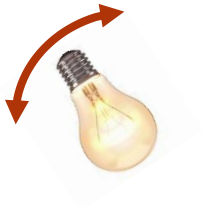
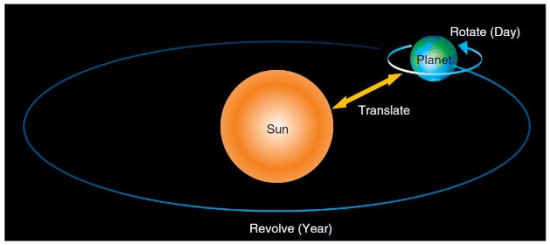
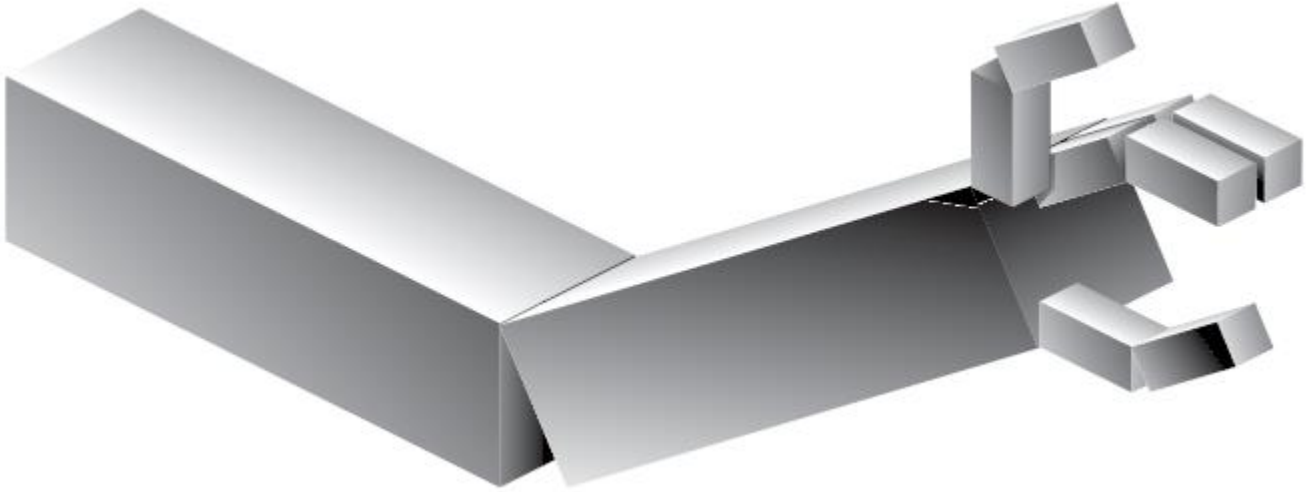
Homework 5

- Follow your homework 4 and light the scene
  - The sun will be light 0
  - The lamp will be light 1







Homework 5

- All the fingers must have different material properties
- You can use **glutSolidSphere** to represent arms and fingers
- Enable/Disable full screen by clicking z
  - **glutXXX**
- **glutIdleFunc**
  - Automatically rotate the planet in both self-rotation and revolving
  - Automatically rotate the lamp
- Build floors and walls in the scene
- Perform collision detection among the robot arm, floors and walls

Homework 5

- Hint
  - You may need to create a larger view volume under the perspective projection
  - You can use glut functions
  - 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: 5/13 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5次作業_學號_學生名.zip
    - WindowsProgramming_5thHomework_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

```
/**************************
4001234567 王小明 第5次作業5/13
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```