

CSI 422
Computer Graphics Lab
Assignment 2
Viewing and Projection Transformation
Marks : 20

1. Run the exe file inside *bin/Debug* Folder
2. Press Key 1,2,3,4,5,6 on Keyboard
3. Don't change any value of global variables except ***up and perspectiveOrOrthographic***
4. For ***perspectiveOrOrthographic*** change its value if required. If your last digit of your id is *even*, the ***perspectiveOrOrthographic*** will be *perspective*. Otherwise for the last digit of your id is an odd ***perspectiveOrOrthographic*** will be *orthographic*. (1 Mark)
5. The ***up*** axis will vary with your student id.
 $x = \text{last 3 digit of your id}$
 $m = x \% 3$
6. If $m = 0$, ***up*** axis is x axis, if $m = 1$, ***up*** axis is y axis, if $m = 2$, ***up*** axis is z axis (1 Mark)
7. Add Viewing Transformation at line 99 to line 101.
Camera will look at the origin. (6 Marks)
8. Add Projection Transformation at line at line 152 to line 156 (6 Marks)
9. Write Keyboard function at line 255 to line 263 according to the instruction. (6 Marks)