

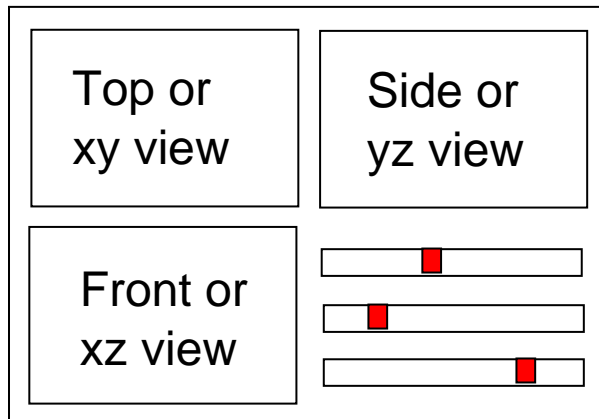
Assignment 2

CEG4500/CEG6500

Computer Graphics

Assignment 2:

Extend the software from the first assignment to include the capability to rotate. Put three sliders in the remaining quarter of your window:



By moving the sliders, the object of the scene should rotate by 360 degree around the x-, y-, or z-axis, respectively. The objects should be displayed in the center of the images in order to ensure that they do not rotate out of the window.

Assignment 1

Useful OpenGL functions:

```
void mousecb (int button, int state,  
              int x, int y);  
glutMouseFunc (mousecb);
```

Specifies a mouse callback function. This function is called whenever the mouse moves, or a mouse button is pressed. The parameters x and y resemble the window coordinates where the mouse cursor was located during the event. The button can be one of the following:

GLUT_LEFT_BUTTON

GLUT_MIDDLE_BUTTON

GLUT_RIGHT_BUTTON