



## Lab Assignment 04

### Objectives

Getting familiar with OpenGL API, drawing using vertex array objects VAOs. Implement DDA, Bresenham Algorithms.

### Problem Statement

You should implement an OpenGL application that writes your first name using line drawing algorithms (DDA, Bresenham)(your drawing should include **all possible** slopes). You should use VAOs to store vertices data.

Set point size to 5.

#### **Bonus part:**

Apply simple text gradient animation to drawn lines. See [video](#) for better understanding.

You can use [VAOs](#), [color animation](#) as references.

### **Delivery Policy**

- You should submit a report describing your code flow, screenshots of working code and challenges you faced (if any).
- You should submit the project source code (.cpp file(s)).
- You should cite any additional resources you used.
- Further details for the submission instructions will be posted later on MS Teams.

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**Good Luck**