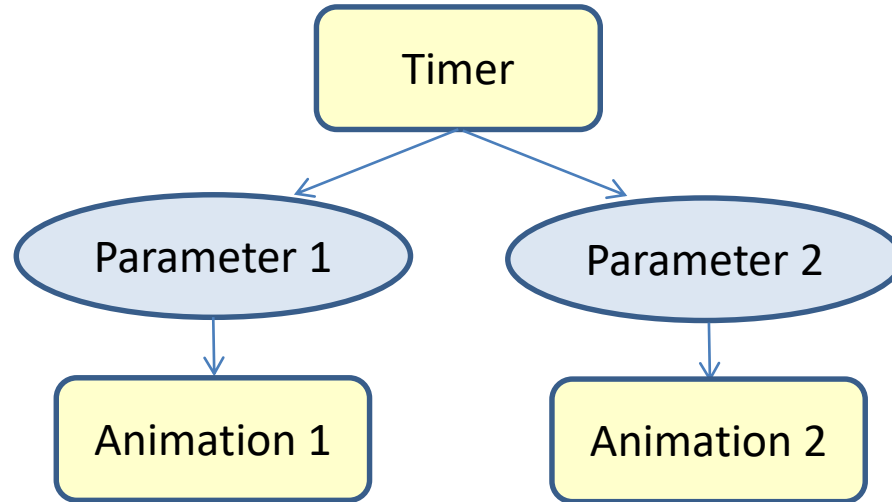


# COSC363 Assignment-1

# Synchronized Animations

Sample structure



## Properties:

- Continuous animations that do not require any user input
- Displays an interaction between two or more object models or motion sequences.

# Smooth Animation

- Use double buffering for generating the display of a smooth animation sequence.
- Requires two simple changes in your program:

```
/*-----The main function-----*/  
int main(int argc, char** argv)  
{  
    glutInit(&argc, argv);  
    glutInitDisplayMode (GLUT_DOUBLE | GLUT_RGB | GLUT_DEPTH);  
    glutInitWindowSize (700, 700);  
    glutInitWindowPosition (10, 10);  
    // ...  
}
```

Change GLUT\_SINGLE to  
GLUT\_DOUBLE in main()

```
/*-----The display function-----*/  
void display(void)  
{  
    glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT);  
    glMatrixMode(GL_MODELVIEW);  
    glLoadIdentity();  
    ...  
    ...  
    ...  
    glutSwapBuffers();  
}
```

Change glFlush() to  
glutSwapBuffers()  
in display()

# Information, Examples

- Sync Animations: Discussed in lectures (weeks 4,5). Examples shown.
- Object modelling: Lec04, Lab01, Lab03, Lab04
- Camera motion in scene: Lab04
- Texture mapping: Lec05, Lab04
- Planar shadows: Lec03, Lab03
- Spot light: Lec03, Lab03 (Spotlight\_Demo.cpp)
- Skybox: Lec05

# Assignment Help

- Next week's labs will be used for providing assignment help.
- Since 2<sup>nd</sup> April is a holiday, students in Friday's lab group please attend any one of the following lab sessions:
  - Monday 4pm-6pm
  - Wednesday 10am-12noon
  - Wednesday 4pm-6pm
  - Thursday 10am-12noon

# Assignment-1 Due Dates

- Due: 11:55pm, Thursday 1 April 2021.
- Dropdead date with 15% (3 marks) penalty: Thursday 8 April 2021.
- Extensions: **Watch this space!**