GRAPHICS
LAB 0

PROBLEM STATEMENT

You are required to install required tools to use OpenGL API and create OpenGL template. Use the template to create a new project and include the source code in this link .

For variables mentioned below try different values and report the effect of each of them on the drawn lines:

•orthoLeft

•orthoRight

•orthoBottom

•orthoTop

•orthoNear

•orthoFar

•offsetX

•offsetY

•windowWidth

•windowHeight

You are also required to deduce the coordination system of the screen and specify the location of its origin(e.g. which screen corner contains(0, 0)point of the screen)based on this experiment.

EXPLANATION

- Ortho left: Identifies the left boundary of our plane
- Ortho right: Identifies the right boundary of our plane
- Ortho bottom: Identifies the bottom boundary of our plane
- Ortho top: Identifies the top boundary of our plane
- Ortho near/far: Identifies the surface/depth of our plane (3D)
- OffsetX/Y: Offset from the X/Y coordinates
- WindowWidth/Height: Specify the dimensions of our window

We can deduce that the origin is in the bottom left corner by changing the coordinates of the points forming the 2 lines and observing the change.