



Introduction to Computer Graphics

Assignment 4 – OpenGL “Hello World”

Handout date: 21.03.2019

Submission deadline: 27.03.2019, 13:00 h

Late submissions are not accepted

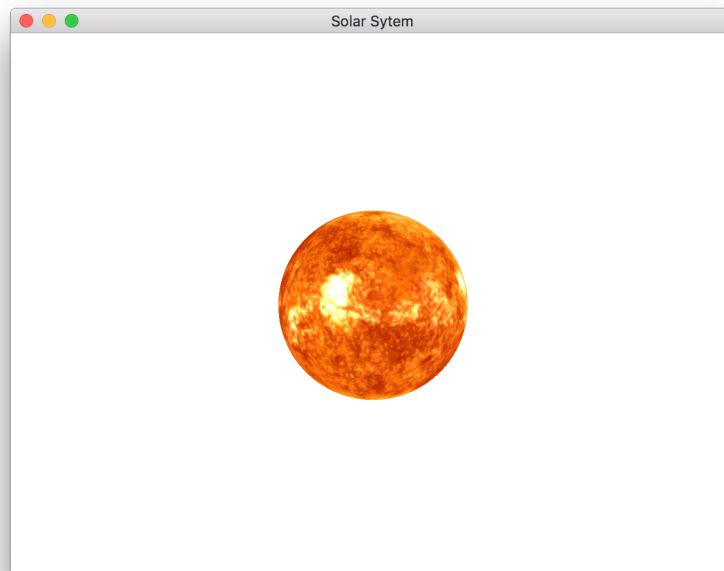


Figure 1: Expected program output.

This ungraded assignment is primarily intended to ensure the provided OpenGL framework code properly builds and runs on your computer. Instructions for building the code can be found in README.md of the zip archive. You are also encouraged to browse through and familiarize yourself with the code; the next few assignments will ask you to add various functionalities to it.

Please do make sure the OpenGL code works on your computer during this assignment; in later weeks, we will not provide assistance in setting up the code.

OpenGL Framework

Download and unpack `assignment_4.zip` and refer to its `README.md` for instructions on building the framework code. If all goes well, you should see the window shown in Figure 1 when you run the `SolarSystem` binary.

Grading

This assignment is ungraded.

What to hand in

A `.zip` compressed file renamed to `ExerciseN-GroupI.zip` where N is the number of the current exercise sheet and I is the number of your group. It should contain **only**:

- A screenshot of the running OpenGL assignment code.
- A `readme.txt` file describing any difficulties you encountered in getting the OpenGL framework running.