COSC 338 – Lab #6
Rotations and Translations

Purpose: Very simple animations, whee.

Task: An easy lab, what I would like to have you do is to create a cube, color each face a different color, then code very simple rotations and translations to simulate a camera moving toward and moving from an object, as well as circling around that object. The object does not need to move from the origin. The controls should be dealt with utilizing keyboard commands with 'w' being move toward the object, 's' being move away from the object, 'a' circling to the left, and 'd' circling to the right.

This lab is to be done individually.

Deliverable: Matt only wants your c/cpp file. So, only your source. No project files or any of that nonsense.

Due: By the start of class Thursday. No exceptions (unless the computers aren't functioning correctly). To be turned in via Digital Dropbox.