

CSE 410 (Computer Graphics Sessional)

Problem Statement:

You have to simulate a 3D rotating windmill using OpenGL. The base will be 4 rectangular faces. There will be 3 triangular blades at 120° apart and a pole (drawn using 4 rectangular faces) securing the blades.

Controls:

- a: Rotate the entire windmill left
- d: Rotate the entire windmill right
- w: Increase the blade speed
- s: Decrease the blade speed