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Instructions

- Accomplish this document completely.
- Each course requirement submission, unless otherwise specified by the Course Instructor, whether in electronic or paper form, must be accompanied by a corresponding properly accomplished Certificate of Authorship.

Description of Submission

Title of Submission: Programming Exercise 01 - OpenGL Review

Type of Submission: ☐ Program ☒ Project ☐ Report ☐ Paper
☐ Other (specify) _____

Date of Submission: March 4, 2022

Certification

We hereby certify that the submission described in this document abides by the principles stipulated in the DISCS Academic Integrity Policy document.

We further certify that we are the authors of this submission and that any assistance we received in its preparation is fully acknowledged and disclosed in the documentation.

We have also cited all sources from which we obtained data, ideas, or words that are directly copied or paraphrased in this document. Sources are properly credited according to accepted standards for professional publication.

Sources

<https://learnopengl.com/Getting-started/Coordinate-Systems>
<https://learnopengl.com/Getting-started/Camera>
<https://www.geeksforgeeks.org/rounding-floating-point-number-two-decimal-places-c-c/>

Group Information

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Course Information

Course Code & Section: GDEV 32

Course Title: ADVANCED COMPUTER GRAPHICS THEORY AND PROGRAMMING-1

Course Instructor: Jayzon F. Ty