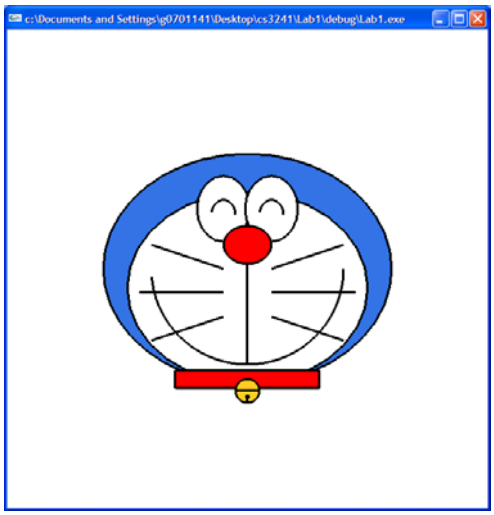
CS3241 Computer Graphics Lab 1: Doodles!



Introduction

In this assignment, you will do 2D drawing in OpenGL. You may draw anything you like as long as there is *no violence, racism, and pornography* involved. Use your creativity! (But please limit it to 2D, if you are already playing with all the 3D transformation, please stay at the 2D plane with us in this assignment.) You can run an example program "sampleLab1.exe" by our TA (Shown in the right)

Setting up GLUT library

(*For those who have it set up already, you can skip to the next section.)*

Download glut32.zip from http://www.opengl.org/resources/libraries/glut/glut_downloads.php. Unzip it and put the files into the corresponding directories. You need to find out which directory is your Visual Studio in, for example, mine is in "`C:\Program Files\Microsoft Visual Studio 10.0\VC`".

- Put `glut.dll` and `glut32.dll` in "`C:\windows\system`" and "`C:\windows\sytem32`" respectively
- Put `glut.h` in "`C:\Program Files\Microsoft Visual Studio 10.0\VC\include\GL`"
- Put `glut.lib` and `glut32.lib` in "`C:\Program Files\Microsoft Visual Studio 9.0\VC\lib`"

Instructions

Unzip "`Lab1.zip`" and click "`Lab1.sln`" to open the solution file in MS Visual Studio. You can start drawing by putting your code into the function `display()` in the file `main.cpp`. Basically you can just put all your drawing routines into this function. However, it is recommended to structure your program and break down your functions for the sake of good programming styles. Please place all your new functions before `display()` and in the same .cpp file for this assignment.

We will only mark the release version (instead of the debug version). So please make sure that your program can be compiled in the release mode. Also, please make sure that all the keyboard controls work in your program (Q,E,A,D, etc.)

Handin Procedure

1. Please do a "clean solution" for your project to eliminate all unnecessary files
   - You can delete all the `.pdb` files (in the folders `Debug` and `Release`) before you submit
2. Write a readme.txt file including
   - Your matric number
   - Primitives and transformations you have used
   - Any other things the TA should know?
   - What you are drawing
   - Methods you have modified – only display()?
   - What is the coolest thing(s) in your drawing
3. Zip all your files up, rename it into your student number + ".zip" and submit it up to IVLE.