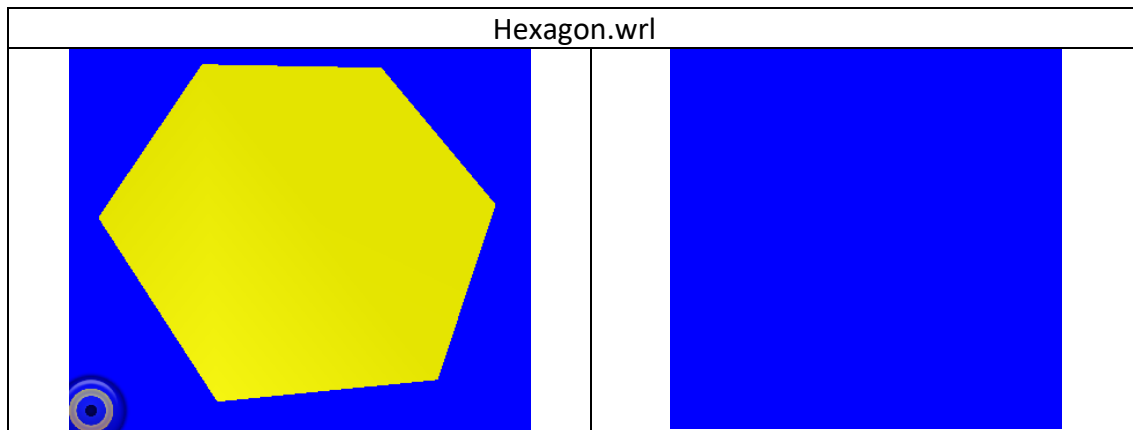


LAB 1 REPORT: VISUALIZATION USING POLYGONS

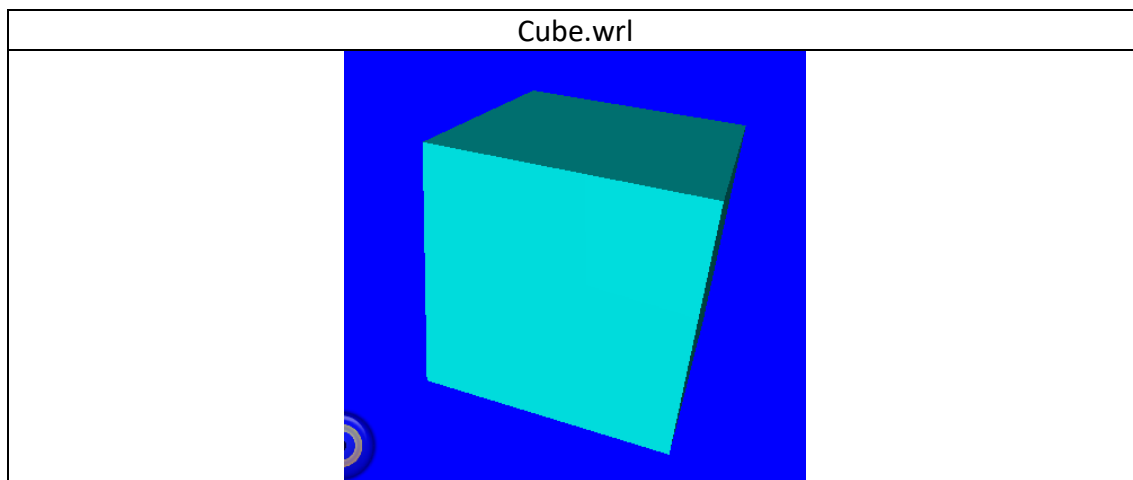
Escobero Hernández Guillermo (N1804693E) (SSR 1)

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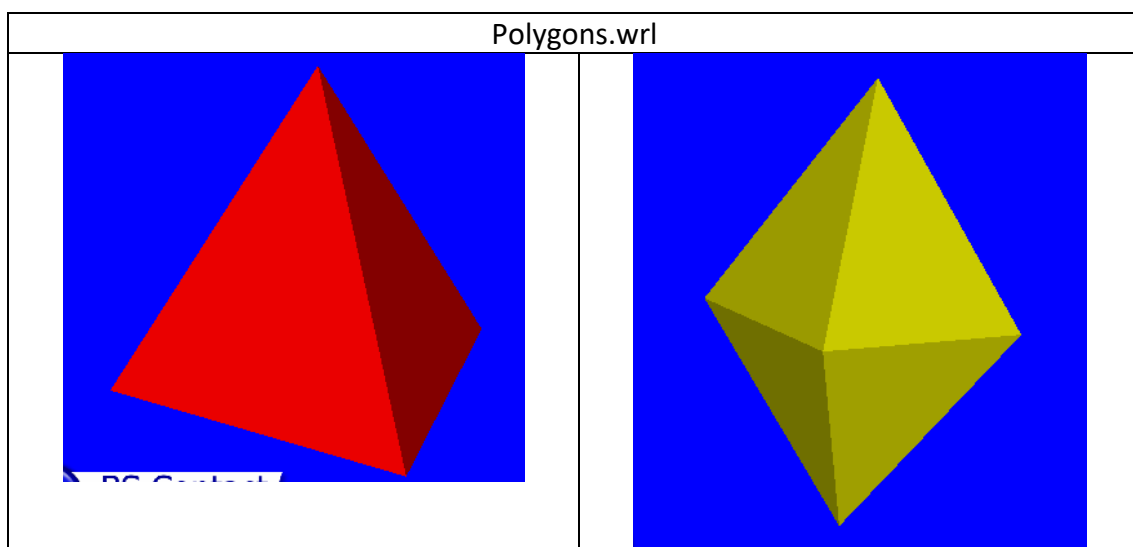
Displaying polygons



Note: Only one side of the hexagon is visible (following the right-hand rule with the order of vertices).

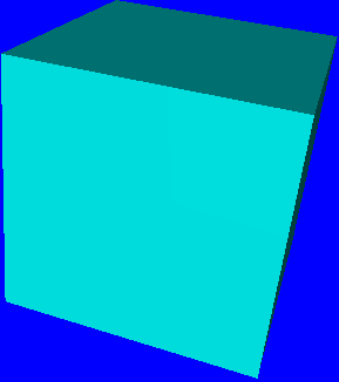
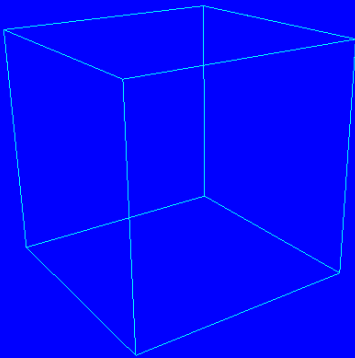


Notes: Unit cube. 8 vertices needed. Order of the vertices is important to make visible the outer sides.



Notes: The new polyhedron created is an octahedron. A new vertex and four new sides are added.

Experimenting with different graphics modes

<p>Flat</p> <p>This mode displays all the sides of the surface.</p>	
<p>Vertices</p> <p>Only vertices (points) are displayed.</p>	
<p>Wireframe</p> <p>Only vertices and edges are displayed.</p>	

Experimenting with color

- If a negative number is passed as an argument in `diffuseColor`, VRML will take it as a 0.
- If we use a value greater than 1, we get a slightly brighter color. In the left image, the values used were `[0 0 50]`, and in the right one the values were `[0 0 1]`.

