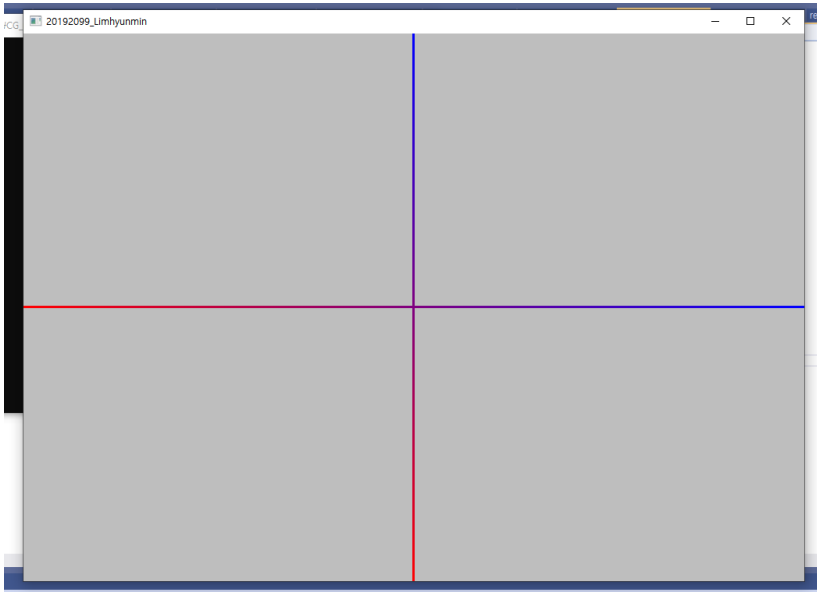
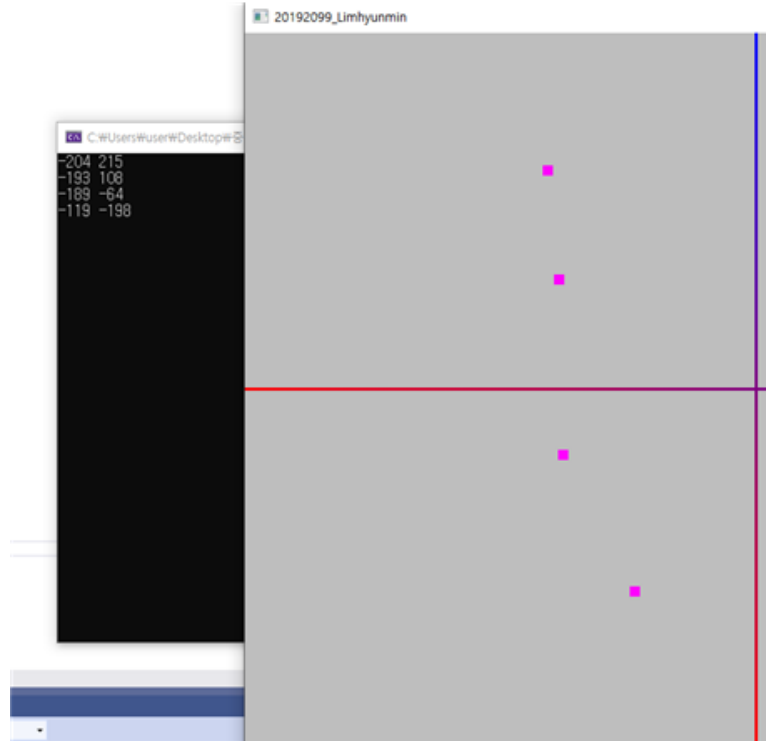


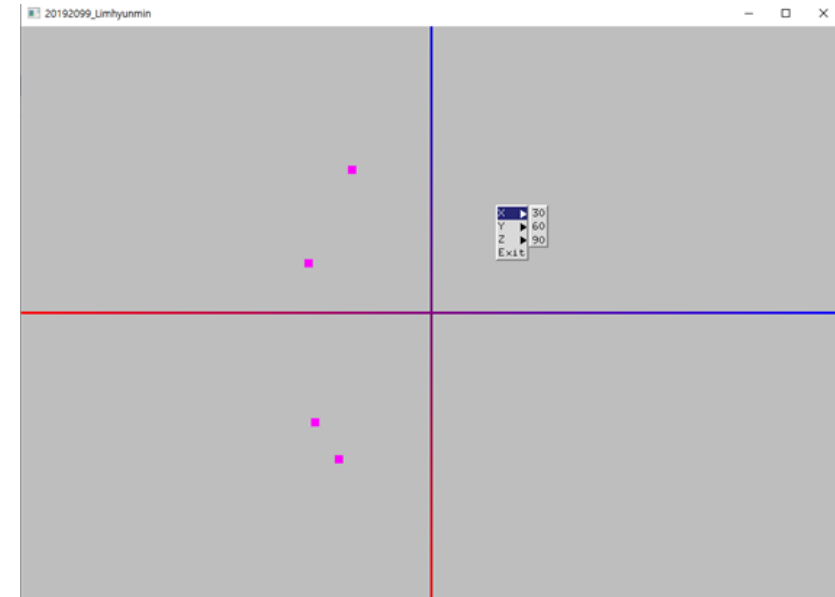
-Savemodel.cpp



Start screen



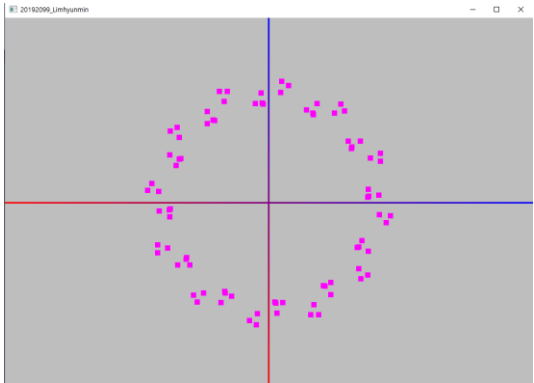
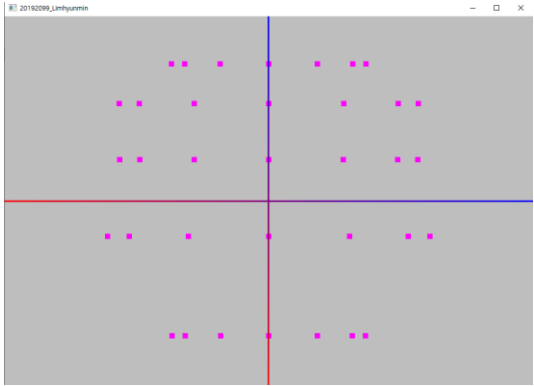
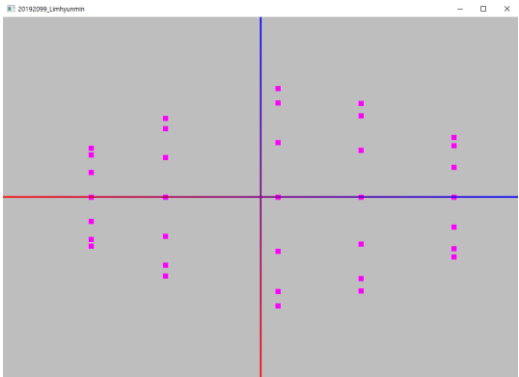
Pointing



