CSE423: Computer Graphics
Fall 2022
Lab Assignment 1

Important Instructions for the Assignment:

- Before starting this assignment, please make sure you have installed the mentioned **OpenGL libraries** in your System.
- The skeleton code is provided. You can use that for completing the tasks or design your own.
- For submission, paste your source code along with the screenshots of the output in a single doc file and submit it in the classroom.
- You have to submit in the classroom. Please follow the submission instructions carefully. Failure to follow, will be subject to 20% to 50% marks penalty.
- The deadline for submission is to be strictly maintained. **Late submission will not be accepted.**
- **Any form of plagiarism will automatically cancel your assignment.** Please refrain from such activities.

Task 1: Drawing Pixels

You are supposed to draw **50 pixels** (coordinate points). For this you need to generate **100 random** values (50 x - coordinates and 50 y - coordinates). You do not need to join any pixels for this task.

Task 2: House Building

You are to draw a **House** using the base primitives: points, lines, or triangles. You can use *GL_POINTS*, *GL_LINES* or *GL_TRIANGLES* for designing this house. A diagram has been provided as an example. You can modify the house design to your liking.