- 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



National Chung Hsing University

- 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**

- Keyboard
 - W Move forward
 - A Move left
 - S Move right
 - D Move backward
- 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
- glutIdleFunc
 - NCHU icon
 - Automatically rotate
 - Automatically change color



- 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++ 2015 for coding
 - Otherwise 0
 - Be sure to include glew and glut libs/dlls in your project
 - Otherwise 0
- Always Copy = Delay = 0

- Deadline: 4/7 23:30
- TA廖宜聖
 - g107056049@mail.nchu.edu.tw
 - Upload to iLearning
 - 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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