

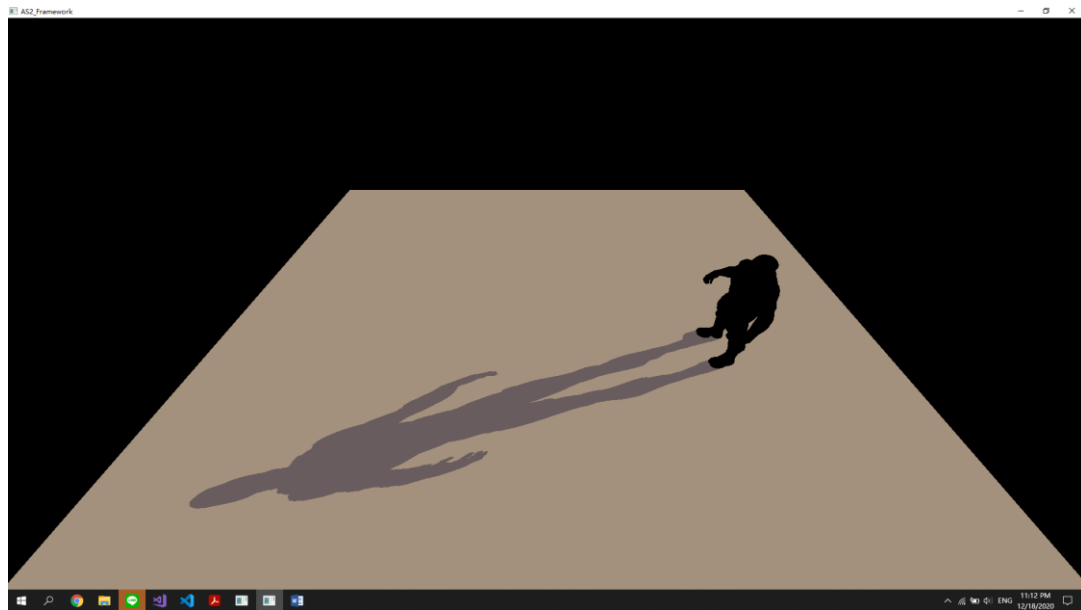
Introduction to Graphics Programming and its Applications

Assignment 3

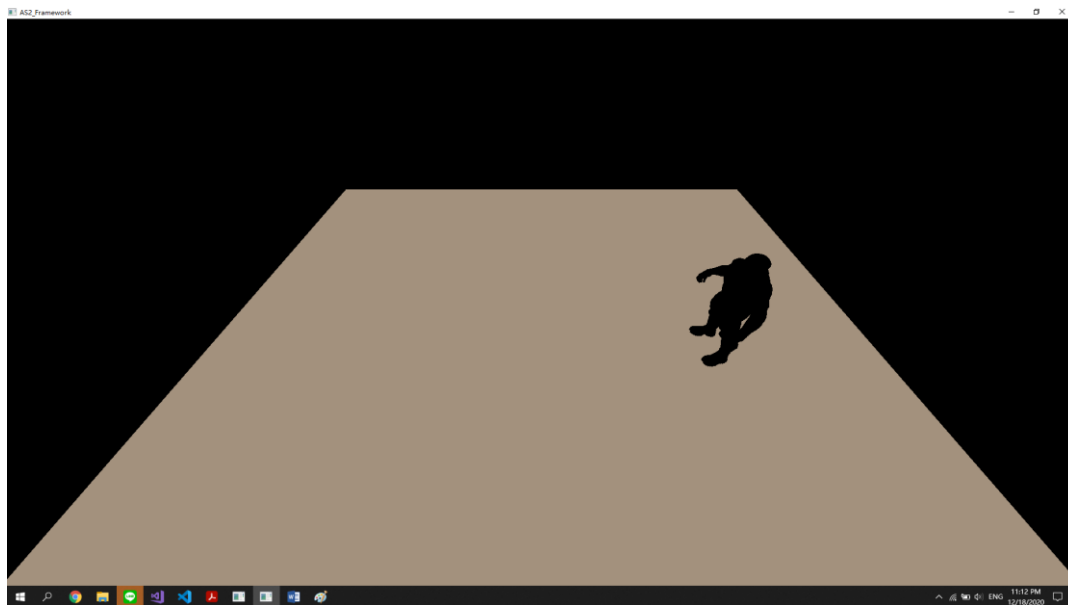
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- Screenshot of your window with character and scene in it

— Sobj



— Snoobj



– Sb



■ Functions in your program/how to use, which IDE and its version do you use, etc.

Keyboard Functions:

- Q : rotate model to left.
- E : rotate model to right.
- I : switch scene.

IDE : Visual Studio Community 2017

Version : 15.9.30