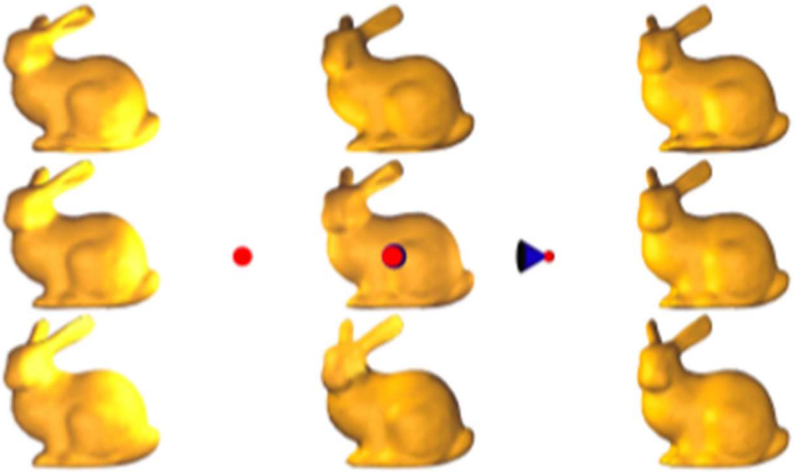
Computer Graphics



3D Programming

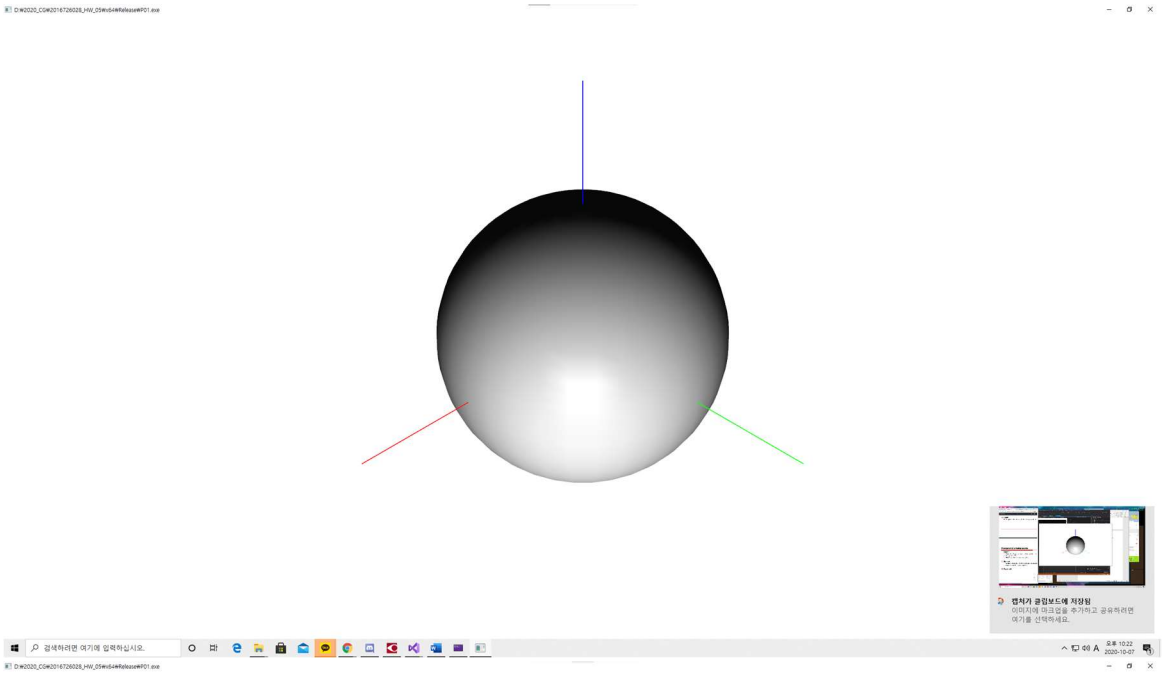
P05_3D_CPP

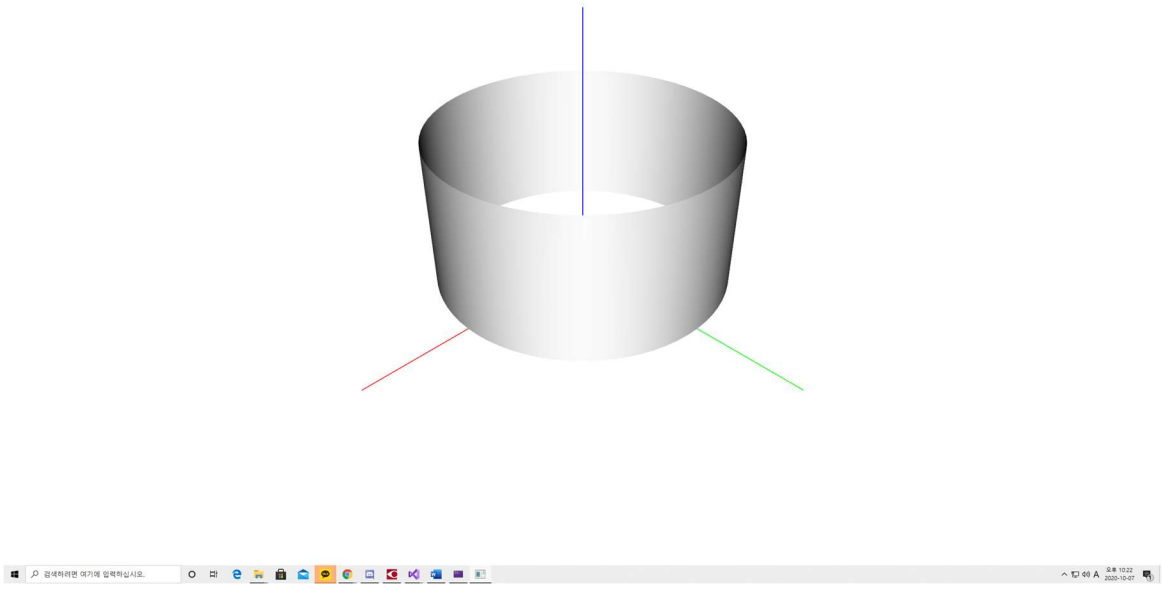
이민재 | Computer Graphics [심화전공실습 1] | 2020/10/07