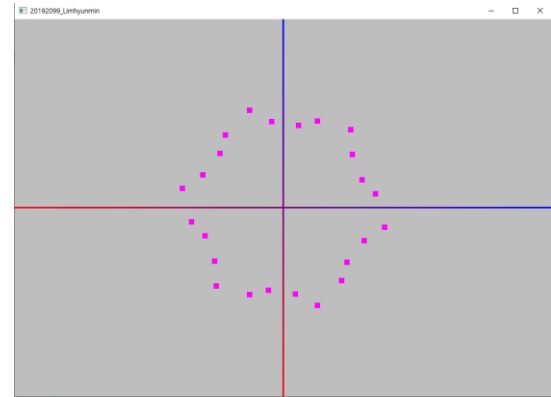
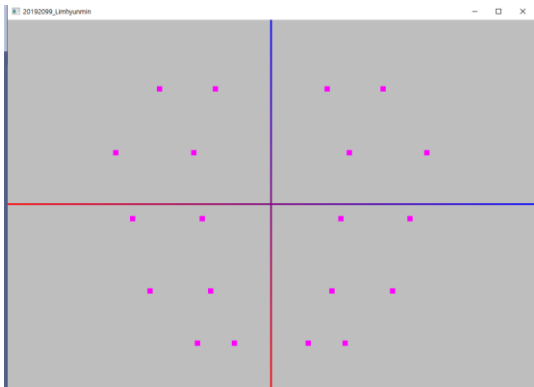
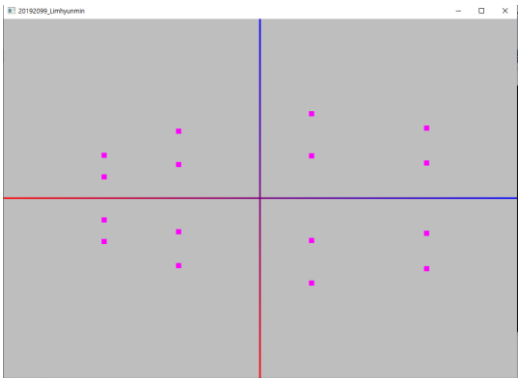
Menu

-Savemodel.cpp

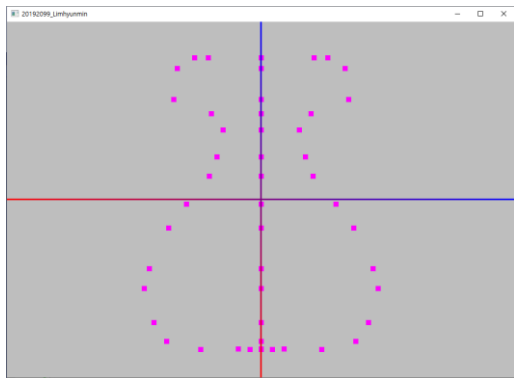
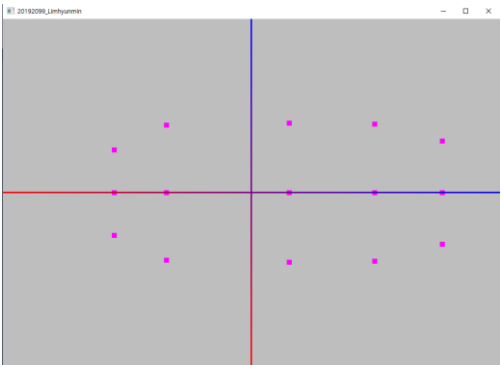
30도



