VANGELIS TSIATSIANAS

# 3D MODEL VIEWER

# OBJECTIVES

☐ Load any kind of 3D model (static, rigged, textured, animated)

☐ Place the model at scene center upon loading and adjust the camera so that the model is fully visible

☐ Manage camera using keyboard and mouse or touchpad

☐ Enable model transformation (translation, rotation, scaling) via UI

☐ Provide common (fully adjustable) Phong lighting for all models in the scene

☐ Animate models

# RESULTS

☑ Load any kind of 3D model (static, rigged, textured, animated)

☑ Place the model at scene center upon loading and adjust the camera so that the model is fully visible

☑ Manage camera using keyboard and mouse or touchpad

☑ Enable model transformation (translation, rotation, scaling) via UI

☑ Provide common (fully adjustable) Phong lighting for all models in the scene

☒ Animate models 😢

# THANK YOU.

Vangelis Tsiatsianas