

Lab Exam Course: CPCS 391 Computer Graphics (I)

Term: 2024-2nd. Date: 15/5/2024. Time: 110 minutes. Total Marks: 10 Marks

General Instructions:

- The project name should be **your name**. For example: Bilal
- Write your information as comments at the beginning of your code:
 - Your Name
 - Your ID
 - Your Section

Create a LWJGL file that implements the following:

1. Change the frame title to **your ID**.
2. Create a 2D shape using GL_TRIANGLE_STRIP.
3. Rotate the shape by **200** degrees in **Z axis only**.
4. Change the color of the shape to **any color of your choice**.
5. Apply **rotate animation** to the shape such that it rotates continually on **Y axis**.

Create another LWJGL file that implements the following:

1. Convert the 2D shape to 3D or add a texture to it.
2. Apply translation **interaction** to the whole canvas such that it move in all four directions using W, A, S, and D keys.
3. Apply scaling **interaction** using the following keys on the keyboard:

The key	The associated action
U	Increase its size on Y
J	Decrease its size on Y
K	Increase its size on X
H	Decrease its size on X
M	Increase its size on Z
N	Decrease its size on Z

- ❖ After you finish, save a screenshot of your final output, and upload it along with your project folder as a Zip file to Blackboard.

All the best...