Comp380

Programming Assignment #2
Due Mar.-12 (Mon.) (before 11:59pm)

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

Developing environment: Usage of Windows OS and Visual Studio (2008 or higher) is mandatory

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 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) Binary and source codes of your solutions (Include a README.txt that specifies the files you made/changed) Please change the file extension of your binary from 'exe' to 'aaa' or something. If not, your submission will be sent back due to gmail policy.
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.