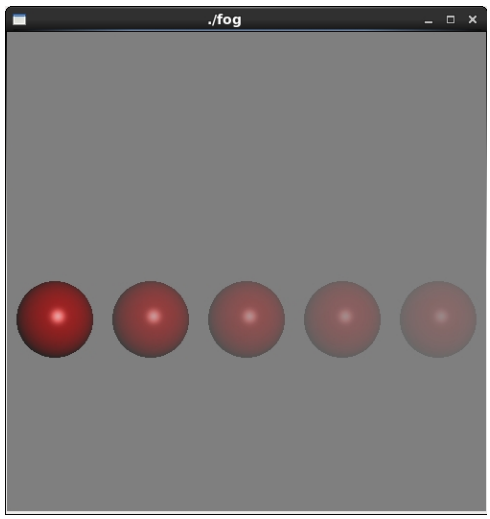
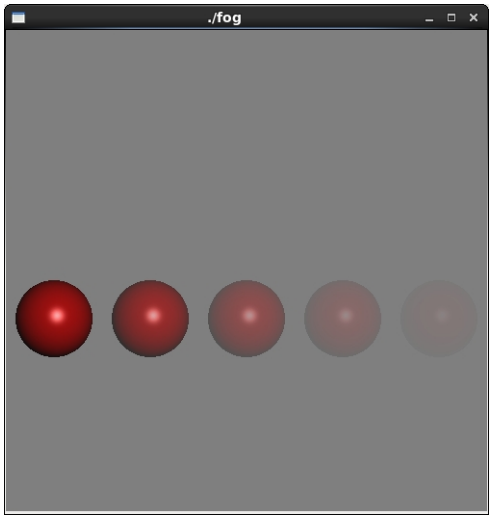
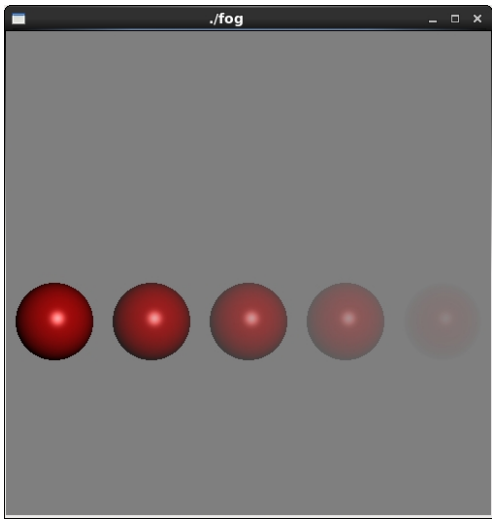
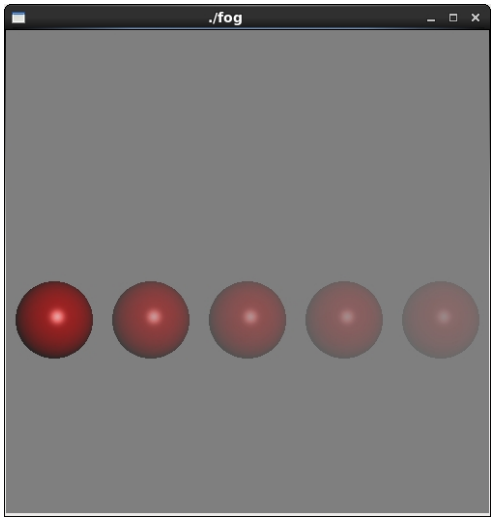
Yazhuo Liu
Lab 17

Copy the program fog.cpp from the lecture notes. Compile and execute it. Press 'f' to see different modes of operations.

