

SSN COLLEGE OF ENGINEERING
DEPARTMENT OF COMPUTER SCIENCE AND
ENGINEERING

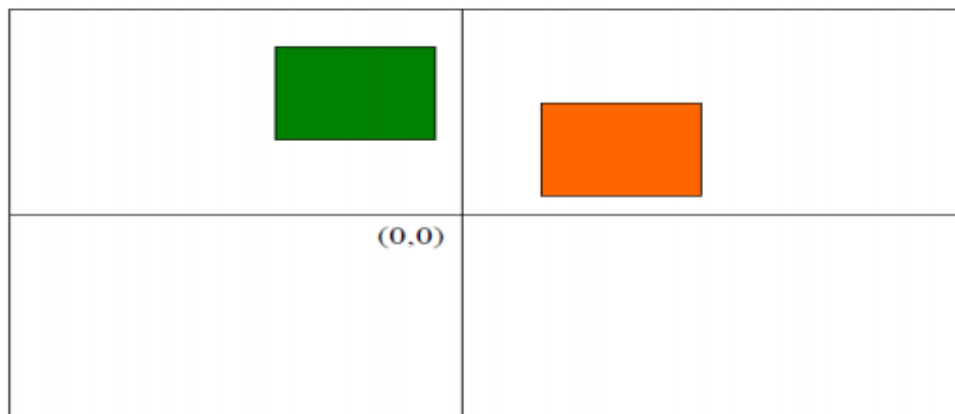
UCS1712 – GRAPHICS AND MULTIMEDIA LAB


EX NO: 5a – 2D Transformations – Translation, Rotation and Scaling


1. Write a C++ menu-driven program using OPENGL to perform 2D transformations – translation, rotation, scaling for line and polygon.

Sample Output:

For translation:



 Before Translation

 After Translation

Similarly, for all transformations.

Note:

1. Draw the object using GL_QUADS by getting input for the vertices from the user.
2. Apply transformations to the vertices of the object [Get the input - choice of transformation and the necessary transformation factors from the user]
3. Redraw the object after transformations [Use homogeneous coordinate representations]