60도



90도

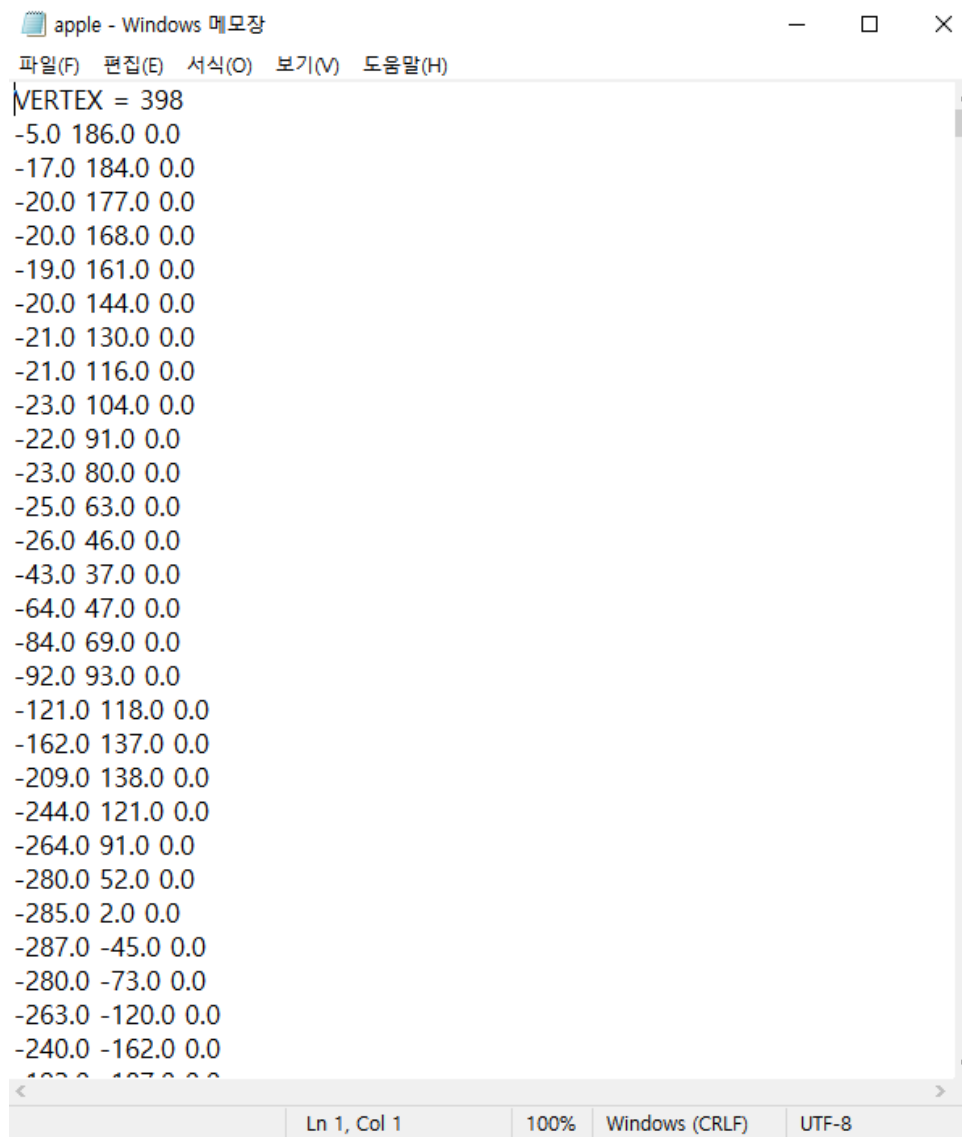


X축

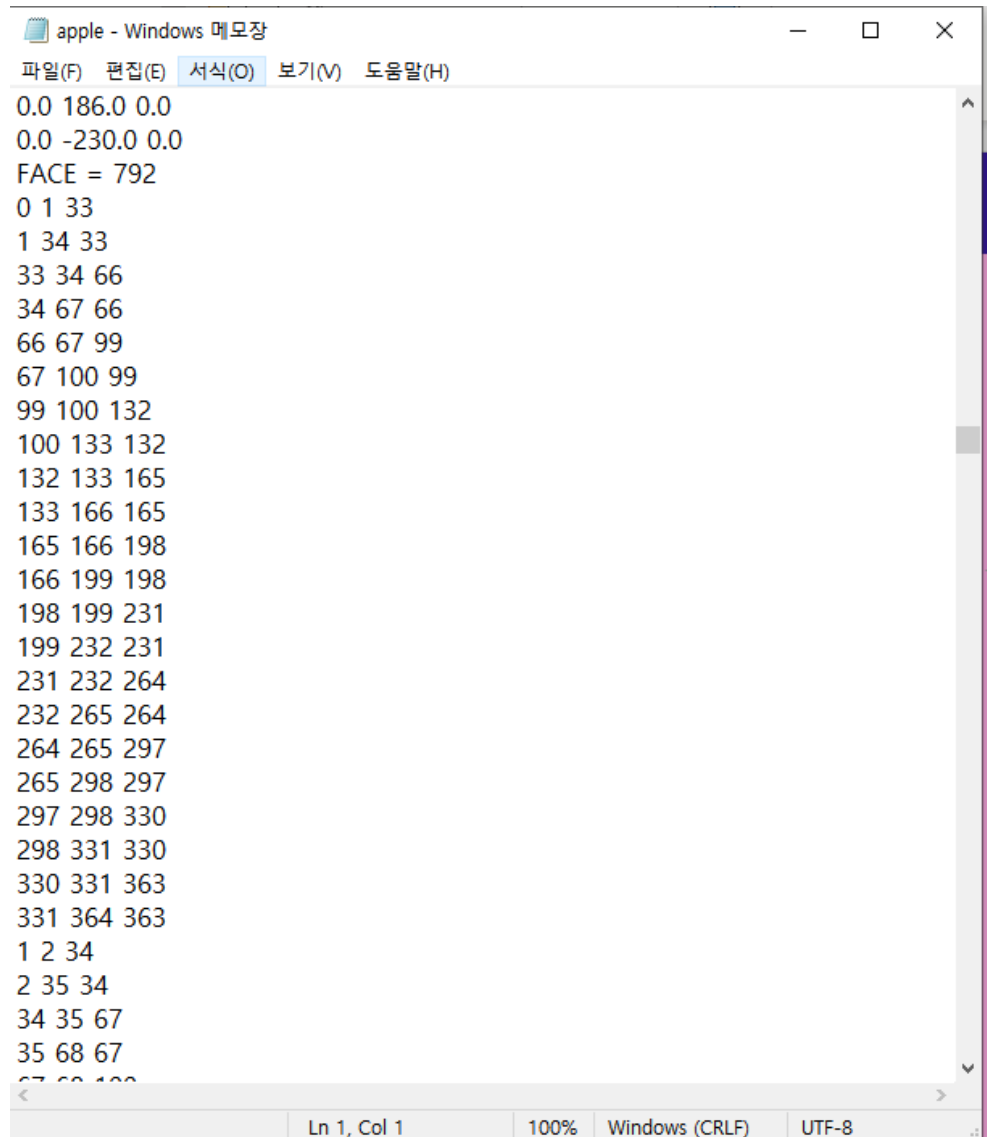
Y축

Z축

-Savemodel.cpp



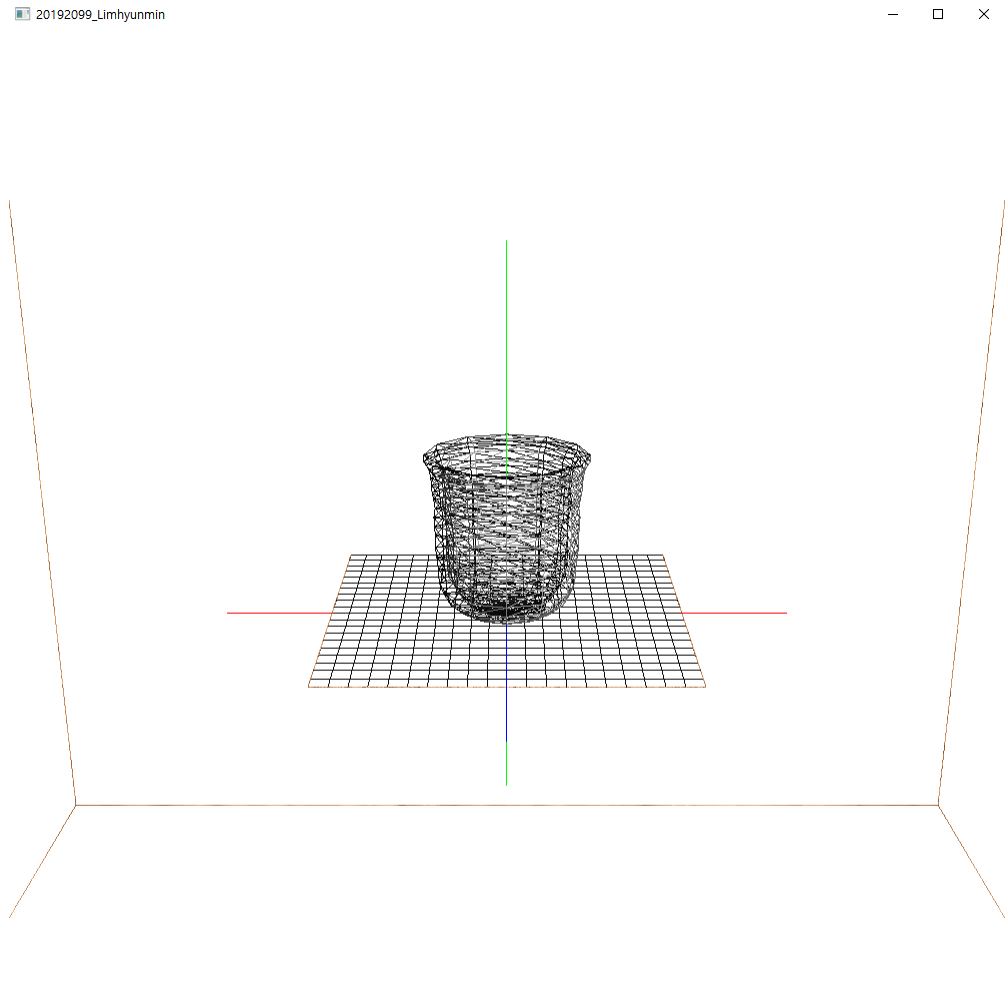
```
apple - Windows 메모장
파일(F) 편집(E) 서식(O) 보기(V) 도움말(H)
VERTEX = 398
-5.0 186.0 0.0
-17.0 184.0 0.0
-20.0 177.0 0.0
-20.0 168.0 0.0
-19.0 161.0 0.0
-20.0 144.0 0.0
-21.0 130.0 0.0
-21.0 116.0 0.0
-23.0 104.0 0.0
-22.0 91.0 0.0
-23.0 80.0 0.0
-25.0 63.0 0.0
-26.0 46.0 0.0
-43.0 37.0 0.0
-64.0 47.0 0.0
-84.0 69.0 0.0
-92.0 93.0 0.0
-121.0 118.0 0.0
-162.0 137.0 0.0
-209.0 138.0 0.0
-244.0 121.0 0.0
-264.0 91.0 0.0
-280.0 52.0 0.0
-285.0 2.0 0.0
-287.0 -45.0 0.0
-280.0 -73.0 0.0
-263.0 -120.0 0.0
-240.0 -162.0 0.0
-183.0 -187.0 0.0
-183.0 -187.0 0.0
Ln 1, Col 1 100% Windows (CRLF) UTF-8
```



