

# Homework 3

- Implement a program that renders the following image under the **perspective** 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



National Chung Hsing University

# Homework 3

- **glutKeyboardFunc**
- Keyboard w
  - Move forward
- Keyboard a
  - Move to left
- Keyboard s
  - Move backward
- Keyboard d
  - Move to right
- Keyboard space
  - Jump

# Homework 3

- Keyboard b
  - Change the flag
- If the flag is true
  - `glCullFace(GL_BACK)`
- Otherwise
  - `glCullFace(GL_FRONT_AND_BACK)`
- Mouse right click
  - Rotate the field of view by x-axis
- Mouse left click
  - Rotate the field of view by z-axis
- Mouse middle click
  - Rotate the field of view by y-axis

# Homework 3

- The content of the image should not be clipped
- Hint
  - 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: 4/26 23:59
- TA賴昀揚
  - [g105056037@mail.nchu.edu.tw](mailto: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3次作業\_學號\_學生名.zip
    - WindowsProgramming\_3rdHomework\_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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