

A Group:

Class work 01:

Use glColor3fv function to apply colors to the vertices defined in array colors. Then translate the pyramid up or down using key actions.

Class work 02:

Create a mirror reflection of the pyramid assuming XY plane as the mirror and then scale the pyramid by 0.7 times and finally continuously rotate w.r.t Z axis centered at a middle point of the pyramid on a key toggle action.

(Use your own defined transformation functions. In case of rotation matrix, convert the degree to radian first.)