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*CZ2003 Computer Graphics and Visualization | Nanyang Technological University*

*Lab 1 report: Visualization using polygons*

*[Subtítulo del documento]*

# Displaying polygons

|  |  |
| --- | --- |
| Hexagon.wrl | |
|  |  |

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

|  |
| --- |
| Cube.wrl |
|  |

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

|  |  |
| --- | --- |
| Polygons.wrl | |
|  |  |

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

# Experimenting with different graphics modes

|  |  |
| --- | --- |
| Flat This mode displays all the sides of the surface. |  |
| Vertices Only vertices (points) are displayed. |  |
| Wireframe Only vertices and edges are displayed. |  |

# 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].

