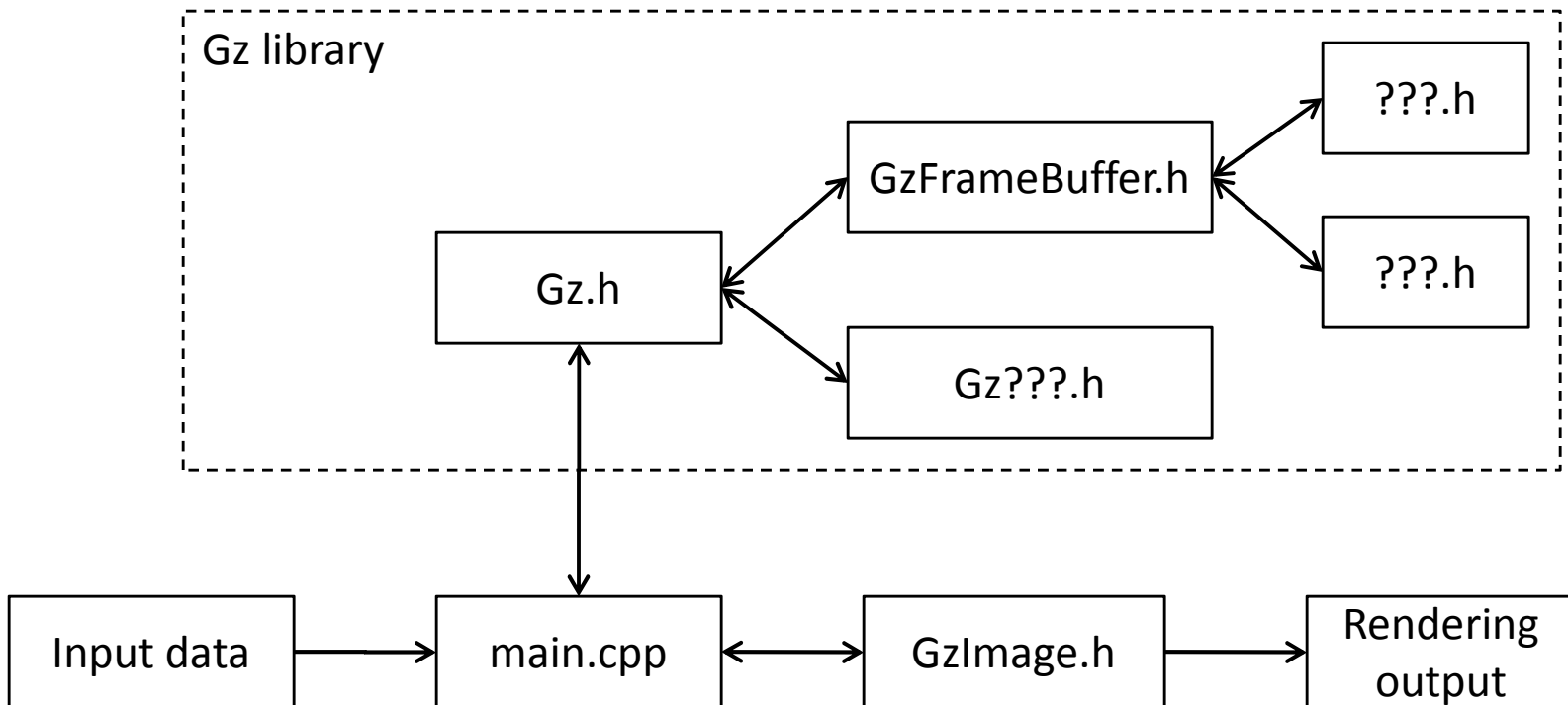# Assignment 1: Frame buffer

- Architecture:

- **Task:** Complete Gz.cpp, GzFrameBuffer.cpp, Gz???.cpp, etc.

Assignment 1: Frame buffer

- ## Pipeline: main.cpp

```
#include "Gz.h"
Gz gz;

gz.initFrameSize(640, 480);          ← Initialization

gz.clearColor(GzColor(1, 1, 1));
gz.enable(GZ_DEPTH_TEST);
gz.clearDepth(-20);                  ← Setting up
gz.clear(GZ_COLOR_BUFFER | GZ_DEPTH_BUFFER);   rendering
                                       options

gz.begin(GZ_POINTS);
gz.addVertex(GzVertex(x, y, z));
gz.addColor(GzColor(r, g, b));       ← Rendering primitives
gz.end();

gz.toImage().save("result.bmp");     ← Ouput rendering result
```

Assignment 1: Frame buffer

- Compile and Run the Code
  - MS Visual C
    - Open hw1.sln
    - Compile
    - Run hw1.exe
  - GNU C++
    - **make**
    - **./hw1**
- Submission
  - All packed to single zip file, submit to WebCT
  - Deadline: **August 07, 2010 at 23:00**