

SUMMARY

The assignment covered the basic transformations in OpenGL and a head start for using graphics libraries. The glut libraries were used along with OpenGL for the windowing. The Bezier and Lagrange curves were plotted using the curve generating functions. It was observed that Bezier curve passes only through first and last point but is a smoother curve, while Lagrange curve passes through all the points, but will have large ripples if two points are closer in the x direction. The code was separated out into different files. There are 3 header and source files which have functions dealing with basic display, structure declarations, transformation and curve generation. Code redundancy was avoided to the maximum and most of the functionalities were generalised. Since it was a 2D rendering assignment, `gluOrtho2D` function was used which defines the perspective as Orthographic projection. More of the time was given to make the add/delete functionality more convenient. The uses of each functionality in OpenGL library were learnt.

Lesson's learnt:

- * Calling `gluOrtho2D(0,width,height,0)` instead of `gluOrtho(0,width,0,height)` will take care of the inverted screen coordinates issue. Also `gluOrtho` makes sure the screen coordinate and OpenGL coordinate have direct matching.
- * Using `#ifndef` construct in the header file to avoid redeclaration of the structure declarations.
- * GLUT handles arrow keys separately and therefore needed to register an additional callback for handling special inputs from keyboard (eg. arrow keys).
- * C++ classes and operator overloading (eg. `=` operator was overloaded).
- * Creating and using makefile.
- * Importance of translating the object before rotations and scaling.

References:

1. www.stackoverflow.com -for debugging
2. www.wikipedia.org – for curve generating functions
3. `opengl_programming_guide_8th_edition`- The redbook -for OpenGL library functions
4. www.youtube.com/watch?v=aw9wHbFTnAQ -for creating makefiles
5. Lecture videos by Ken Joy in YouTube channel [UC Davis Academics](https://www.youtube.com/channel/UCDavisAcademics)