**COMPUTER GRAPHICS ASSIGNMENT 2 REPORT**

**Georgiadis Nikolaos**

**Task 3a**

After specifying the vertices in the buffer array we run the CG\_assignment2.py:

Icon

Description automatically generated

**Task 3b**

After buffering the texture data we run the CG\_assignment2.py:

Logo, icon

Description automatically generated

**Task 3c**

After filling the missing data of *uv\_buffer\_data* we run the CG\_assignment2.py:

Logo, company name

Description automatically generated

**Task 4**

After the implementation of *init\_context\_load* function, we comment the *init\_context\_raw* and uncomment the *init\_context\_load* function (located at main function). Then we run the CG\_assignment2.py:

A picture containing logo

Description automatically generated

**Task 5**

We subtract a vectror4 from the vertices at the vertex\_shader.glsl:

Text

Description automatically generated

We divide by 2 the colors at the fragment\_shader.glsl:

Text

Description automatically generated

Then, when we run the CG\_assignment2.py, the cube’s initial location is a little bit more left and down regarding the previous initial location. Also its color is grey:

Shape, rectangle

Description automatically generated with medium confidence