

SSN COLLEGE OF ENGINEERING
DEPARTMENT OF COMPUTER SCIENCE AND
ENGINEERING

UCS1712 – GRAPHICS AND MULTIMEDIA LAB

EX NO: 5b – 2D Transformations – Reflection and Shearing

1. Write a C++ menu-driven program using OpenGL to perform 2D transformations – reflection and shearing for polygons.
 - a. Reflection – Show reflection along x-axis, y-axis, about the origin, about line $x=y$.
 - b. Shearing – Show shearing along x-axis and y-axis

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]