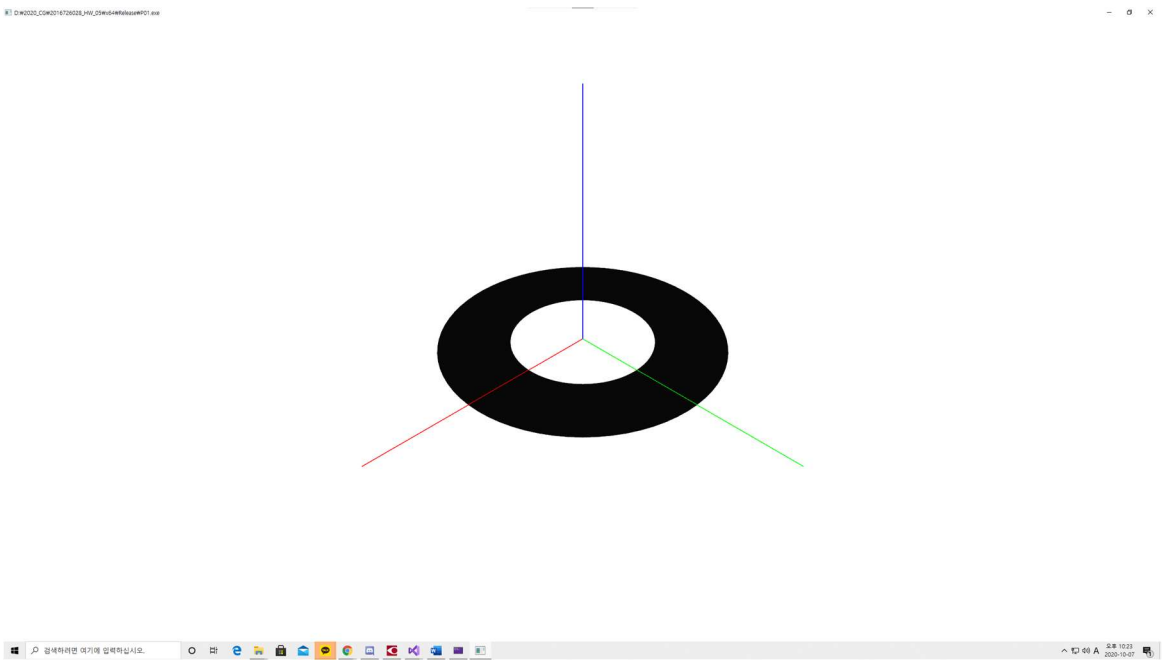
	P01	P02	P03	E01	E02	Total
SCORE	1	1	1	0	0	3

P01 (Draw OpenGL quadric objects: sphere, cylinder, disk)

<SNAPSHOT>







P02 (Polygon fill on/off)

