

Computer Graphics – Homework 2

Tran Phong Binh

Student ID: 110062421

May 17, 2022

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

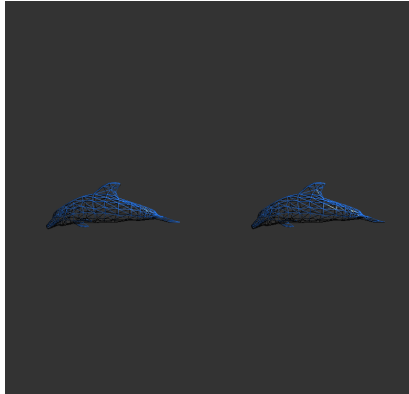


Figure: Wireframe



Figure: Model translation, rotation, and scaling



Figure: Spot light editing



Figure: Point light shininess editing