

HW2

1. Problem Statement:

The objective of this assignment is to create several 3D scenes using the basic knowledge of OpenGL. Here, I created a circular structure of teapots, pyramids of teapots, and finally after doing some research and OpenGL skills I was able to produce a 3D person.

2. Implementation and Results:

Code Editor : VS Code

Compiler: g++

Operating System: Linux

I also used OpenGL in this project to create 3D objects

Result:

When you run the main.cpp file, it produces 4 outputs. Problem1 generates a circular teapot, problem2 generates ladder structure, problem3 generates a pyramid of teapot, and problem4 generates a man shaped 3D structure.

3. Reference:

I used stack overflow to lookup the syntax and similar examples.