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.**