

SSN COLLEGE OF ENGINEERING, KALAVAKKAM
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

CS2405 – COMPUTER GRAPHICS LAB

Lab Exercise 1 : Study of Basic Output Primitives in OpenGL

- 1.a). To create a window using OPENGL and to draw the following basic output primitives –
POINTS, LINES, LINE_STRIP, LINE_LOOP, TRIANGLES, TRIANGLE STRIP,
TRIANGLE FAN, QUADS, QUAD_STRIP, POLYGON.
- b) To create a window and draw a checkerboard using OpenGL