Computer Graphics Programming 1

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Operating System: Windows 10

Working hours: 6 hours

1. Render a scene.

   b. In this part, I create two triangles to implement flag pole that is attached to flag.

   c. In this part, I think it's important to figure out the structure of the whole project. I need to create a new shaderProgram(), and then modify the init() function.

2. Create an animated flag.

   I use glUniform1f() function to pass a time variable into vertex shader, and add it into update function.

3. Control by using keyboard.

   In this part, I finish part a.

   I complete left, right, front and back translation by glm::translate() function, and complete rotating the camera left/right by glm::lookAt() function.

   Problems: I was confused about the meaning of key control in each key.

   Solutions: Asking TA.

   Feedback: I think if the requirement can be more detailed, it will be better, especially in part 3. And I think it's a good way to check our result

is correct or not that we can get the correct result as an image attached at the end of assignment guidance.