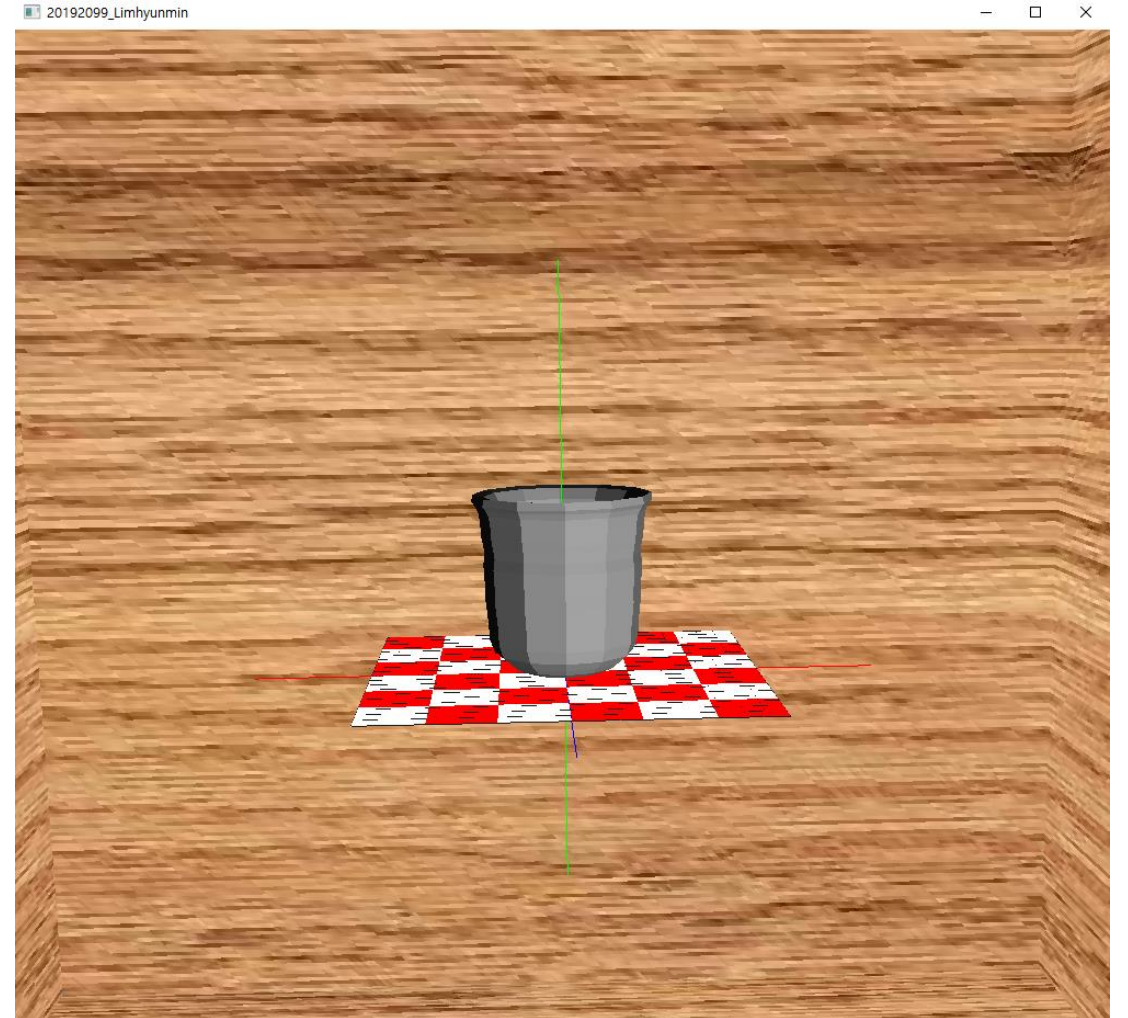
```
apple - Windows 메모장
파일(F) 편집(E) 서식(O) 보기(V) 도움말(H)
0.0 186.0 0.0
0.0 -230.0 0.0
FACE = 792
0 1 33
1 34 33
33 34 66
34 67 66
66 67 99
67 100 99
99 100 132
100 133 132
132 133 165
133 166 165
165 166 198
166 199 198
198 199 231
199 232 231
231 232 264
232 265 264
264 265 297
265 298 297
297 298 330
298 331 330
330 331 363
331 364 363
1 2 34
2 35 34
34 35 67
35 68 67
67 68 100
Ln 1, Col 1 100% Windows (CRLF) UTF-8
```

