

**Game-3111 Advanced Graphics Programming Lab**  
**Drawing in DirectX**  
**Lab 4**

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## **1 Introduction**

In this lab you will practise drawing in DirectX.

## **2 Logistics**

You may work individually or in pairs for this assignment. All submissions for this lab are electronics. If you are working as a pair, only one submission is required for two students but make sure that both your names are included in the submission. Either student may make the submission.

## **3 Instructions**

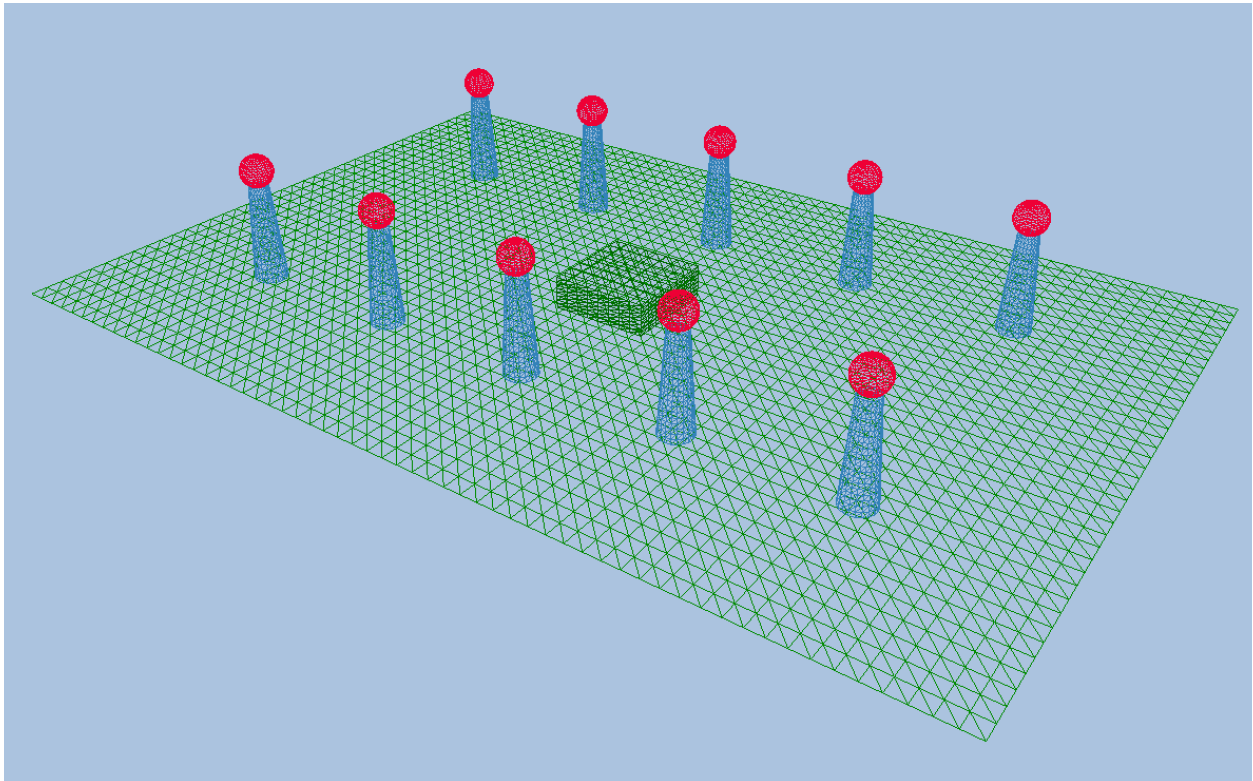
Download the example project uploaded on blackboard and modify the code in there to fulfill the requirements for this lab.

## **4 Deliverables**

You will need to submit a zip folder containing the modified project and a screenshot of your running application.

## 5 What you need to do

1. Download the project from blackboard.
2. Run the project and familiarize yourself with how the geometry generator class works. Below is the scene being rendered from the project.



3. Write a new method in the geometry generator class that would generate the diamond from Lab #3.
4. In the ShapesApp.cpp file, try to understand how the scene is rendered.
5. Change the colour of the Balls on top to yellow instead of red.
6. Create a diamond with a white colour that sits on top of the box in the scene above.