

# Comp480

Programming Assignment #2

Due Feb.-25 (Wed..) (before 11:59pm)

Difficulty: easy

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

**Developing environment:** Windows OS is recommended

## Requirements:

- 1) Compile run and the skeleton codes of PA2
  - a. The code requires reading a file of "cow.obj". This file should be in the working directory.
- 2) Understand the basic structure of the skeleton code; you will implement a next assignment with the skeleton codes again.
- 3) Implement the cow spinning around an arbitrary line. Choose the line randomly and 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.

**Policies:** Everyone must turn in their own assignment. You can collaborate with others, but any work that you turn in should be your own. Turn in your work by emailing an archived and compressed version of it (source and executable) to TA (Mr. YongYoung Byun).