

IS F311
Computer Graphics
BITS Pilani, Hyderabad Campus
Assignment -2
Due Date : 4th November 2016 (by Midnight IST)
Total Marks: 24 (weightage : 8%)

Objective: Objective of this assignment is to understand 3D viewing pipeline and basics of object modeling.

Task I: Create a Children's park with the help of openGL primitives. Use openGL transformations to put the props used at the right place. Everything should be solid colored and you are not allowed to use textures. Try to be creative. **[5]**

Task II: Download Blender and create a prop using Blender. Save it as obj format and import it in openGL and then place it correctly in your scene. **[6]**

Part II: Write functions to interact with your scene. For example write functions to pan, zoom, roll the camera. **[5]**

Make HTML pages of the output of your program. Aesthetics is important for this assignment. **[8]**

General Instructions:

1. This assignment will be done in groups of max three students.
2. You need to submit your working code and HTML pages in zip file to me by the deadline.
3. The name of the file should be **id1_CG_A2.zip**.
4. The zip file should be mailed to rayt@hyderabad.bits-pilani.ac.in by deadline.
5. **You can discuss with your friends but refrain from copying the code and submitting. Also please do not use code downloaded from internet.**
6. You have to demo the code to the instructor on a scheduled date and timing after submission. **It is important to attend the demo, as absence from demo will amount to no credit for the assignment.**