

# COSC 4370 – Homework 2

**Name: Dan Kalhori**

**PSID: 2153552**

**Mar 2024**

**replit:** <https://replit.com/@dankalhori/hw2#main.cpp>

## **I Problem**

The main assignment was to re-create 3 images using opengl and a little tinkering, and a personal creation to show our creativity.

## **II Method**

Mainly involved the use of OpenGL Primitives and Transformations; glutSolidTeapot for problems 1, 3 and 4 (in my case), and glutSolidCube for problem 2 (pyramid).

## **III Implementation**

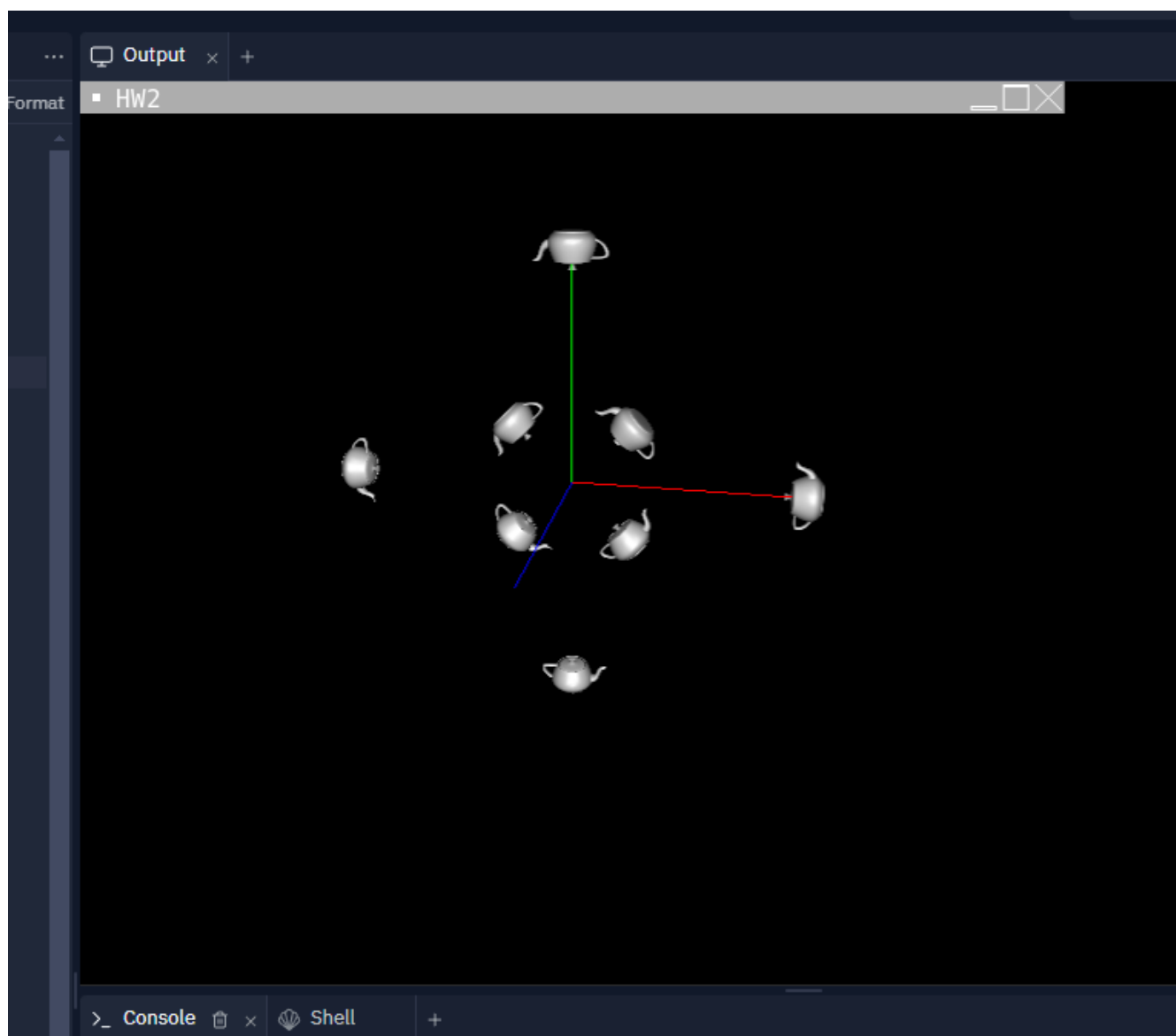
problem 1: glTranslate and glRotate to angle the teapots and translate them

problem 2: glTranslate again and glScale to create the pyramid shape

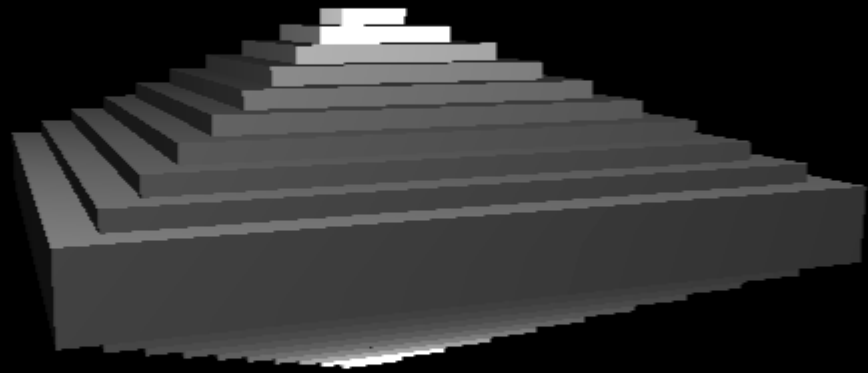
problem 3: similar to problem 1, but starting with a base of 4 and using nested for loop to generate diamond shape

problem 4: Used a sphere as a base and honestly just played with the shape positions until I made a basic face

## **IV Results**



HW2



**\*\*Code for problem3 executed correctly, but replit crashed. Rerun later if you'd like to check:**

