Homework 2

- Implement a program that renders the following image under the **orthographic** projection
  - Use polygons to render 國立中興大學 and the logo
  - Use triangles to render National Chung Hsing University
- Each color and vertex of above polygons and triangles are manually defined by yourself

Homework 2

- Modify your homework 1
  - Use vertex arrays to store your vertex and color data
  - You also need to use interleaved arrays to store your vertex and color data
- **glutKeyboardFunc**
- Keyboard 1
  - Use **glDrawArrays()** to draw polygons stored in **vertex arrays**
- Keyboard 2
  - Use **glDrawElements()** to draw polygons stored in **vertex arrays**
- Keyboard 3
  - Use **glMultiDrawArrays()** to draw polygons stored in **vertex arrays**
- Keyboard 4
  - Use **glMultiDrawElements()** to draw polygons stored in **vertex arrays**

Homework 2

- Mouse right click
  - Rotate the scene by x-axis
- Mouse left click
  - Rotate the scene by z-axis
- Mouse middle click
  - Rotate the scene by y-axis

Homework 2

- The content of the image should not be clipped
- Hint
  - You may need to create a larger view volume under the orthographic projection
  - Be sure to use Visual C++ 2013 for coding
    - Otherwise 0
  - Be sure to include glew and glut libs/dlls in your project
    - Otherwise 0
- Always Copy = Delay = 0

- Deadline: 4/11 23:59
- TA賴昀揚
  - g105056037@mail.nchu.edu.tw
  - Upload to E-Campus
    - Zip the whole project and remove complied files!
    - Otherwise your grade will be deducted by 10 each
- Title
  - 成圖技術與應用第2次作業_學號_學生名.zip
    - WindowsProgramming_2ndHomework_student number_student name.zip
  - Otherwise your grade will be deducted by 5
- In the source code, you need to add the identifications below
  - Otherwise your grade will be deducted by 20

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/**************************
4001234567 王小明 第2次作業4/11
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