



Qatar University

College of Engineering

Department of Computer Science and Engineering

Computer Graphics HW#2 (Fall 2021)

Course	Name, ID, Section: Computer Graphics CMPS 373
	Instructor Name: Dr Osama Halabi
HW Info	Due: Oct. 11, 2021 (Mon) (end of the day)
	Grade: 100 marks
Student	Student Name:
	Student ID:

100

SUBMISSION INSTRUCTION

Please submit the whole homework solution folder in one zip file.

Before creating the zip file for your solution go to Build -> Clean Solution to remove linking files.

All programming projects should follow the same file organization used in the lectures. Therefore, all the following items are expected to be included:

1. all C++ source (.cpp) files (in \src)
2. all C++ executable (.exe) files (in \bin)
3. all shader source (GLSL) files (in \shaders)
4. all necessary supporting files such as models, textures, cube maps, normal/height maps
5. a "readme" file describing your program, including the items listed below:
 - a. a screen capture of your running program.
 - ~~b. a list of required items that you were not able to complete.~~
 - c. citation and copyright permission information for all elements used by your program.
6. you **have to set the title of the window to the homework number and your name. For example, "CG HW1 Osama Halabi"**.
7. This is an **individual work** and the submitted work must represent your **own thinking and efforts**. Copying the work of others will not be tolerated. Similarity will be investigated and zero grade for all parties involved will be assigned.
8. Submit before the due date.

Question 1 [50 Marks]

Draw 2 squares with 2 different colors using indexed two triangles. Add animation where one rectangle moves on x and the other rectangle move on y direction.

In case you have very fast animation, you can smooth animation speed that used the delta time add `glfwSwapInterval(1)`; after `glfwviewport` statement.

(Hint: use two fragment shaders, one for each rectangle texture).

Output:



Question 2 [50 Marks]

Draw 2 squares with 2 different texture using indexed two triangles. Each texture is mixed of two textures.

Output:

