

OpenGL SoC Assignment 1

Arpit Singh
Rwitaban Goswami

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This assignment will be an individual assignment. Each of you has to make their own submission.

1 Shape of You

At this point we believe your triangle generation code is up and running. So now you are expected to submit code which generates the following shapes:-

1. Ring
2. Disc
3. Any 2-D shape of your choice (Apart from these).

Hint: Try to use radial coordinates

2 Goodies in the pipeline

At this point since you guys are familiar with rasterization and the rendering pipeline, submit code of the following things:-

1. A solid triangle with a color gradient in its body
2. A chessboard.