

Comp380

Programming Assignment #2

Due Apr.-11 (Fri.) (before 11:59 pm)

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Objective: Understand how to perform transformations to the model, idle-based animations, and simple interaction methods.

Developing environment: Visual Studio (2008 or higher) is recommended, but others will be ok as well.

Requirements:

- 1) Compile/Run the skeleton codes of PA2
 - a. The code requires reading a file of "cow.obj". This file should be in the working directory (default : project directory, not a solution directory)
- 2) Understand the basic structure of the skeleton code; you will implement the next assignment with the skeleton codes again.
- 3) Implement the cow spinning around an arbitrary line. Choose the line randomly and draw it. Rotation is done in the modeling space. (15 pts)
 - a. Toggle the animation by typing "r"
 - b. You can use the idle-based animation method
- 4) Provide translation function along x, y, z directions in the modeling space (15 pts)
 - a. The amount of translations is determined by the mouse movement
 - b. If you type "x", "y", or "z", then, the cow model translates along a direction corresponding the key map. In order words, if you type "x", then, the cow translates along x-direction in the modeling space

Deliveries:

- 1) Modified source codes of your solution (including newly added files)

- 2) Submit your work by sending them to TA, cs380ta@gmail.com

Policies: Everyone must turn in their own assignment. You can collaborate with others, but any work that you turn in should be your own.