

Assignment 2

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1. Function and Environment
 1. Environment
 1. OS: macOS Mojave v10.14
 2. IDE: xcode
 3. OpenGL 4.1
 2. Function
 1. Trackball
 1. Key 'w': move forward
 2. Key 's': move backward
 3. Key 'a': turn left
 4. Key 'd': turn the right
 5. Key 'z': move upward
 6. Key 'x': move downward
 2. Bonus
 1. Key 'c': change scene (bonus)
 2. skybox