Save model

-Practice 1.cpp

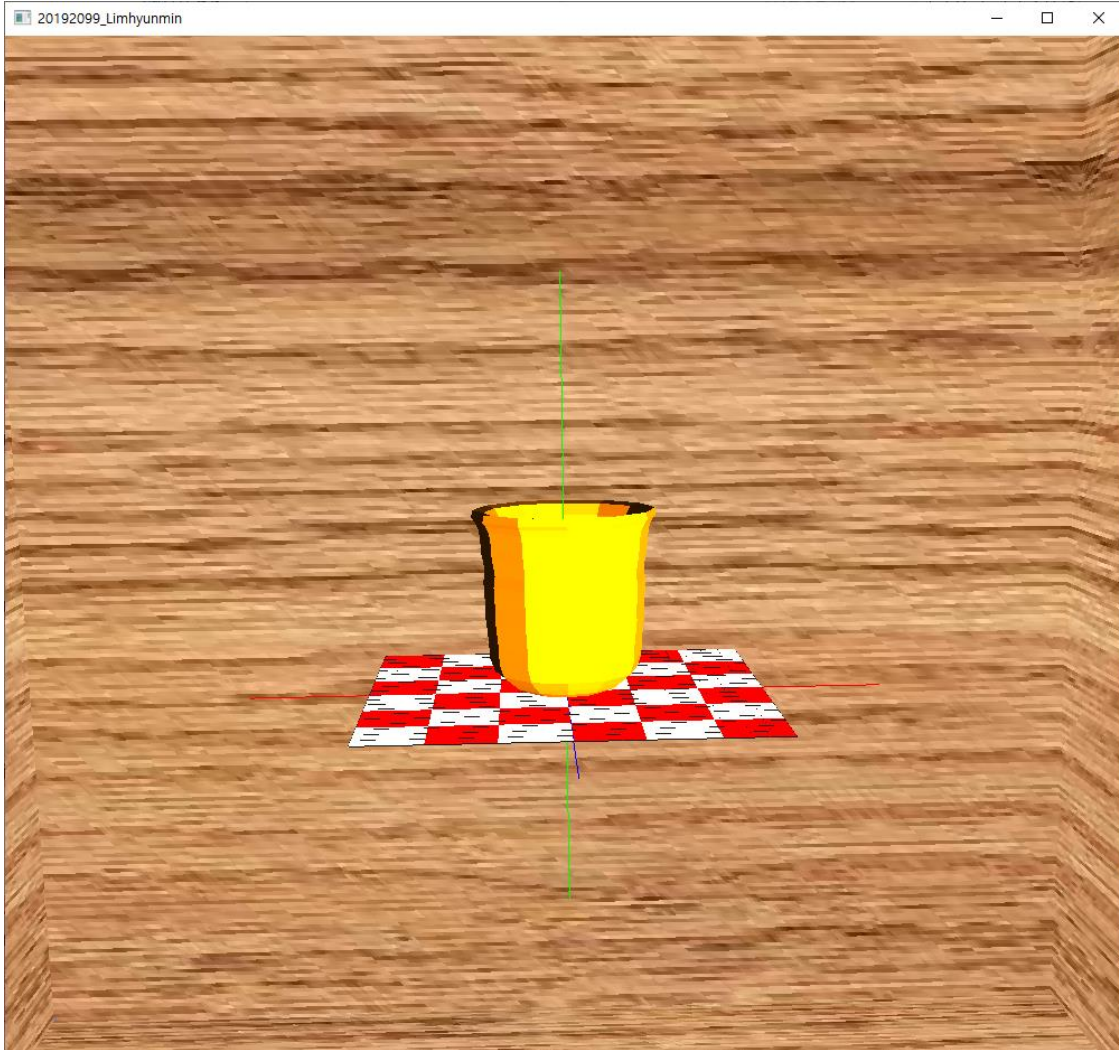


Start screen

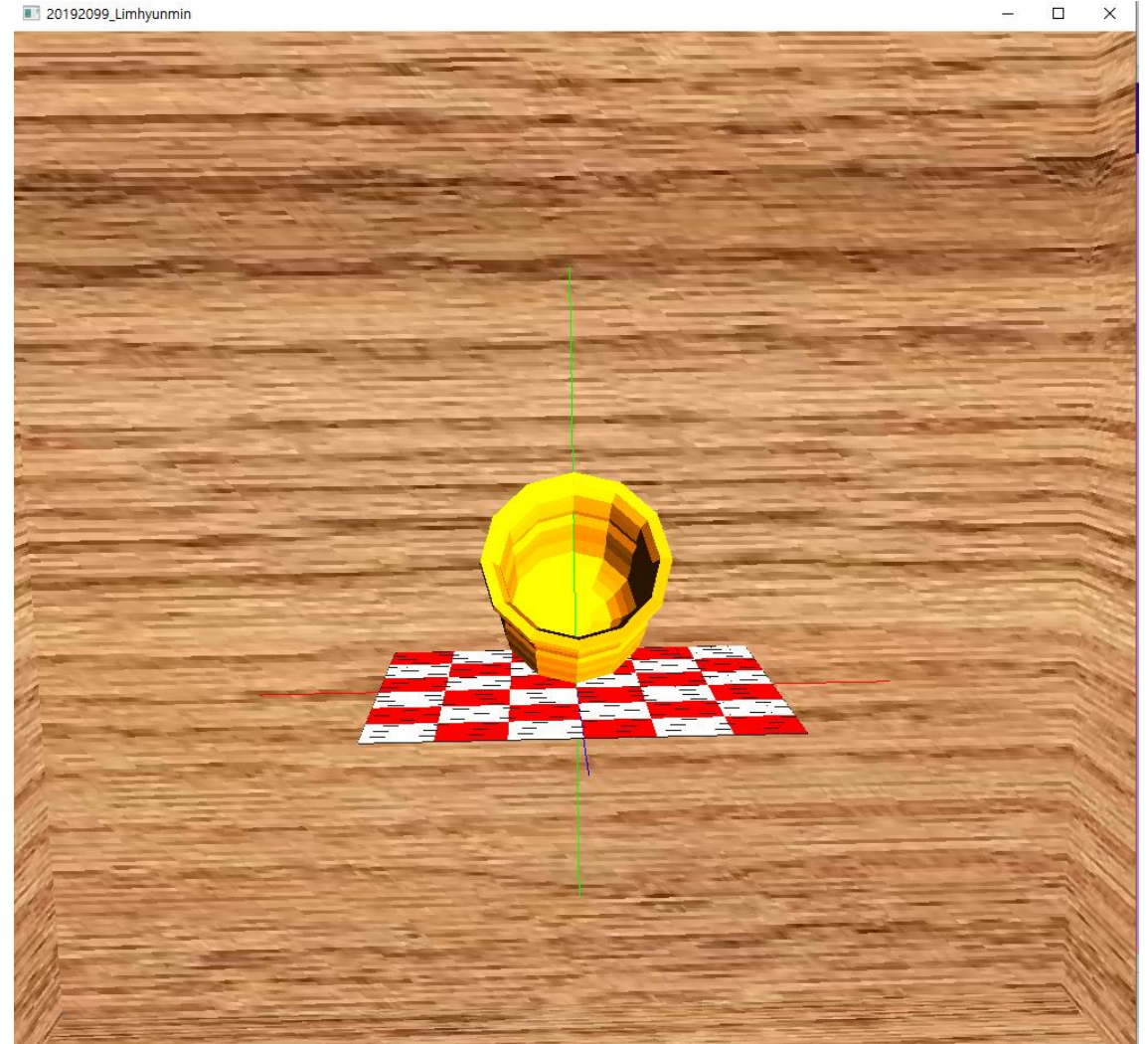


Shade mode

-Practice 1.cpp

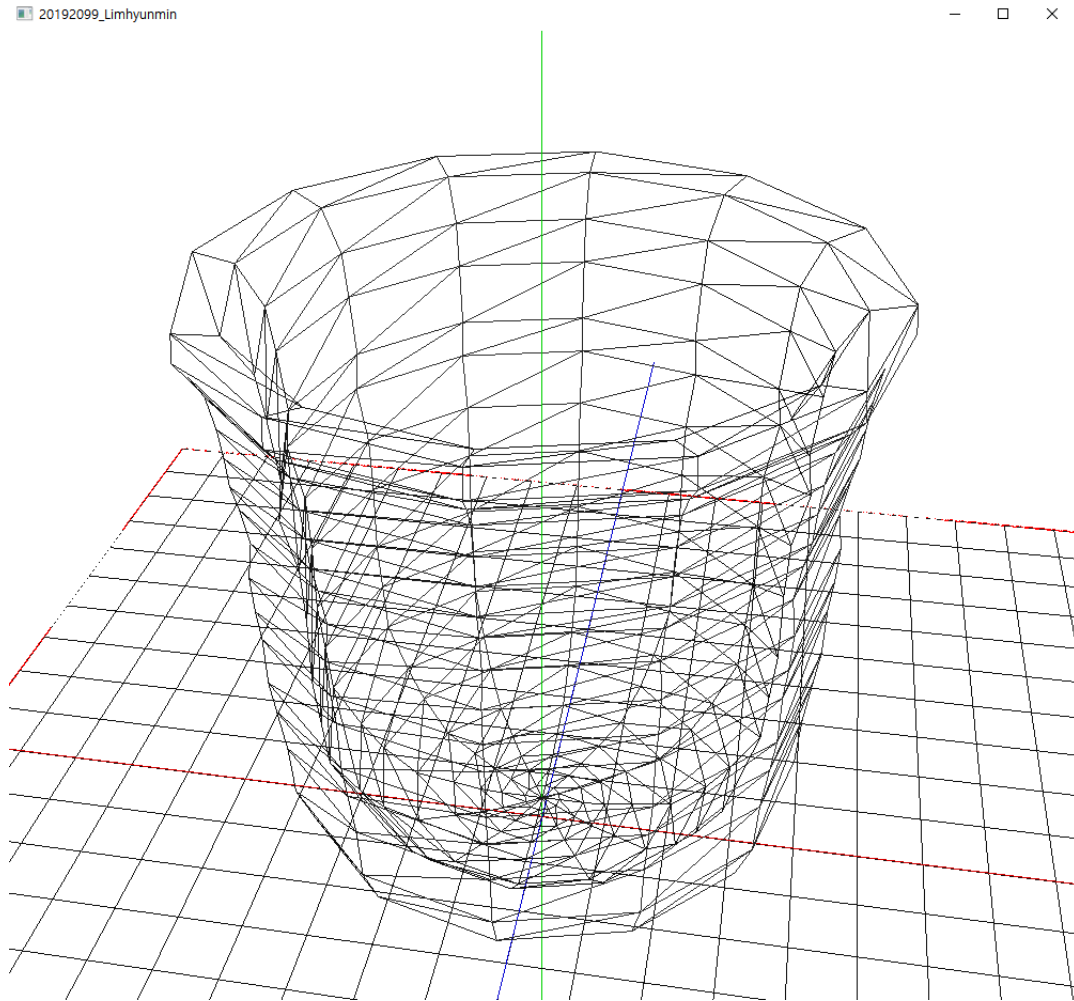


Change color

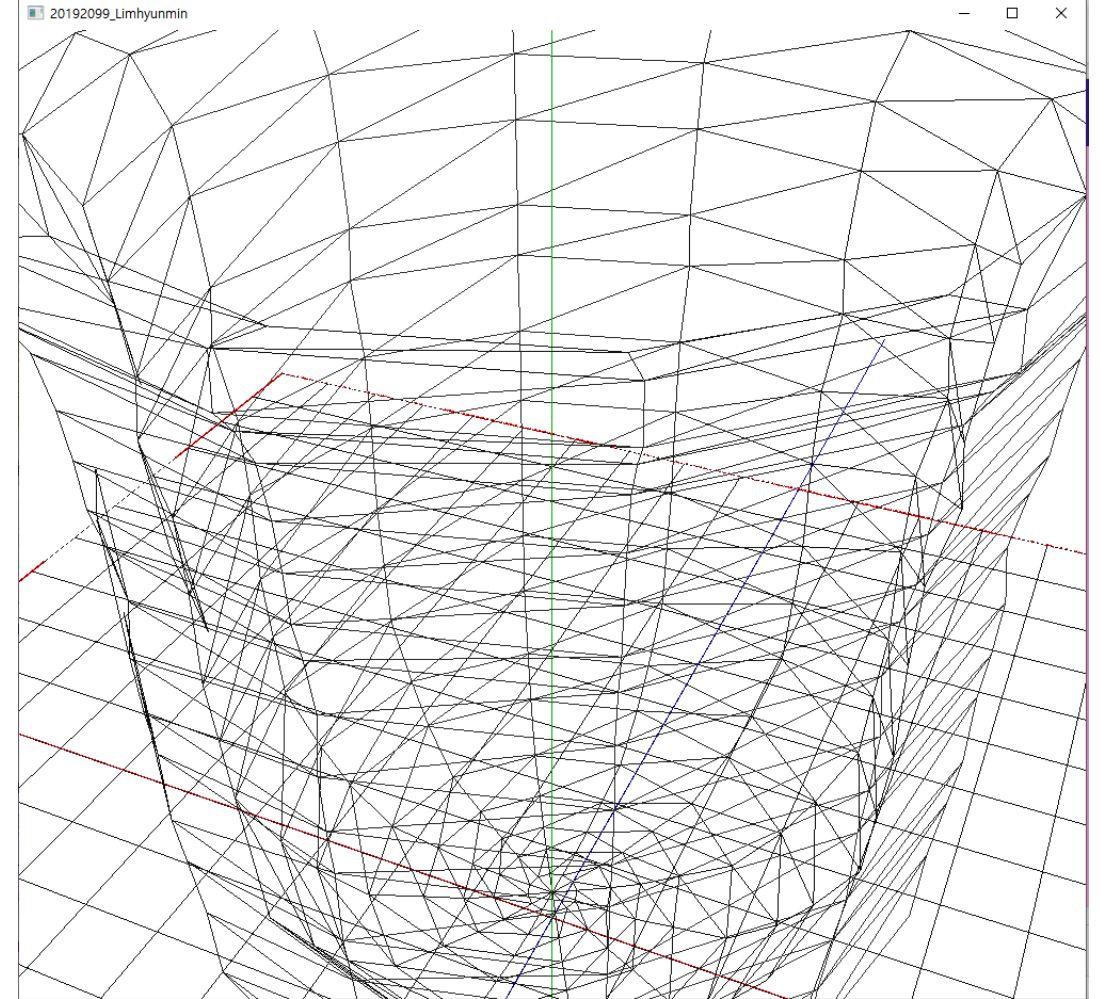


Rotate

-Practice1.cpp

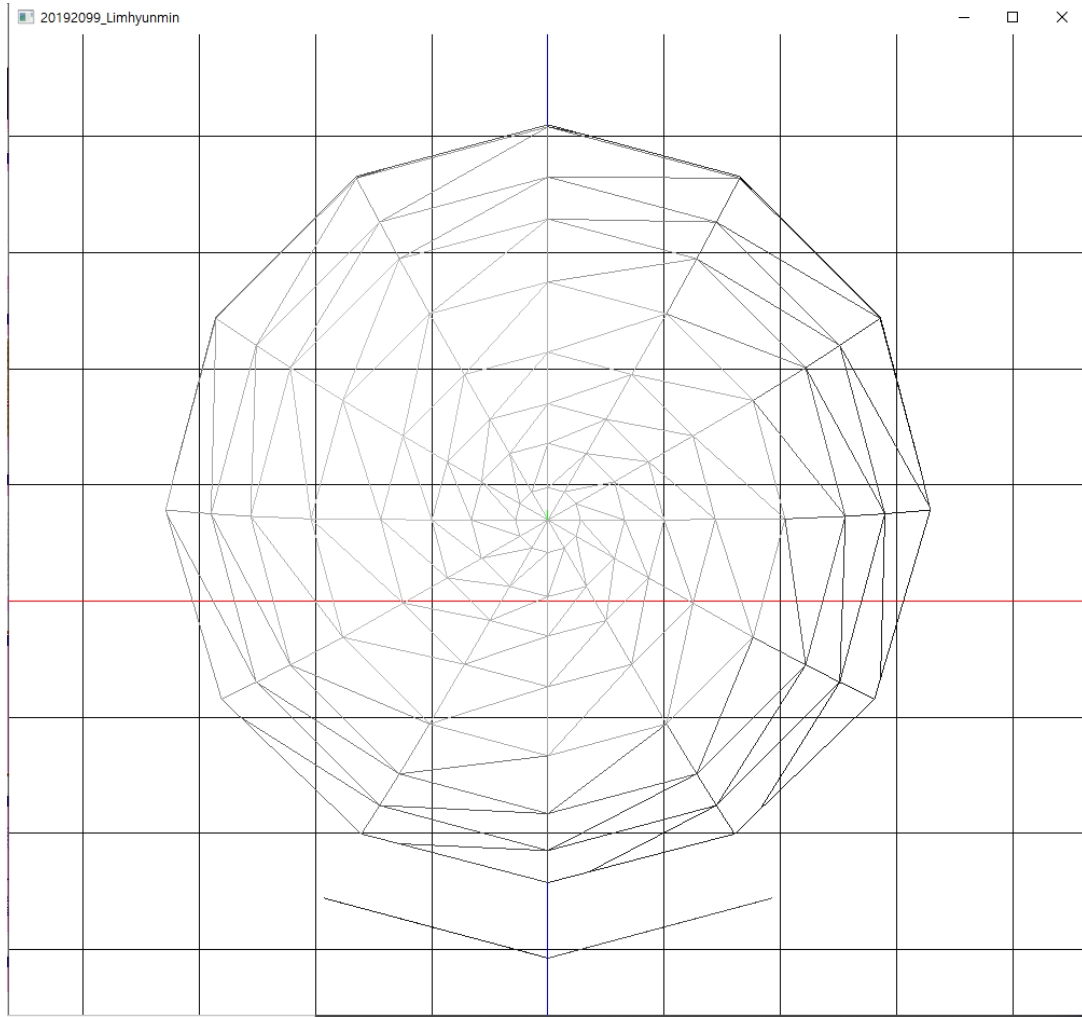


Culling

