**Advanced Graphics**

**Labs Three and Four**

**Grade Weight 10%**

**Due. Feb. 15**

For this assignment, you are required to modify the code that is provided to you on eCentennial -> Contents -> Week Five (OpenGL).

If you download and run the code, you will see two triangles put together in order to represent a square.

Now, for these labs (two and three), we are seeking to change this into a hexagon. Keep in mind that you will need to create this hexagon by drawing triangles and put them together. Therefore, you will need to:

1. On a piece of paper, find out the coordinates for the triangles that you need.
2. Modify the number of vertices in the code provided

To submit your labs:

1. ONLY submit your .cpp file
2. Create a screenshot of your output
3. Submit these two files without zipping them.