Introduction to Graphics Programming and its Applications
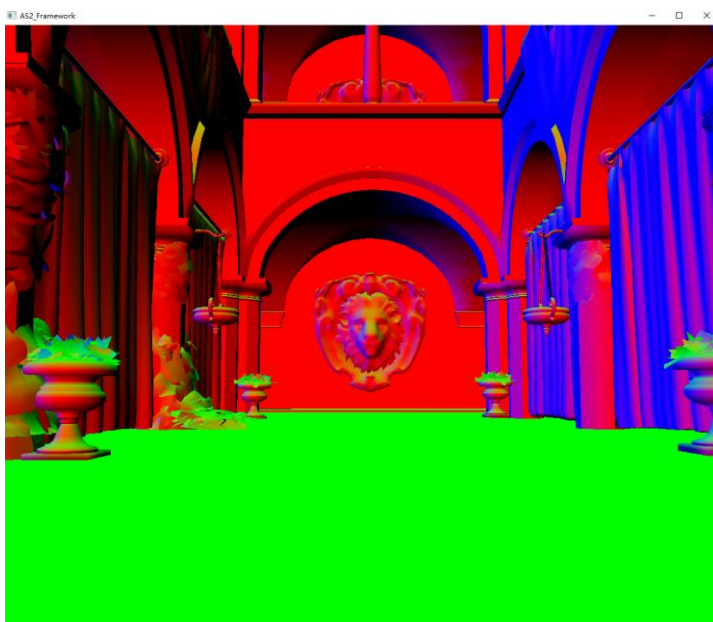
Assignment 2

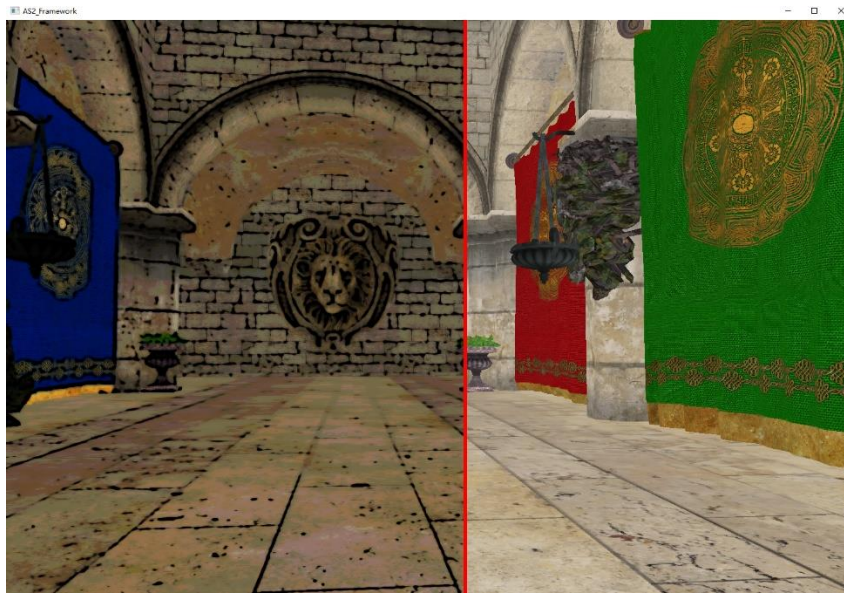### 107062361 許珉濠

■ **Screenshot of your window with character/ scene in it, with different post effect**

