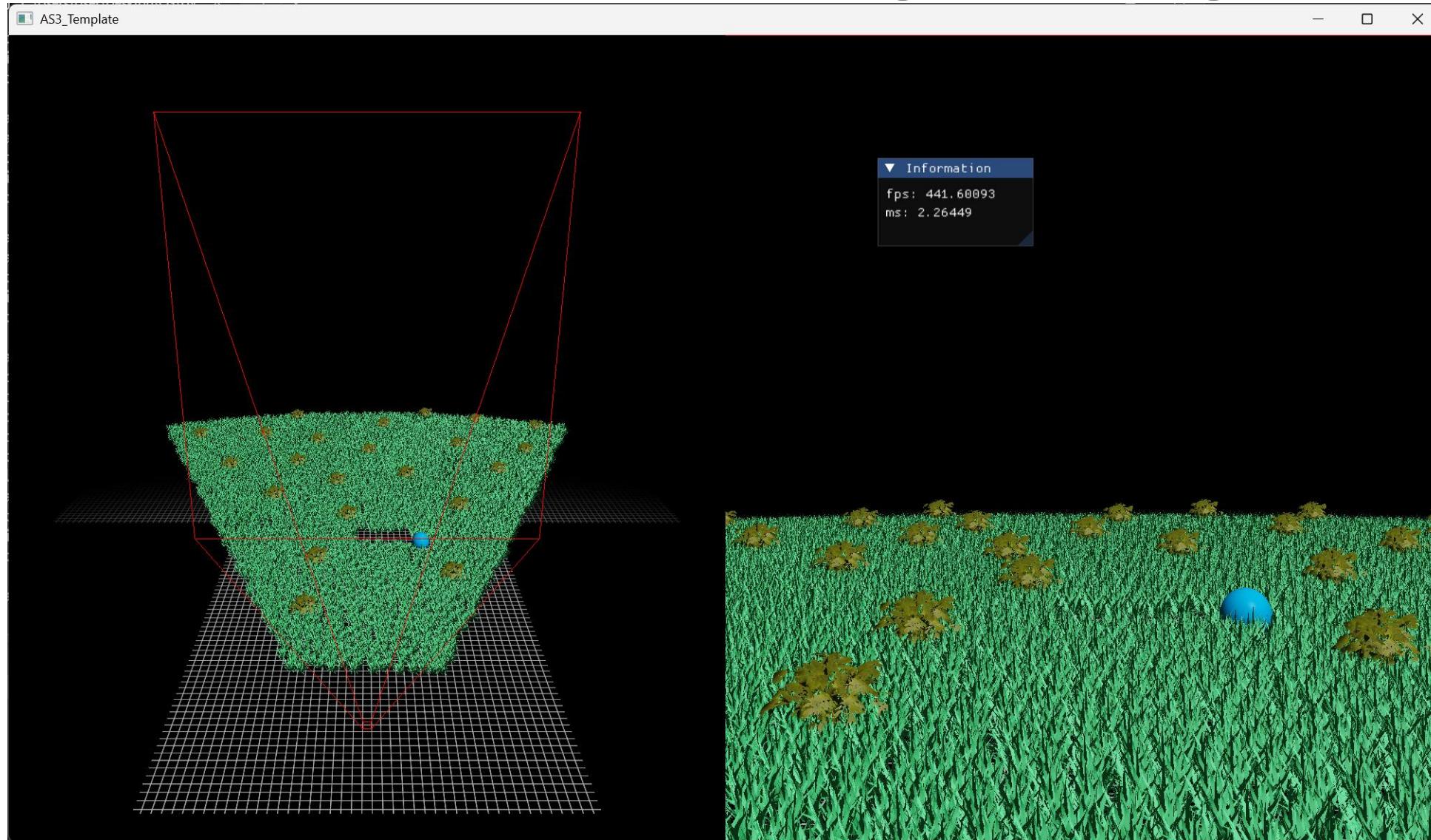


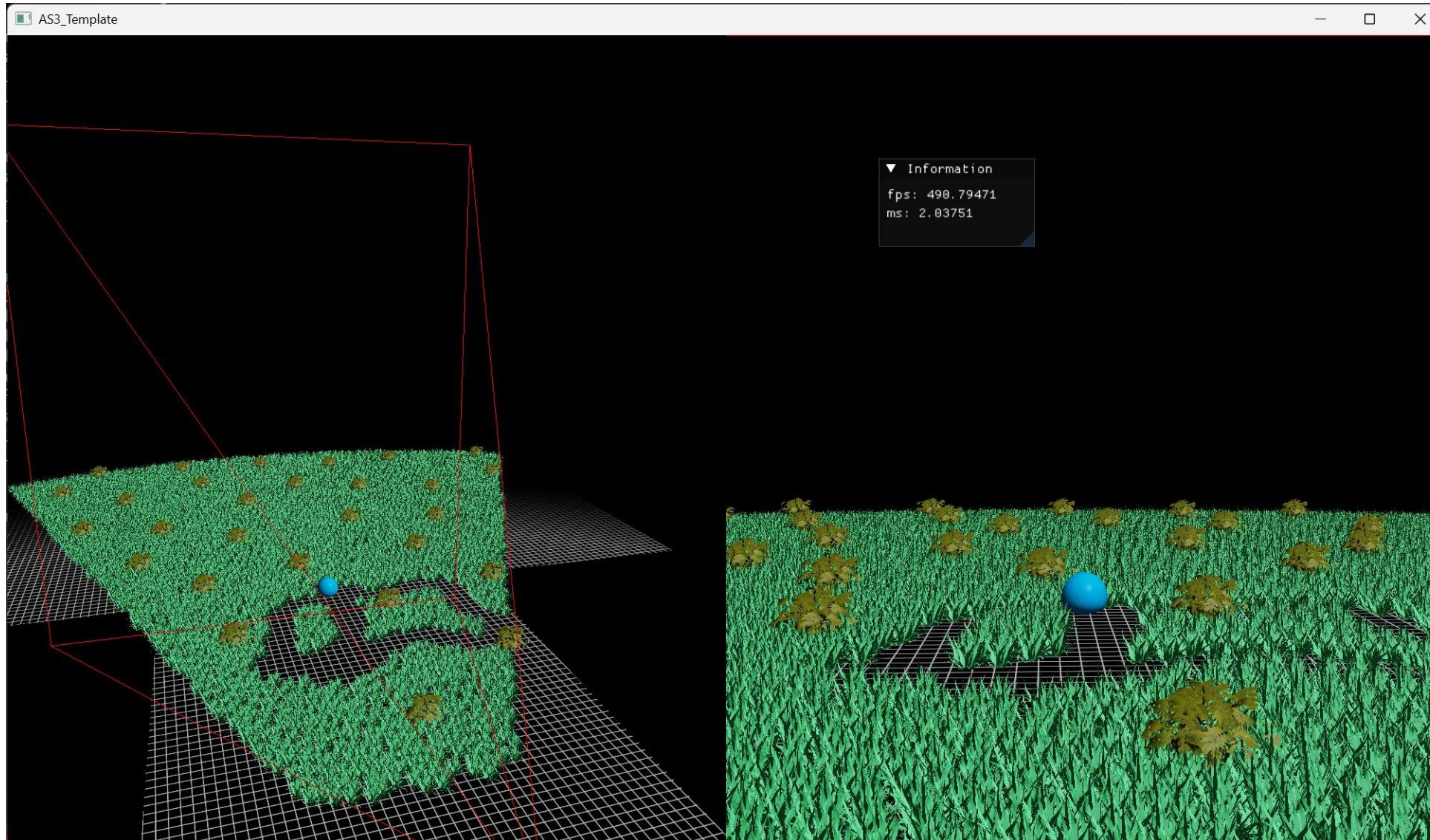