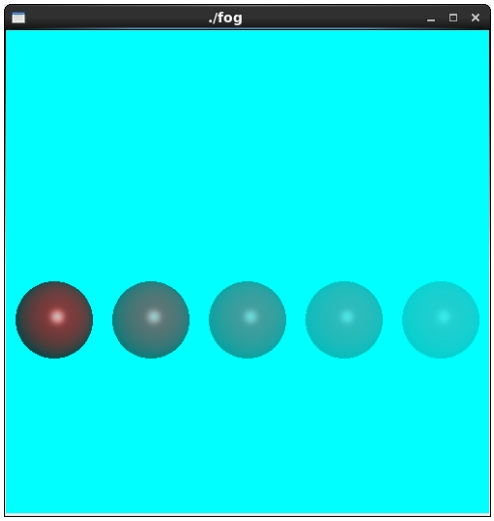


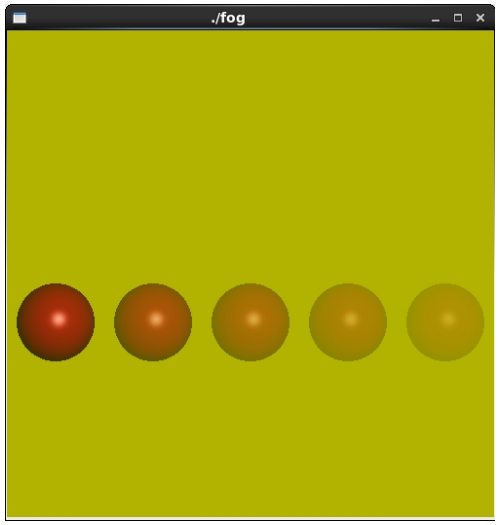






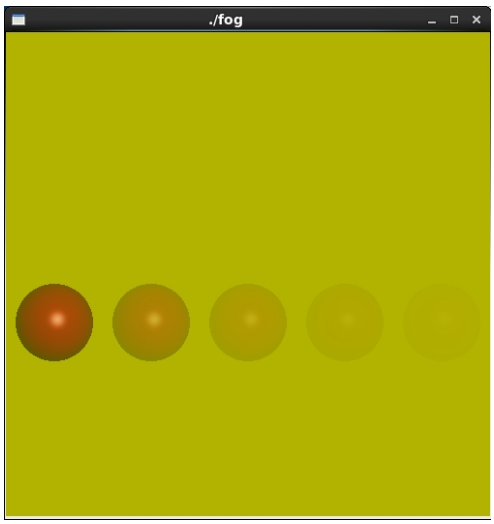
Use different fog colors.

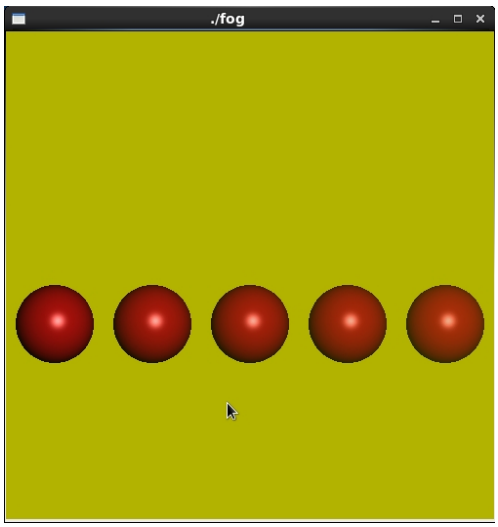




```
glEnable(GL_FOG);
{
   GLfloat fogColor[4] = {0.7, 0.7, 0.0, 1.0};

   fogMode = GL_EXP;
   glFogi (GL_FOG_MODE, fogMode);
   glFogfv (GL_FOG_COLOR, fogColor);
   glFogf (GL_FOG_DENSITY, 0.35);
   glHint (GL_FOG_HINT, GL_DONT_CARE);
   glFogf (GL_FOG_START, 1.0);
   glFogf (GL_FOG_END, 5.0);
}
glClearColor(0.7, 0.7, 0.0, 1.0);  /* fog color */
```

