

Assignment 1: 2D Normalized Screen Coordinates

Using only colored triangles, create a Tangram version of a cat, similar to the one shown as soon as you run the assignment application. Only modify the file `triangles.hpp`, which is included in the main code contained in file `A01.cpp`.

In particular, use the given procedure:

```
A->Triangle(float x1, float y1, float x2, float y2, float x3, float y3,  
float r, float g, float b)
```

to draw a triangle with the given vertices, and the provided color. The function draws a triangle connecting points (x_1, y_1) , (x_2, y_2) and (x_3, y_3) , colored with the (r, g, b) specified color. Vertex are expressed in Normalized screen coordinates, (i.e. in range $[-1, +1]$), following the Vulkan convention. The red, green and blue (r, g, b) values are in the range $[0, 1]$. Three examples of uses of the function are already provided in file `triangles.cpp`. Once you have understood how they work, remove them and start drawing your house. It is not required to be identical to the one shown by the program: such drawing is given just as a reference.

Pressing the SPACE BAR, changes the visualization.

