CSE4204 | Computer Graphics Lab | Assignment – 3

Create a 3D octahedron using index buffer. The color of each side of the octahedron should be different. You have the freedom to choose any color you want.

For pressing LEFT and RIGHT arrow keys, the octahedron will rotate (-ve) and (+ve) along the Y-axis. For pressing the Up and Down arrow keys, the octahedron will rotate (-ve) and (+ve) along the X-axis. Also, the octahedron will scale up and down for pressing the A and S buttons.
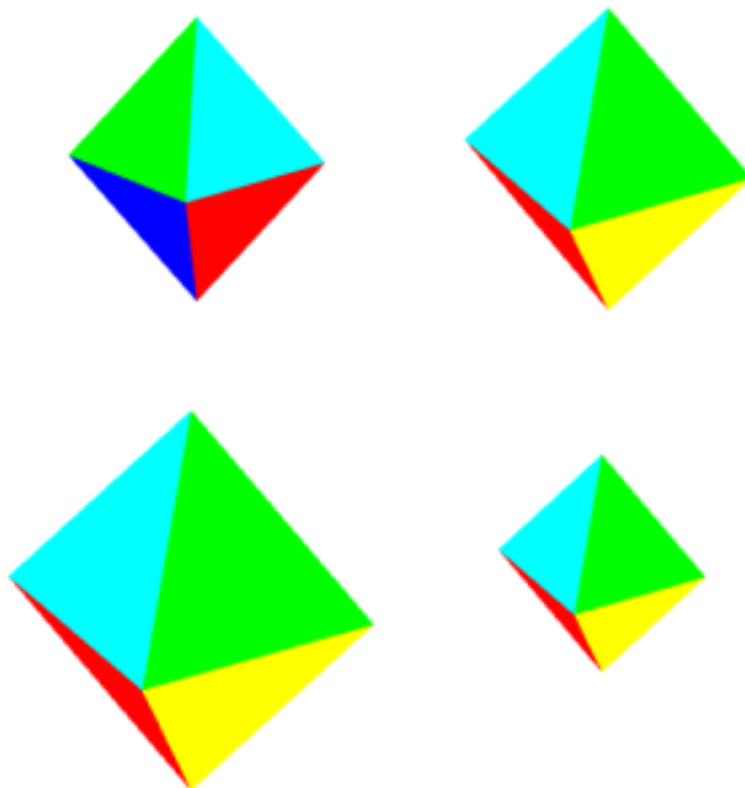

Figure: Different Example States of the 3D Octahedron.

Hints:

- You must carefully define the order of the vertices. For front-facing triangles, the order of the vertices should be counterclockwise and vice-versa

Evaluation: Coding + Viva