

Lab 3

Introduction to G4P lib

- ◇ G4P lib provides GUI elements for Processing program
 - ◇ Text input
 - ◇ Button
 - ◇ Image button
 - ◇ Slider
 - ◇ Drop-down list
 - ◇ ...

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◇ Task

- ◇ After clicking the button "Create an ellipsoid", an ellipsoid (or a sphere) should appear on the screen;
- ◇ After clicking the button "Create a box", a box should appear on the screen;
- ◇ When pressing the left button of the mouse, the selected ellipsoid/box can rotate with the mouse;
- ◇ When pressing the right button of the mouse, the selected ellipsoid/box can move with the mouse.

Some notes

- ◆ The code framework has been given on the course website
- ◆ You can pick a 3D object using `Shape3D.pickShape`
 - ◆ See Picking example in tut 3
- ◆ You can rotate the picked 3D object using `Shape3D.rotateToX()` and `Shape3D.rotateToY()`
 - ◆ For details, plz refer to the reference of Shape3D lib (http://www.lagers.org.uk/s3d4p/ref/classshapes3d_1_1_shape3_d.html#af7591f61781fcfa67567d4caf83ea4a5)
- ◆ Similarly, the picked object can be translated to certain position using `Shape3D.moveTo()` or `moveBy()`;