● **Diffuse mapped**
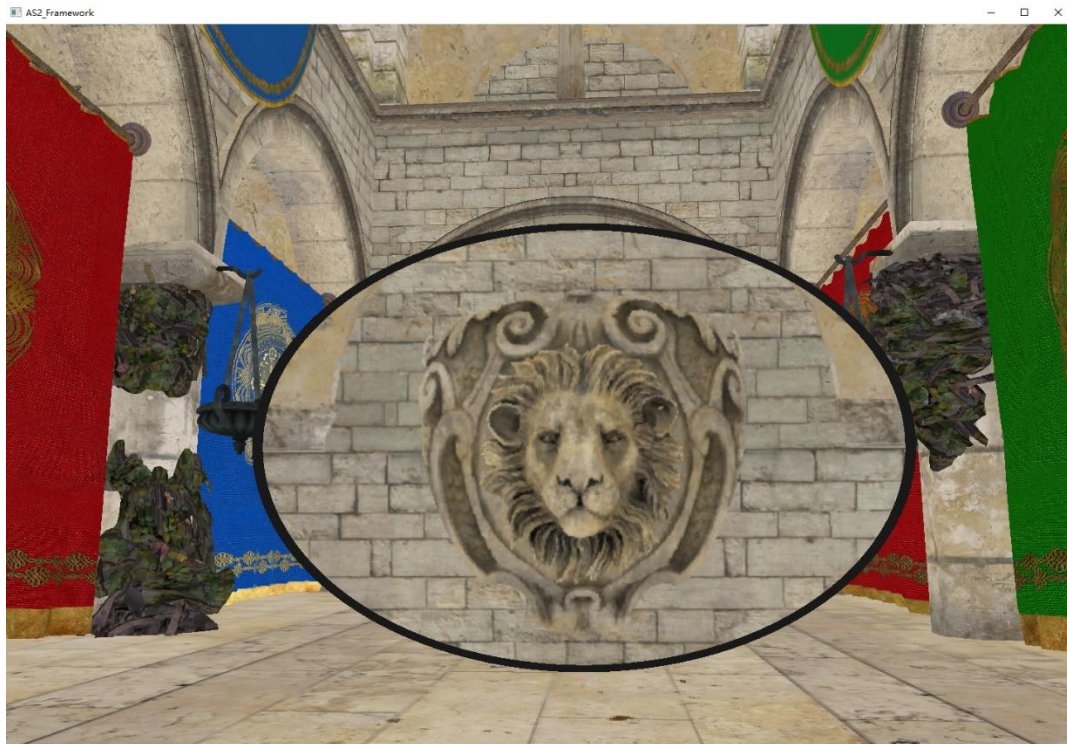

● **Normal as color**

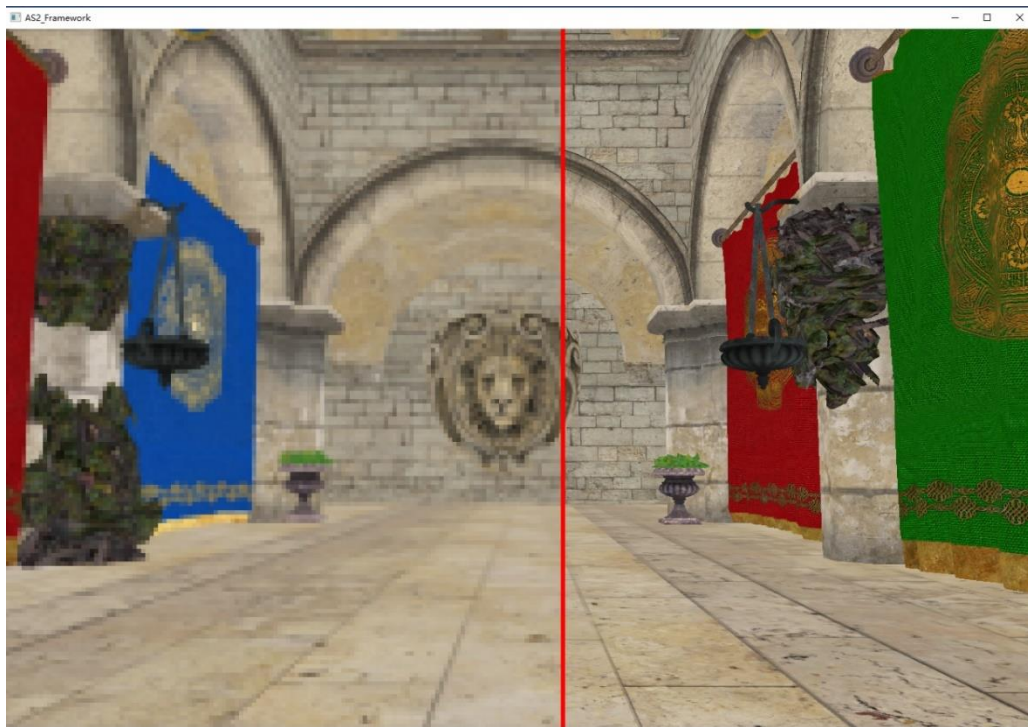- **Image Abstraction**

- **Watercolor**

- **Magnifier**

- **Bloom Effect**

- **Pixelization**

- **Sine wave distortion**

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

Keyboard Functions:
– W : move to front of the current look direction.
– A : move to left of the current look direction.
– S : move to back of the current look direction..
– D : move to right of the current look direction..
– Z : move eye position up.
– X : move eye position down.

IDE : Visual Studio 2019
Version : 16.6.5

Mouse Functions :
- Drag mouse to change look direction