

CS 465

Assignment 1: Simple 3D Scene

This is an independent assignment, i.e., NO groups.

In this assignment, you are to create a simple OpenGL 3D scene of your choosing such as a house, car, etc. Use The zipped file assignment1.zip contains a Visual Studio 2013 C++ solution to get you started, including a skeleton file named assignment1.cpp where all your code should go. It includes a desert plain, a pyramid, and a sphere to represent the sun. This is simply an example, so none of these should be in your solution besides perhaps the plain (but use a different color).

When you are finished, take a screen shot (Prt Scr key and paste into Paint or Windows 7's Snippet Tool) and save as lastnameFirstnameAssignment1.jpg. Insert this along with assignment1.cpp into a folder named lastnameFirstnameAssignment1. Zip this folder (right click on the folder, **send to, compressed (zipped) folder**) and submit it to Western Online.

I will select a few of the assignments to be demonstrated in class - so be sure you can explain how you created your scene!