

Assignment#2 Q4 ReadMe

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Operating System: Mac OS 10.10.5

Browser: Firefox 40.0.3 / Chrome 45.0 / Safari 8.0.8

Q4 478/578 Wheel Orientation

I. Operation Manual

- Press “1” to change the view into “Photographer View”
- Press “L” to lock the view to the car
- Press “a” / “d” to turn left or turn right
- Now you can see the rotation of wheels!!!

II. Special Issues:

When turn left or turn right, I set the var target_Angle = 30, then it will rotate front 2 wheels from 0 to 30 then rotate to 0 again.

Q4 478/578 Car Transformation

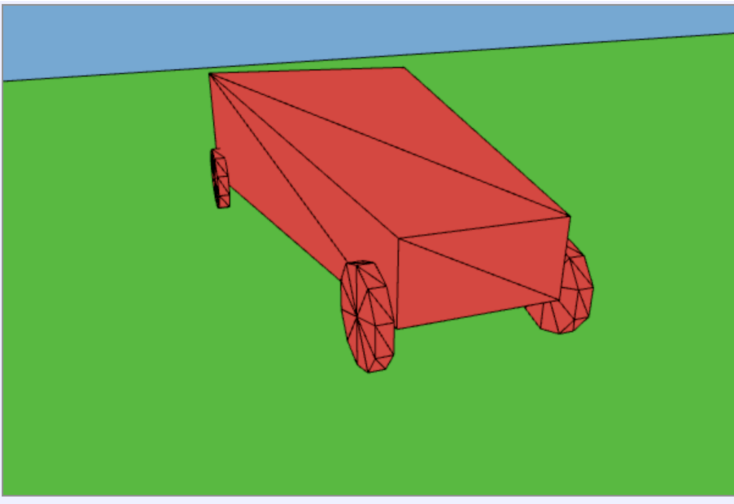
I. Operation Manual

- Press “1” to change the view into “Photographer View”
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II. Special Issues

Use Perspective projection to keep Z value unchanged, and translate x and y according to Z value. In the front of the car, translate the (x, y, z) into $(x/2, y/2, z)$; for end of the car still (x, y, z) .

III. Screen Shot



Q4 478/578 Front View

- I. Operation Manual
 - Press “2” to change the view into “Photographer View”
 - Now you can see the view right in front of the car!
- II. Screen Shot

