

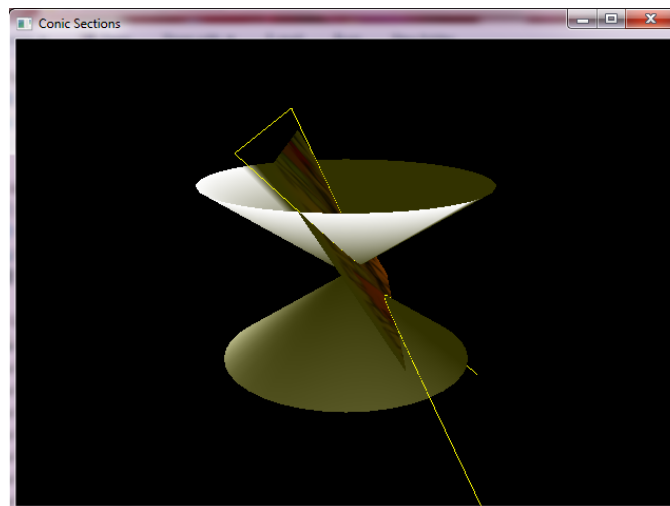
CONIC SECTIONS

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In this project, there are two objects in the scene: a plane and a cone. When these two objects meet each other, some shapes will be achieved which are called conic sections.

To move the plane and see the result use the following configuration:

Key	Operation
W	The plane will be moved up.
S	The plane will be moved down.
R	The plane will be rotated to left.
T	The plane will be rotated to right.



Libraries that are used in this project:

- DirectX SDK

Packages used in this project:

- Visual Studio
- DirectX SDK

Files:

ConicSections_Executable.rar	Contains an executable version of the project.
ConicSections_Solution.rar	Contains the codes of the project. To build and run the solution, you need Visual Studio 2010.