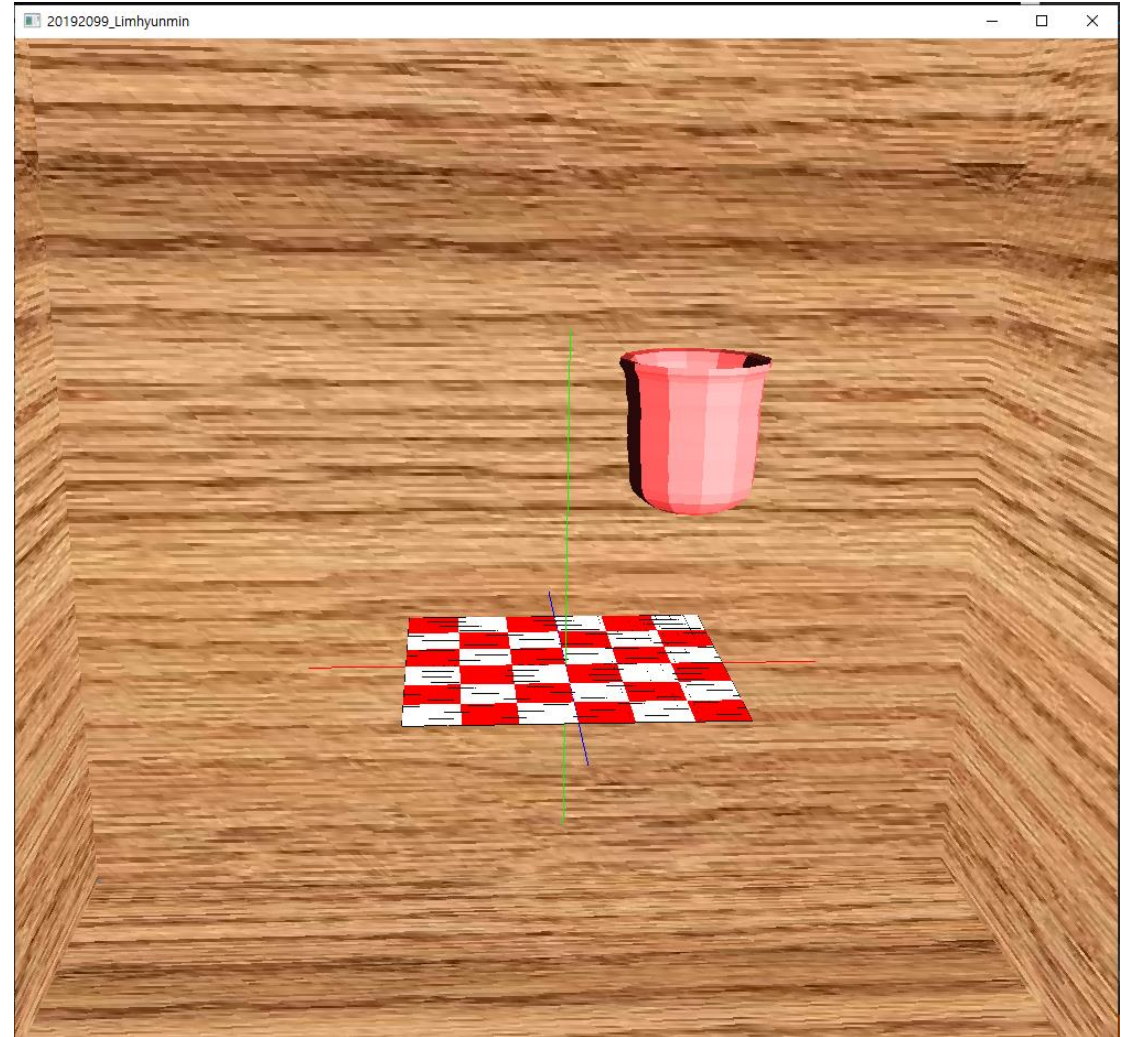


Perspective

-Practice1.cpp

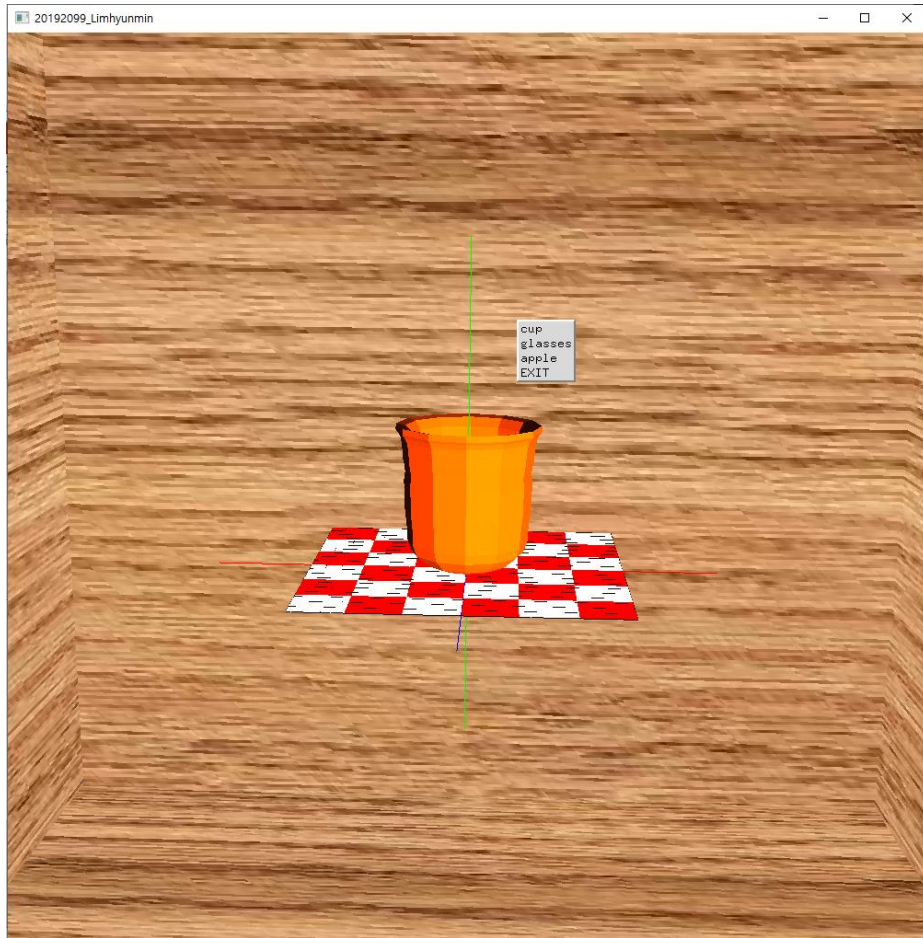


Pareller

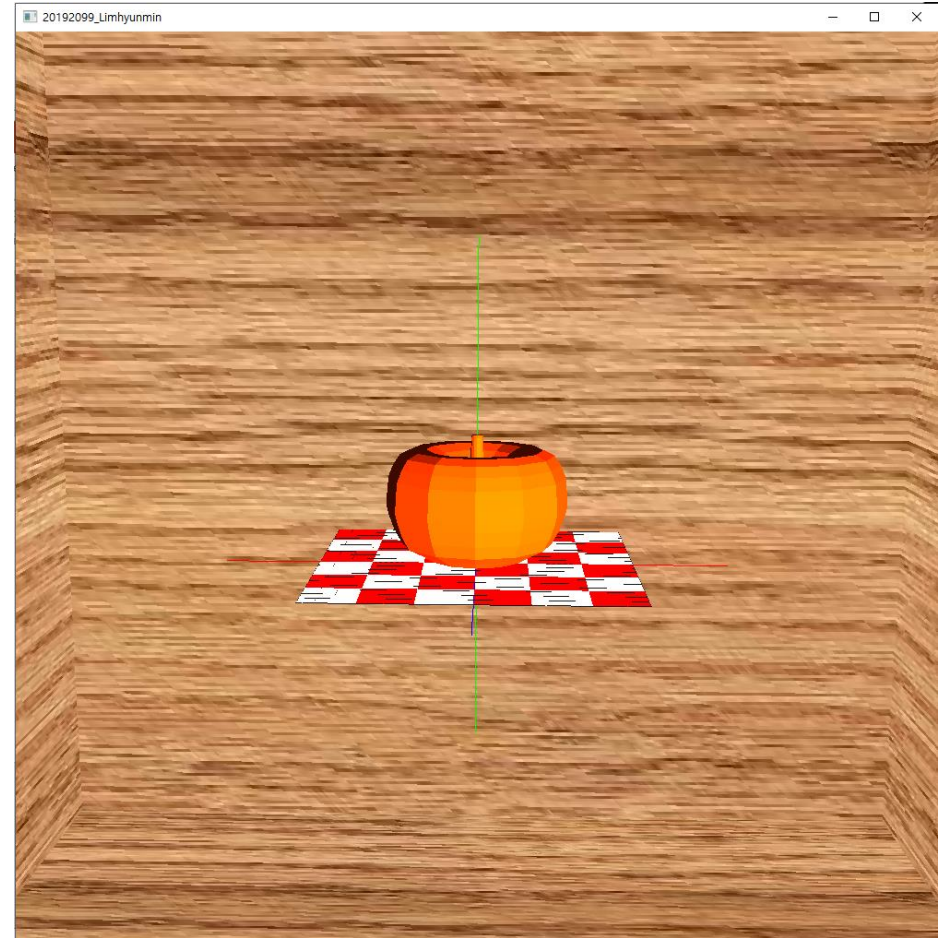


Move

-Practice 1.cpp



Menu



Change

기능구현 관련 단축키

- Shift + **r** 색상 RGB 값중 R 값 증가
- Shift + **g** 색상 RGB 값중 B 값 증가
- Shift + **b** 색상 RGB 값중 G 값 증가
- r** 색상 RGB 값중 R 값 감소
