Computer Graphics – Homework 1

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Static Key Controls

- W: solid/wireframe
- Z: previous model
- X: next model
- O: orthogonal projection
- P: perspective projection
- I: information output

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
- E: camera position translation
- C: camera center translation
- U: camera up translation

- V: model color inversion

Figure: Model color inversion
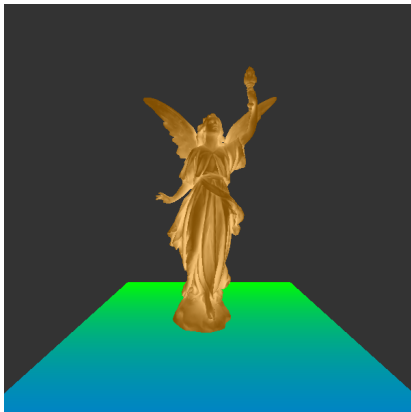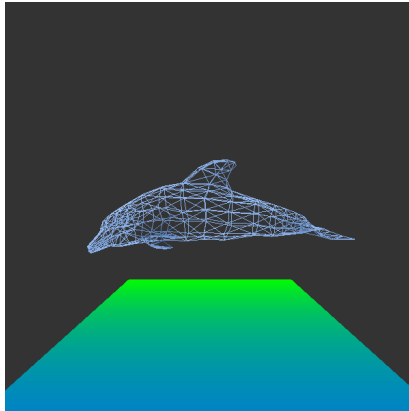
Figure: Wireframe

Figure: Orthogonal projection

Information Output
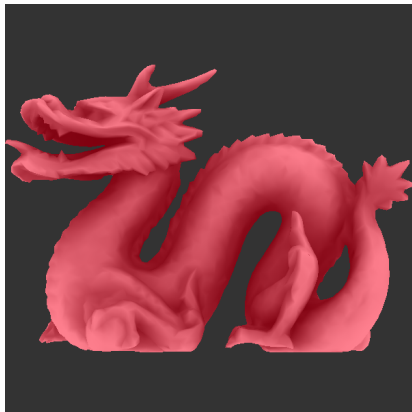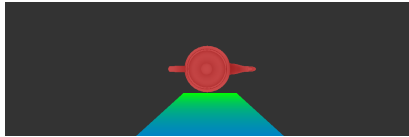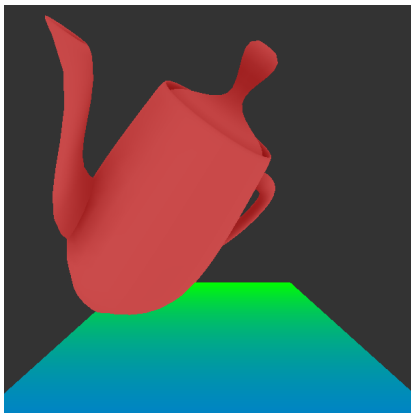

Figure: Information output

Figure: Aspect change

Figure: Model translation, rotation, and scaling

Camera Control

Figure: Camera control