# 繪圖程式設計 HW3

114062633 黃薪橙

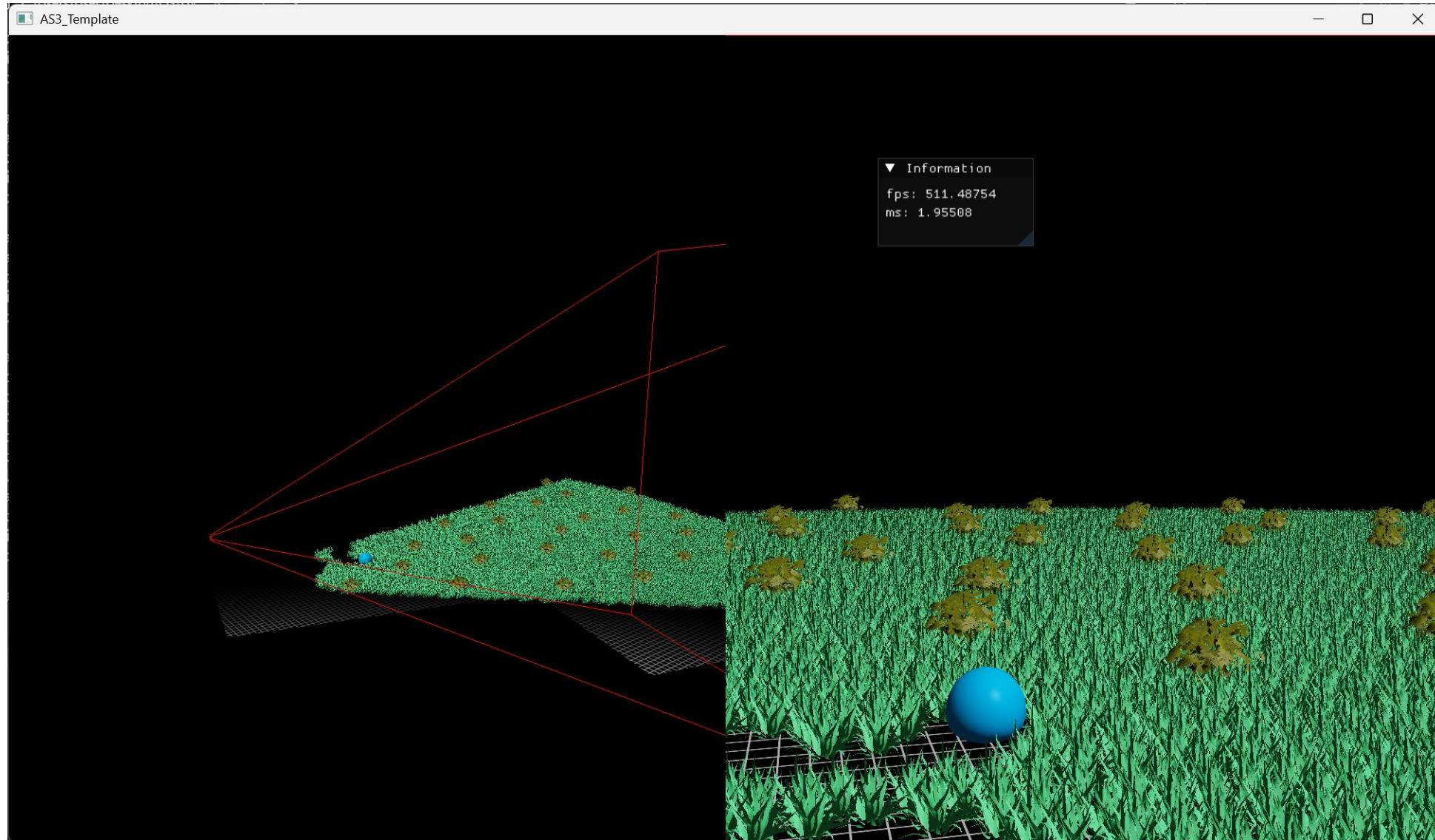
