OpenGL SoC
Assignment 1

Arpit Singh
Rwitaban Goswami

March 24 2020

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 to generate the geometry

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.

3 Mono-color? Booooring

We cannot be expected to color every individual triangle ourselves can we? Use textures to color up these 2D shapes

1. Ring

2. Disc

3. The 2D shape you built in section 1

4. Chessboard (You cannot use more than 6 vertices for geometry)

The textures you want can be generated by either yourself or downloaded from the internet