

AGA ASSIGNMENT (OPEN GL)

1. (a). Write a program to draw a line, a polygon and fill color in it.
(b). Write a program to display the text in a rectangle with changing the color of text on different background.
(c). Modify the above program to rotate the colored text in a circle using double-Buffering and using window reshaping on it.
2. Write a program to display the different colored stippled lines and colored stippled Polygons (use both convex & concave polygons).
3. Write a program to display an object (represented by collection of triangles) using the greedy tri-stripping (triangle Strip winding & triangle Fan winding) and use:
 - a) GL_TRIANGLE_STRIP
 - b) GL_TRIANGLE_FAN
4. Write a program to display a 3D house having a door and window. (Use both convex & concave polygons).

NOTE:

1. Assignment to be done on groups of 2 members.
2. Assignment to be submitted at the mail id: agaassignment2018@gmail.com.
3. Submission date for the assignment: 15th feb, 2018. (Submit the assignment as per the submission date, after that penalty will be considered).
4. Submit your assignment as a zip file named with your roll no. The zip file should contain executable code file and snapshots or avi of your result.