Introduction to Graphics Programming and its Applications

繪圖程式設計與應用

Assignment 1

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CS4595

Assignment 1

- Announce day: 2016/3/7
- **Due day: 2016/3/21 23:59**
- 10% of semester score
- Hand in your homework by iLMS
  - Source code, **please only upload source codes** (.c, .cpp, .h, .hpp, .sln, .vcxproj, makefile, etc.)
  - Windows(with .dll files)/Mac executables
  - Report in PDF format

Assignment 1

- Design and render an **animated robot** with **OpenGL fixed pipeline** and **GLUT primitives**

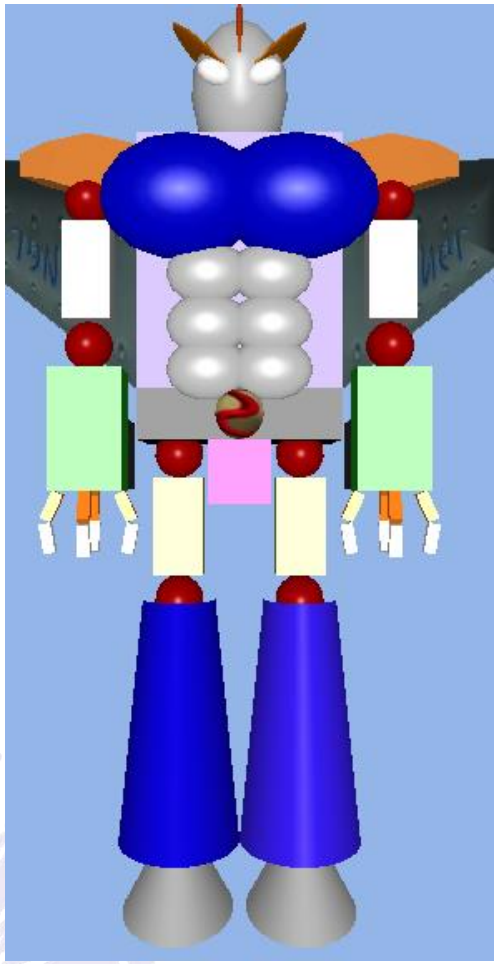
Assignment 1

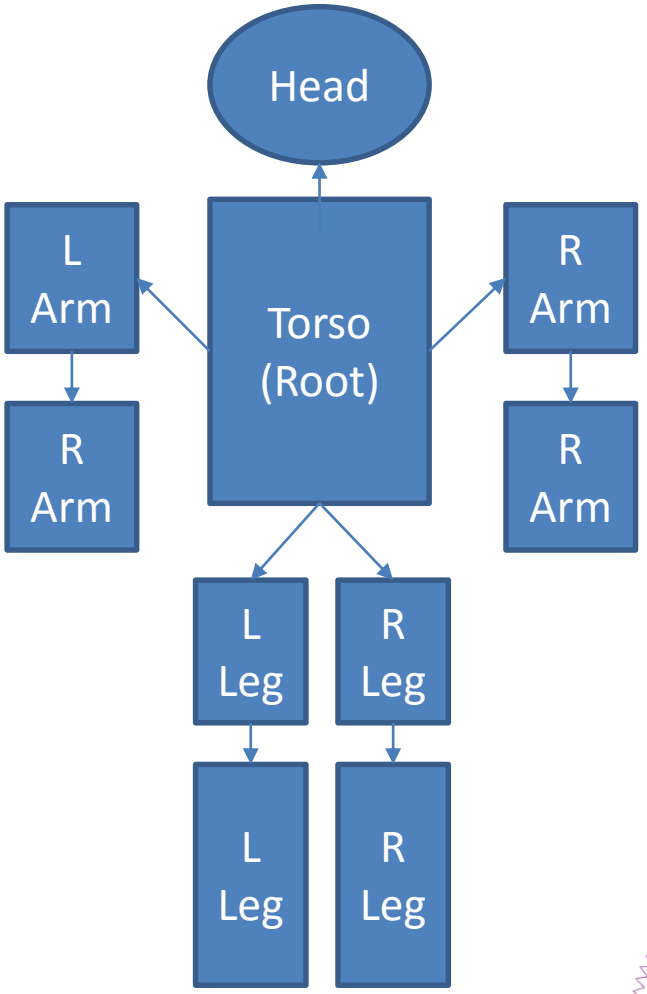
- You get **-10 point** if you use **console input**. No scanf()! Please use GLUT menu, keyboard or mouse event instead
- You got **0 points** if you do these:
  - **Fully copy source code** of the other students
  - Your provided **executable doesn't run**(you can use your laptop to re-demo if this happens)
  - Your program **doesn't use OpenGL**

Report Format

- Name your file 學號_AS1_Report.pdf
- Required content:
  - 1 screenshot of your window with robot in it
  - The relationship/transformation stack of your robot body parts(example on next page)
  - Functions in your program/how to use, which IDE and its version do you use, etc.
  - Only 5%, writing a lot won't get you more!

Part Relation Diagram





Evaluation

Item	Score
Robot have a head, a torso, two arms, two legs at least	10%
Robot parts are correctly connected by transformations (diagram)	10%
Animation(1 kind at least) works and it involves all robot body parts	15%
Render works	15%
Use of GLUT menus to start/pause animation or change animation	10%
Use of keyboard/mouse events to manipulate robot rotation/position	10%
Use of textures (any part of robot)	10%
Use of lighting (all parts of robot)	10%
Report	5%
Subjective score by teacher and TA	5%


thank you!
Question?