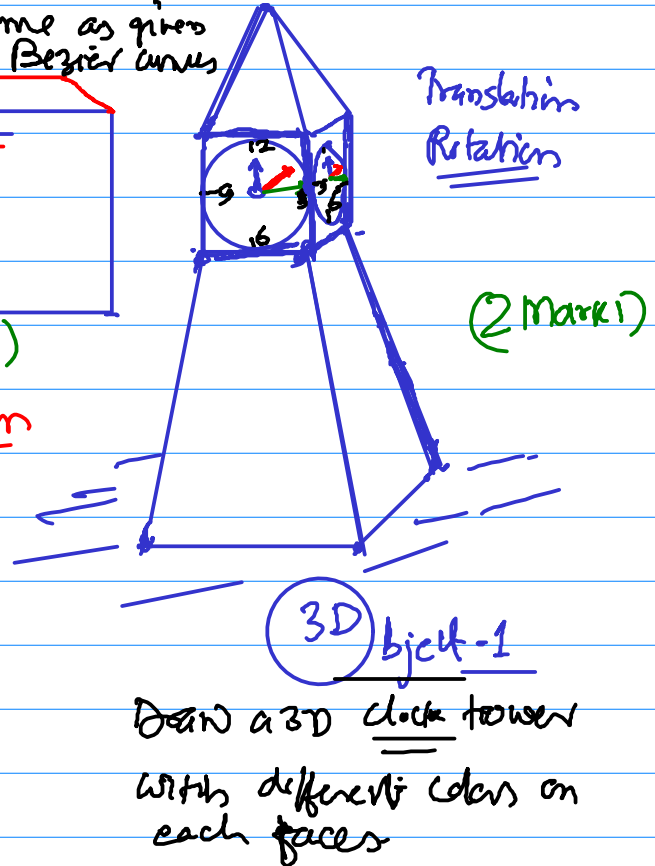
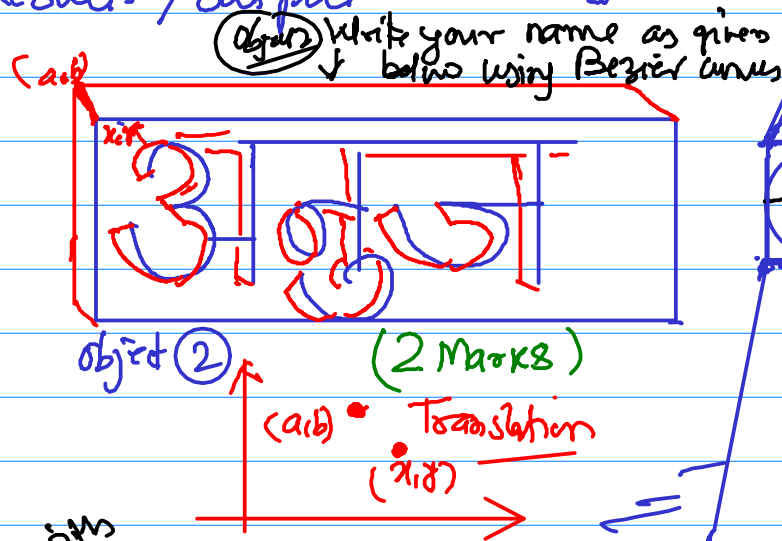
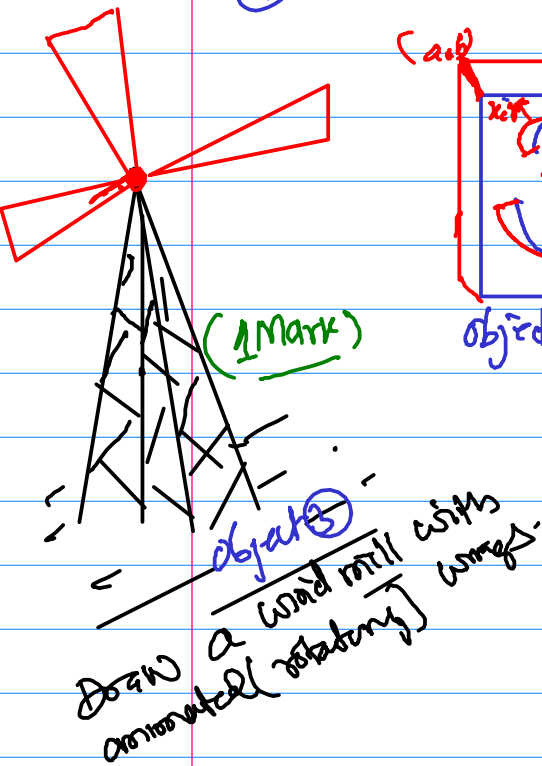


# Title: Assignment of Computer Graphics 05/11/2020

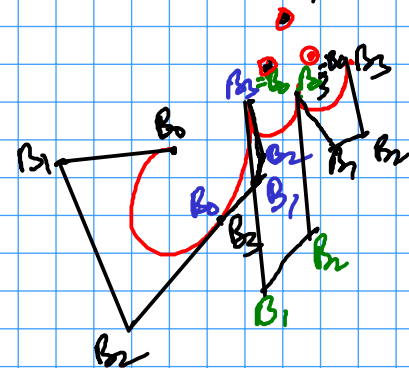
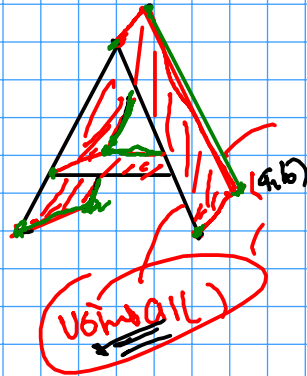
- |   |            |                |
|---|------------|----------------|
| ① <u>Objective</u> / <u>summary</u>       | } 1 (mark) | Max. Marks - 7 |
| ② Methodology / planning                  |            |                |
| ③ (Actual) <u>code</u> / <u>execution</u> | } 1 (mark) |                |
| ④ Results / output                        |            |                |



Notes: Object 1:

- ① Use `glBegin(---)` `glEnd()` to draw different faces of the tower
- ② You may use rotation / translation for this purpose
- ③ Draw a clock (as per the sample code available on module in your Computer Graphics code)
- ④ Use rotation `glRotate3f(---)` to create faces clock on different faces

- Object 2:
- ① Use Bezier curve to draw all the characters in Devnagiri (Urdu / Telugu / etc.) as given in the sample codes
  - ② Use translation/rotation to make name (3D) / (2D).



(Part of planning)

Object 3 Use code as given in sample program