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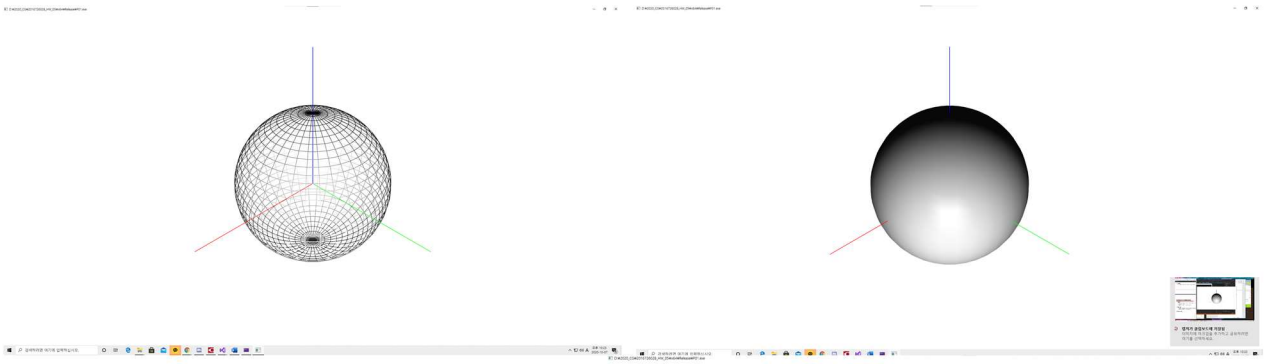

