Assign1: OpenGL Basics

Using OpenGL and no modelling tool – you must create your own vertices, recreate the computer setup of David Lightman in the classic hacker movie, **War Games**. Start with the basics, because you may not get beyond them.

Below is an image that you will work from, although we will be making a change or two. (See description accompanying images.)

You are concerned primarily with shapes. Note that while most of the gear can be represented as "rectangular cuboids", the keyboard, table legs, marbles and Coke can cannot.

The mainframe behind the personal computer gear on the table is the famous WOPR.



Fig 1.  Note the mess on the table top nearest the camera. That will be replaced in your model with a Coca-Cola can and a set of at least three marbles. Forget all the wires, and don't try to accurately recreate all the circuit boards. Surface details would normally be provided by textures, but you may just use colors for the face.
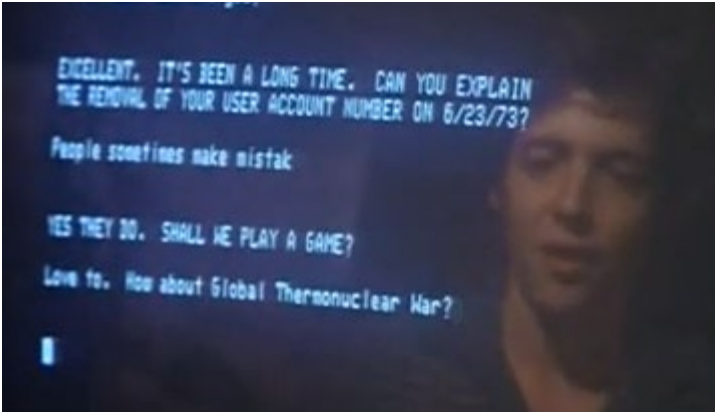
This image will serve as a guide only. Your screen will display:

SHALL WE PLAY A GAME?
Love to. How about Global Thermonuclear War?
WOULDN'T YOU PREFER A NICE GAME OF MARBLES?

Fig. 2

Provide three jpeg screen shots along with your code on the java drive in a folder named ASSIGN6.

Screenshots:

1.  Similar to that shown in the picture above (Fig. 1).
2.  Showing the screen message and some context (similar to Fig. 2).
3.  Whatever you are most proud of.

Due date: Nov 2

Tip – You may find it useful to look ahead at Ch10 experiments: GluQuadrics and GlutObjects