

Computer Graphics – Homework 2

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Executable

- The shaders must be in the same folder as the binary's in order to execute the program.

名稱	修改日期	類型	大小
gouraud.fs	2022/5/14 19:57	FS 檔案	1 KB
gouraud.vs	2022/5/14 20:07	VS 檔案	3 KB
OpenGLFramework-VS2017.exe	2022/5/17 19:58	應用程式	352 KB
shader.fs	2022/5/14 18:25	FS 檔案	2 KB
shader.vs	2022/5/12 16:47	VS 檔案	1 KB

Figure: Executable folder

Static Key Controls

- Z: previous model
- X: next model
- L: directional/point/spot light

Dynamic Key Controls

In the modes below, x-, y-, and z-axis are modified according to mouse's horizontal drag, vertical drag, and scrolling, respectively.

- T: model translation
- R: model rotation
- S: model scaling
- K: light editing
- J: shininess editing

Special Key Control

- W: solid/wireframe

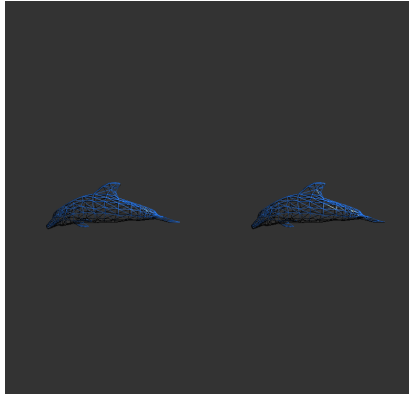


Figure: Wireframe

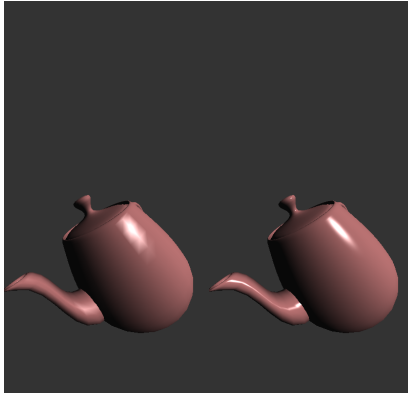


Figure: Model translation, rotation, and scaling



Figure: Spot light editing



Figure: Point light shininess editing