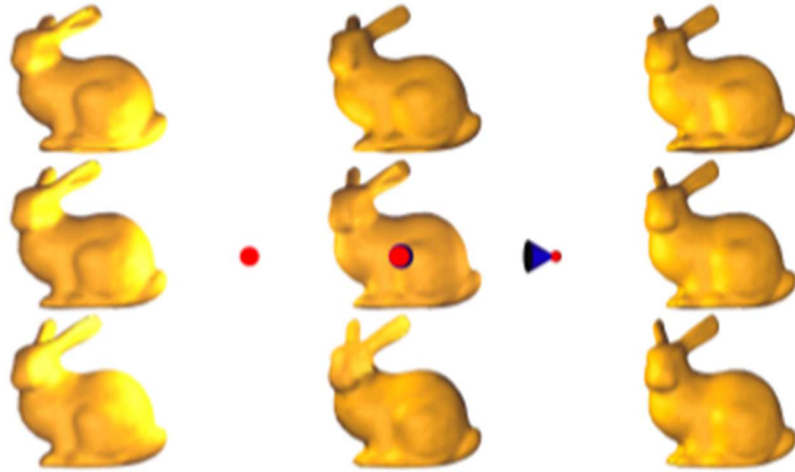


Computer Graphics



3D Programming

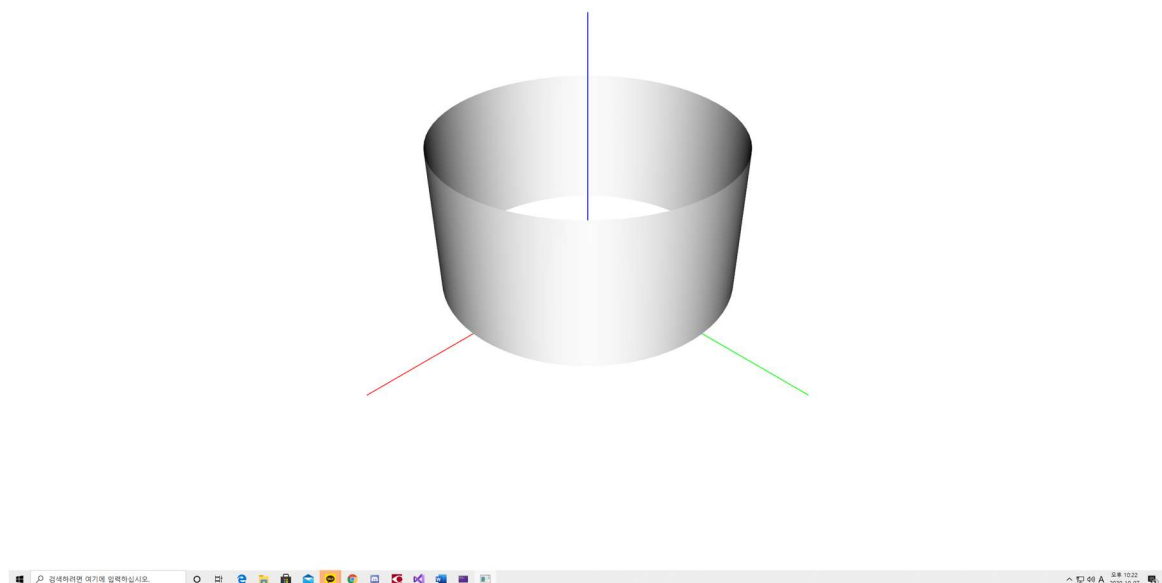
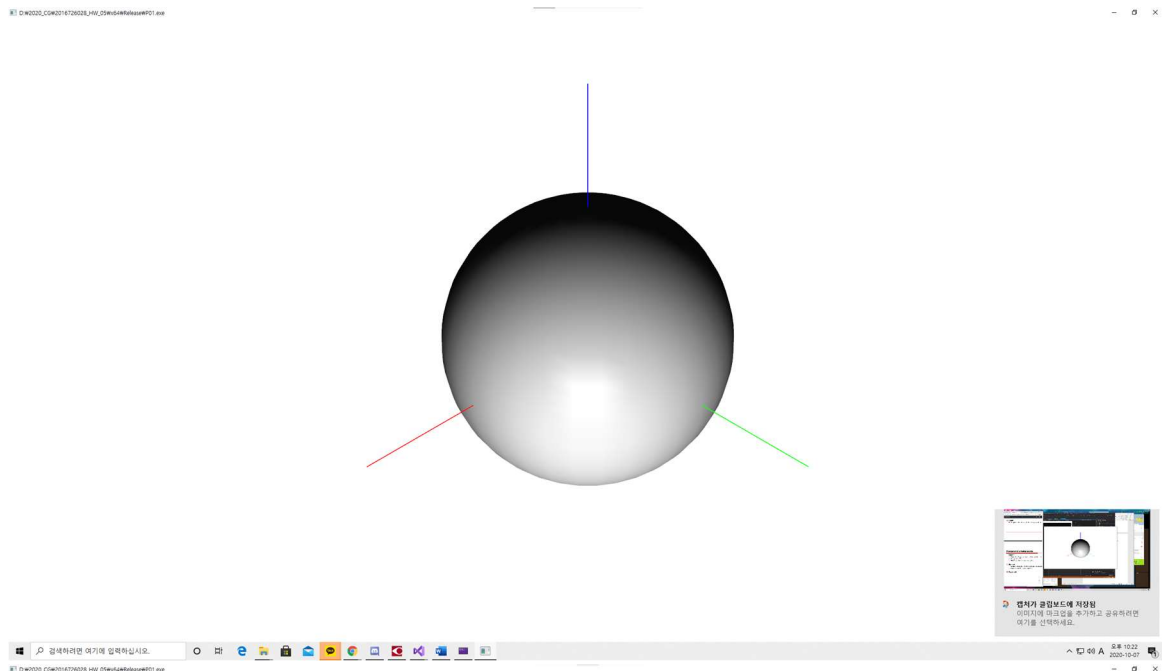
P05_3D_CPP

