

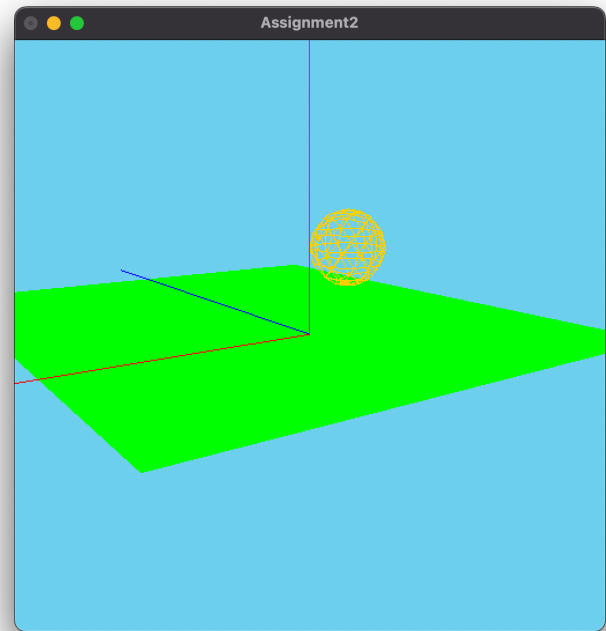
How to compile:

- 1) Open terminal and go to the unzipped folder. (Rotate-sphere folder)
- 2) Run below commands to go to build folder and compile the program.
\$ cd build
\$ cmake ..
\$ make
- 3) Run Assignment2 with below command.
\$./Assignment2

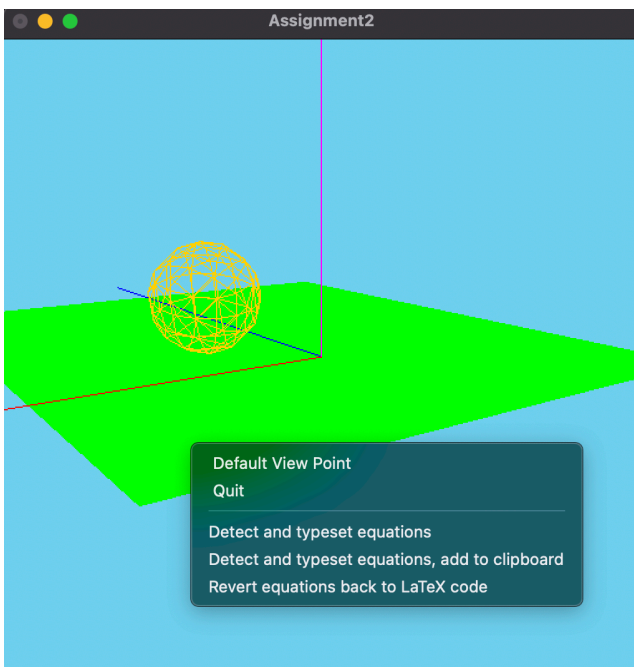
How to run:

- 1) Type in the file name when prompted:
- 2) Sphere (*standing still* with center at point A) will be initially shown in the window:

```
ahhyunmoon@ahhyuns-mbp build % ./Assignment2
Enter your file name: ../sphere.128
Renderer: Apple M1
OpenGL version supported 4.1 Metal - 76.3
Successfully read ../vshader42.glsl
Successfully compiled ../vshader42.glsl
Successfully read ../fshader42.glsl
Successfully compiled ../fshader42.glsl
Successfully linked program object
```



Sphere Controls:



b or B: Start rolling the sphere

x or X: Decrease/increase the viewer x-coordinate by 1.0

y or Y: Decrease/increase the viewer y-coordinate by 1.0

z or Z: Decrease/increase the viewer z-coordinate by 1.0

Right Click: Stop/Start rolling the sphere
(only after b/B is pressed)

Left Click: Show menu with 2 options:
i) Default View Point
ii) Quit