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CSC 4356

Assignment 1

9-20-18

Attached below is a picture of my clock. Most of my code is commented however I will reiterate myself here in this report for ease of the grader. To start, I created the clock base using a loop that generates a triangle for every iteration. I used trigonometric properties to achieve this result. I then initialized the current time variables for hour, minute, and second, which are integers. I then converted these into floats to be used for the rotations. The hour, minute, and second hands were initialized to their starting positions based on the assignment instructions.

At this point I ran into problems. I attempted to push/pop each matrix object and perform a rotation & transformation on each hand however I was unable to achieve the correct output. The hands in my project remain stationary and I am submitting it as such due to time constraints. I will need to practice with OpenGL more in order to understand how I should have performed this task.

My clock