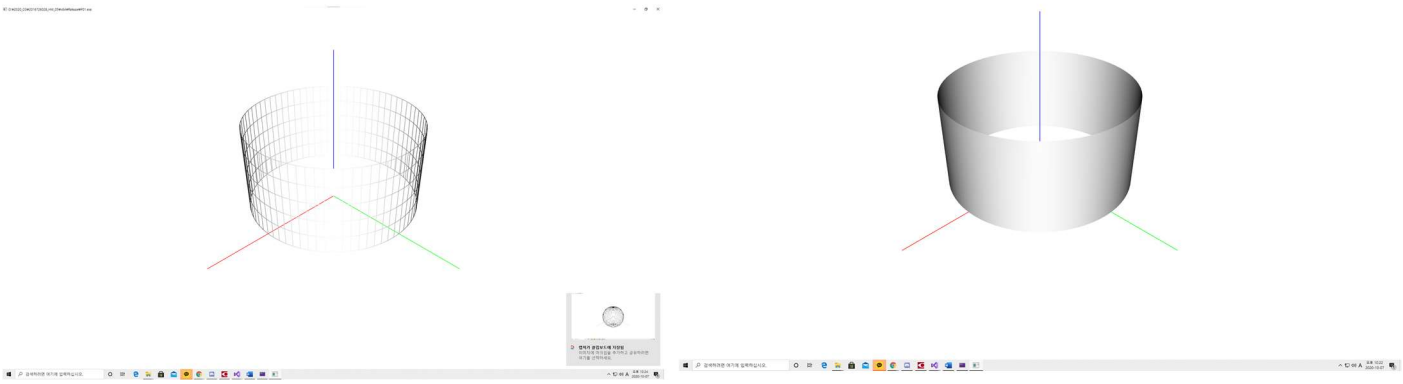

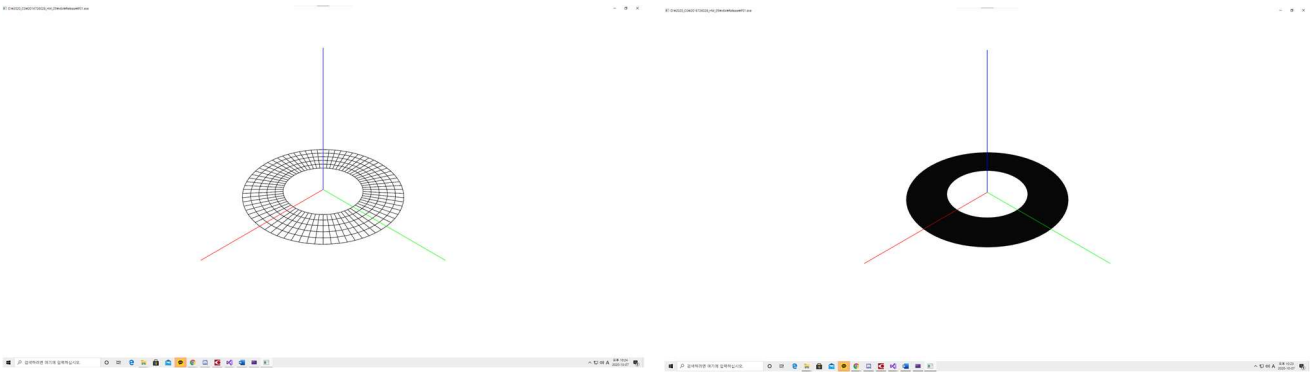
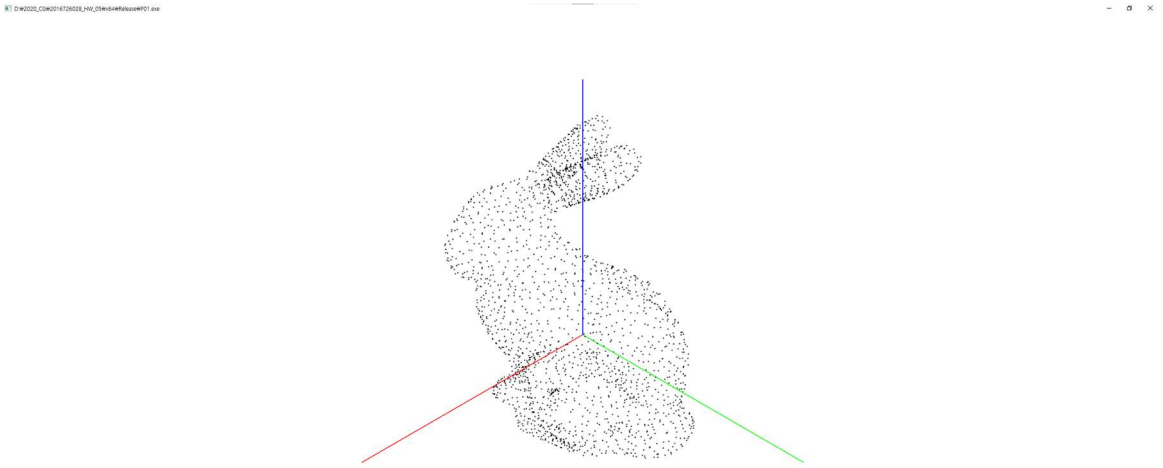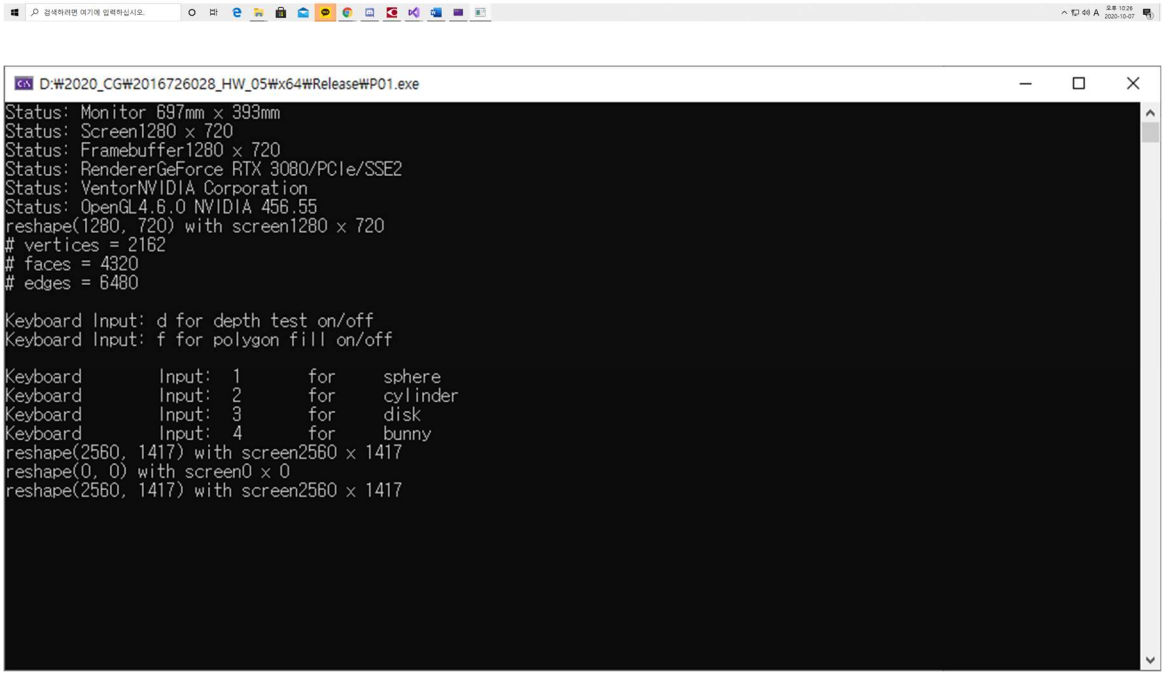
P03 (Read/draw a bunny model using points)