- g** 색상 RGB 값중 G 값 감소
- b** 색상 RGB 값중 B 값 감소
- w** WireFrame 모드 변환
- s** Shading 모드 변환
- Shift + **c** Shade 상태에서 culling 적용
- c** Wire 상태에서 culling 적용
- Shift + **u** Shade 상태에서 culling 해제
- u** Wire 상태에서 culling 해제
- Shift + **p** Shade 상태에서 perspective mode 적용
- p** Wire 상태에서 perspective mode 적용

- Shift + **o** shade 상태에서 Parellel 모드 적용
- o** Wire 상태에서 Parellel 모드 적용
- ← 물체가 x축 음의 방향으로 이동
- 물체가 x축 양의 방향으로 이동
- ↑ 물체가 y축 양의 방향으로 이동
- ↓ 물체가 y축 음의 방향으로 이동
- ↑ 물체가 y축 양의 방향으로 이동
- Shift + ← 물체가 z축 음의 방향으로 이동
- Shift + → 물체가 z축 양의 방향으로 이동
- Shift + **z** z축 기준으로 물체 회전

마우스 가운데 메뉴 활성화

마우스 왼쪽 카메라 회전

마우스 오른쪽 카메라 이동

*culling 이 꺼진 상태에서 shading + 멀리서 바라보기 -> skybox 생성