# Homework 2

**This is an individual assignment! Any obvious copying of code and/or likeness to other students' work will be penalized with zero points for all affected parties.**

**Submit all created or modified files – source, libraries, data and outputs printed and stored (all of the above files plus the exe file) on my pen drive by the due date.**

**Then, the assignment must be demoed to get the final evaluation. This will be done soon after the due date.**

**Problem1. :                                    (Max number of points is 50)**
Basic drawing. Improve your village of houses from Hw1 having in mind that this is now individual assignment - **max 25 points.**

**For creativity** utilization some interction with a mouse, some transformations etc - **max 25 points**

**Problem 2:                                    (Max number of points is 50))**
Create a scene containing a car and surrounding environment. Utilize the village from the previous problem. The car should be visible from the side, i.e. front&back doors, front&rear tires, matching windows, etc. Utilize hierarchical display lists for the car (help ppt in the Lab1 file collection). Use appropriate colors/stippling and masks for the different car and scene parts.

**The above description of problem 2 presents the Basic Version - max 25 points.**

**Creativity:**

    **a)**  For car creativity (defined as elements of it being rendered efficiently, good/appropriate use of colors, stippling, masks), **4 points max**.

    **b)**  For additional scene elements added to the village from the previous problem – **max 8 points**

    **c)**  For hierarchical display lists - **max 3 points**

    **d)**  Then, animate the car so it appears to be moving along a road (tires rotating), passing some trees and/or houses, i.e. basic movement, proper starting/stopping of the car – **max 6 points**

    **e)**  For creativity in the "animation" with all necessary elements participating – **max 4 points**

**Total max points for creativity is 25 points**