# Scene 1: 正視角 (Culling + Phong shading)



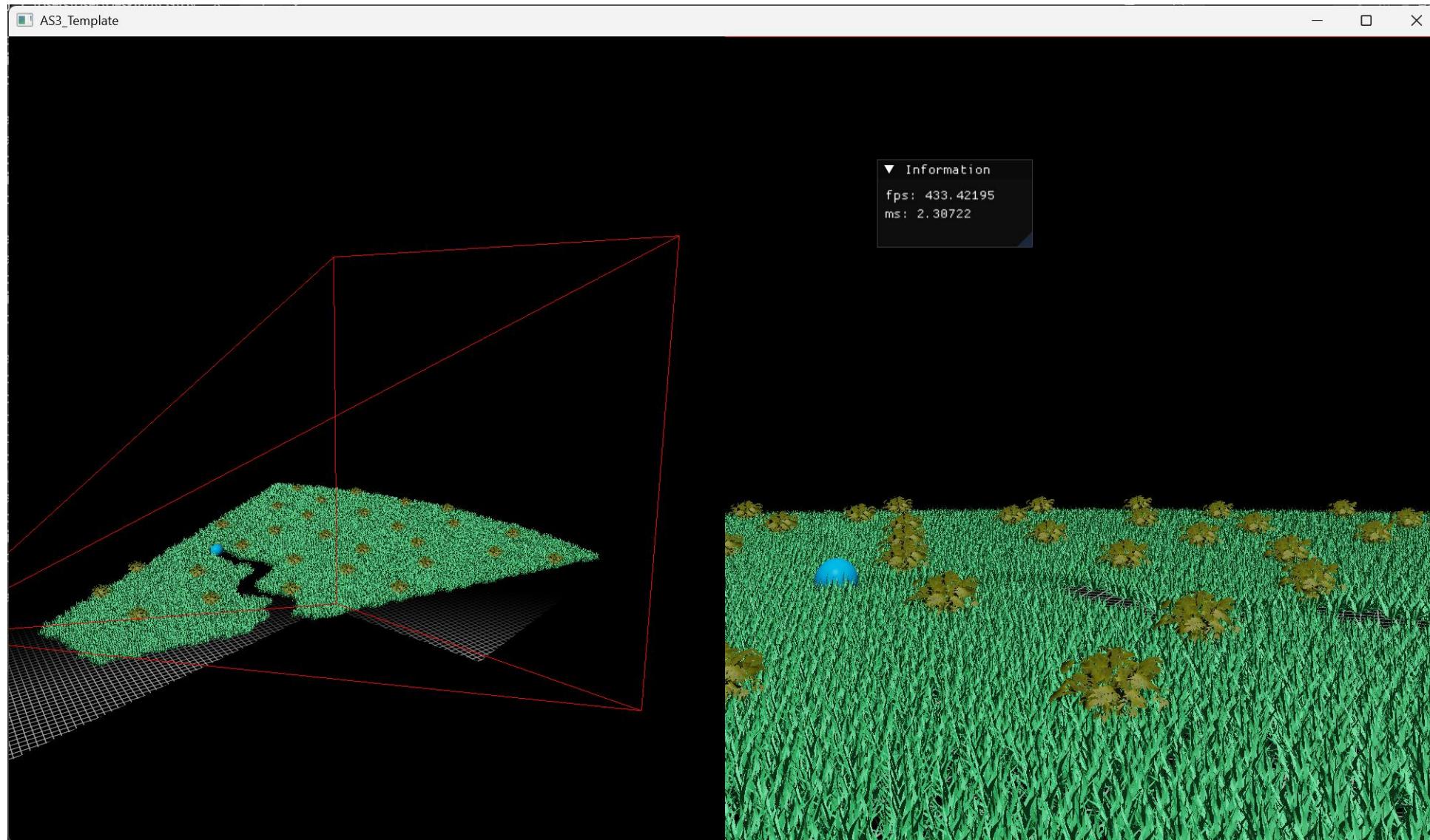
# Scene 2: slime 軌跡



# 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