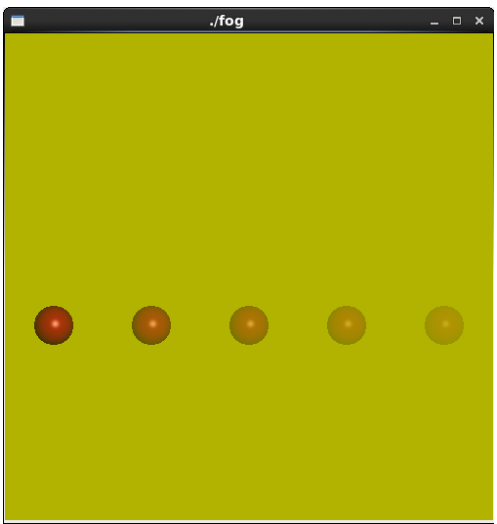
Adjust the fog density.





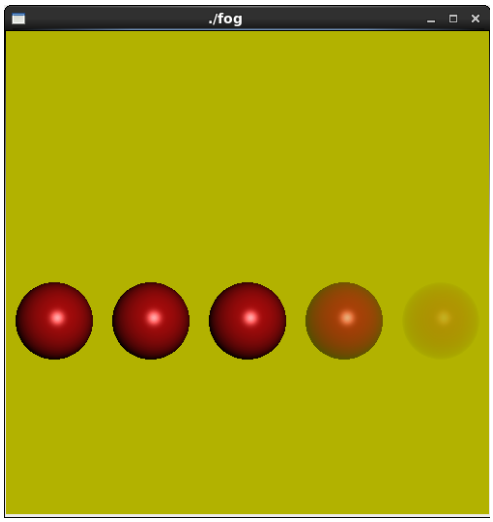

```
glEnable(GL_FOG);
{
   GLfloat fogColor[4] = {0.7, 0.7, 0.0, 1.0};

   fogMode = GL_EXP;
   glFogi (GL_FOG_MODE, fogMode);
   glFogfv (GL_FOG_COLOR, fogColor);
   glFogf (GL_FOG_DENSITY, 0.05);
   glHint (GL_FOG_HINT, GL_DONT_CARE);
   glFogf (GL_FOG_START, 1.0);
   glFogf (GL_FOG_END, 5.0);
}
```

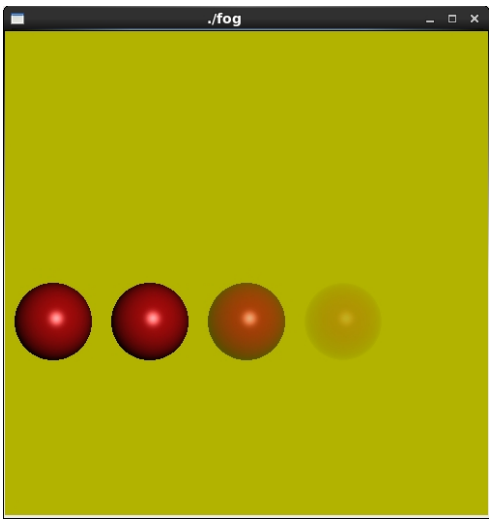
Adjust the distances of the spheres.



```
glPushMatrix();
glTranslatef (x, y, z);
glutSolidSphere(0.2, 60, 60);
glPopMatrix();
```

Adjust the start and end parameters.






```
glEnable(GL_FOG);
{
  GLfloat fogColor[4] = {0.7, 0.7, 0.0, 1.0};

  fogMode = GL_EXP;
  glFogi (GL_FOG_MODE, fogMode);
  glFogfv (GL_FOG_COLOR, fogColor);
  glFogf (GL_FOG_DENSITY, 0.35);
  glHint (GL_FOG_HINT, GL_DONT_CARE);
  glFogf (GL_FOG_START, 2.0);
  glFogf (GL_FOG_END, 4.0);
}
```

Report:

I don't really understand what it means by adjusting distance of spheres, so I just modified the radius of each sphere. Other than that, I think I successfully completed this lab.