

IS F311
Computer Graphics
BITS Pilani, Hyderabad Campus
Assignment -1
Due Date : 25th October 2023 (by Midnight)
Total Marks: 6 (weightage : 6%)

Objective: Objective of this assignment is to understand 3D viewing pipeline and basics of object modeling

Exercise 1: Create your own hostel room with the help of OpenGL primitives. Use OpenGL transformations to put the props used at the right place. Everything should be solid colored and you are not allowed to use textures. Try to be creative. [3]

Exercise 2: Write functions to navigate your scene by panning, zooming, and rolling the camera. [3]

- The assignment has to be coded completely in C/C++ and OpenGL.
- Design the coded properly.
- Develop HTML pages to document the results produced by your code, issues in coding, general discussion on the algorithm, references, and any other remarks.
- Work towards producing aesthetically pleasing outputs. Credits will be given for creative outputs.

General Instructions:

1. This assignment can be done in groups of no more than three students.
2. **Try to maintain the same group as of Assignment-1.**
3. The code should be well indented, well commented and easily readable. Points will be deducted for an unorganized and uncommented code.
4. You need to upload your working code, and HTML documentation in zip file on CMS by the deadline.
5. The name of the file should be id1_CG_A2.zip, where id1 refers to the ID of only one member of the group.
6. You can discuss with your friends but refrain from copying the code and submitting. Copied codes will receive no credits for the entire assignment.
7. You have to demo the code to the instructor on a scheduled date and timing after submission. Absence during demo would mean no marks.