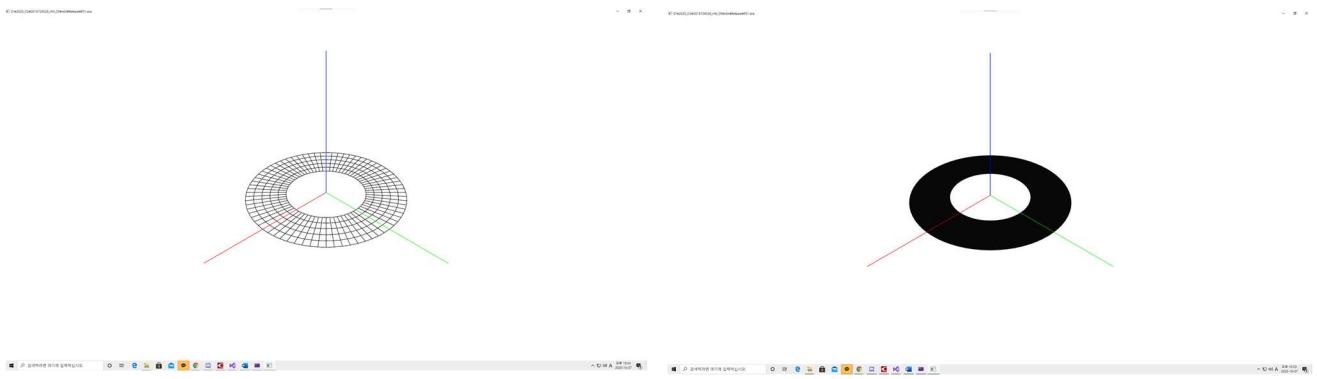
이민재 | Computer Graphics [심화전공실습 1] | 2020/10/07

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

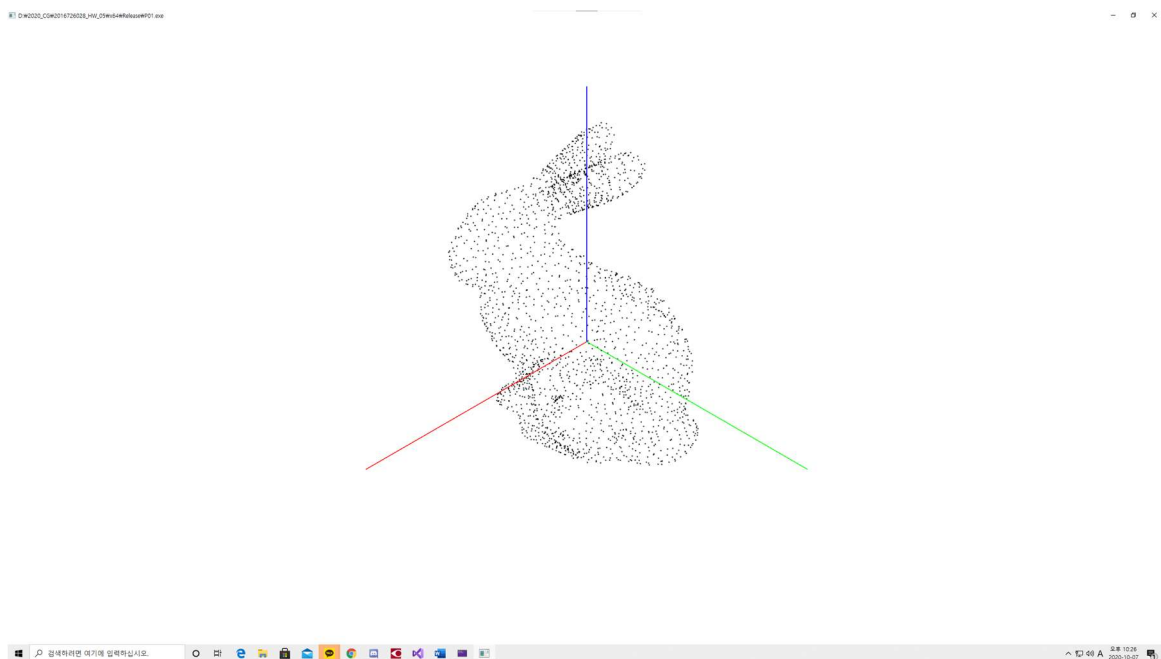
Po1 (Draw OpenGL quadric objects: sphere, cylinder, disk)

<SNAPSHOT>





P03 (Read/draw a bunny model using points)



```

D:\2020_CG\2016726028_HW_05\w64\Release\W01.exe
Status: Monitor 697mm x 393mm
Status: Screen1280 x 720
Status: Framebuffer1280 x 720
Status: RendererGeForce RTX 3080/PCIe/SSE2
Status: VendorNVIDIA Corporation
Status: OpenGL4.6.0 NVIDIA 456.55
reshape(1280, 720) with screen1280 x 720
# vertices = 2162
# faces = 4320
# edges = 6480

Keyboard Input: d for depth test on/off
Keyboard Input: f for polygon fill on/off

Keyboard Input: 1 for sphere
Keyboard Input: 2 for cylinder
Keyboard Input: 3 for disk
Keyboard Input: 4 for bunny
reshape(2560, 1417) with screen2560 x 1417
reshape(0, 0) with screen0 x 0
reshape(2560, 1417) with screen2560 x 1417
  
```

