**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.

1. Create an animated flag.

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

1. 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.