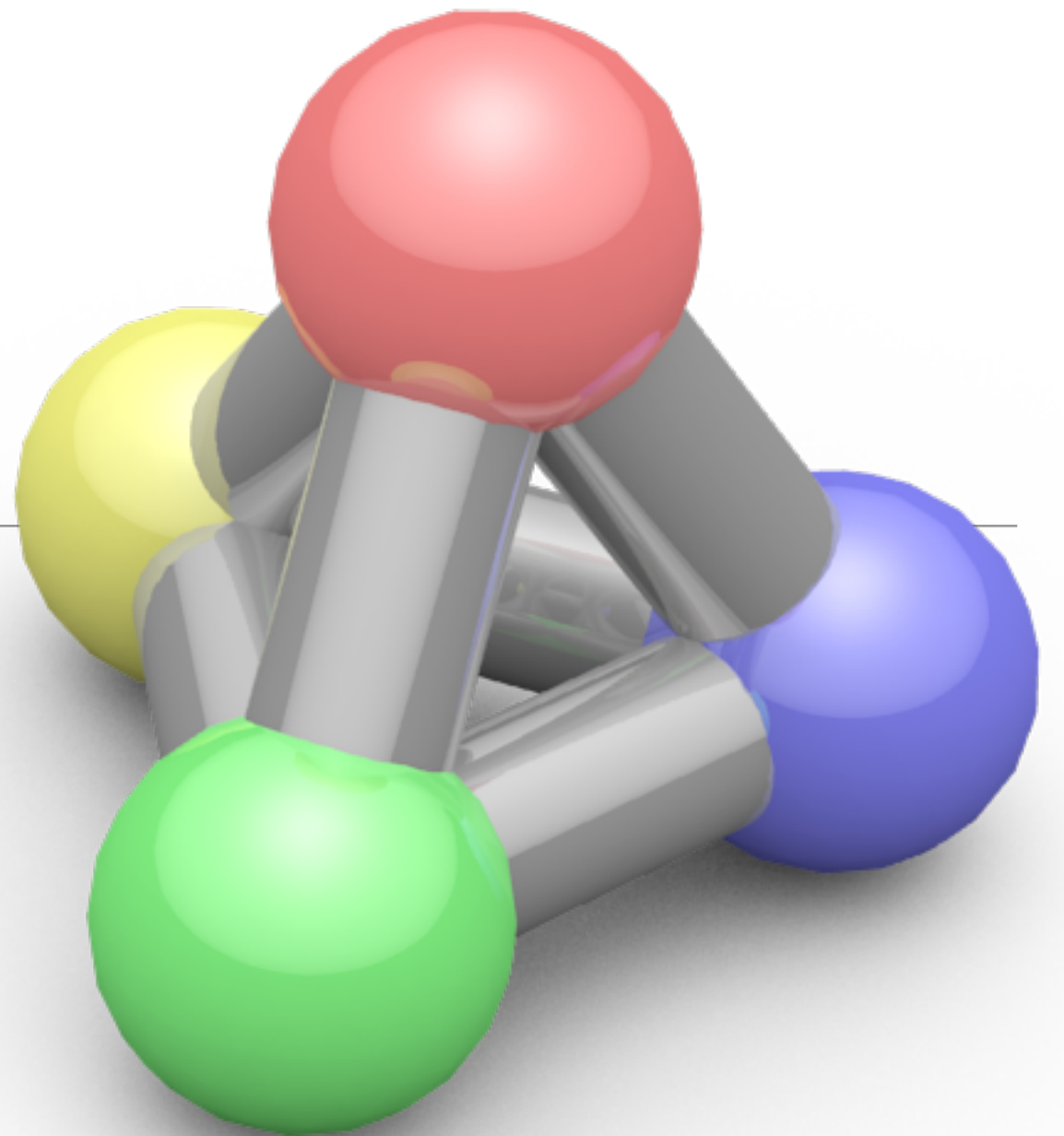
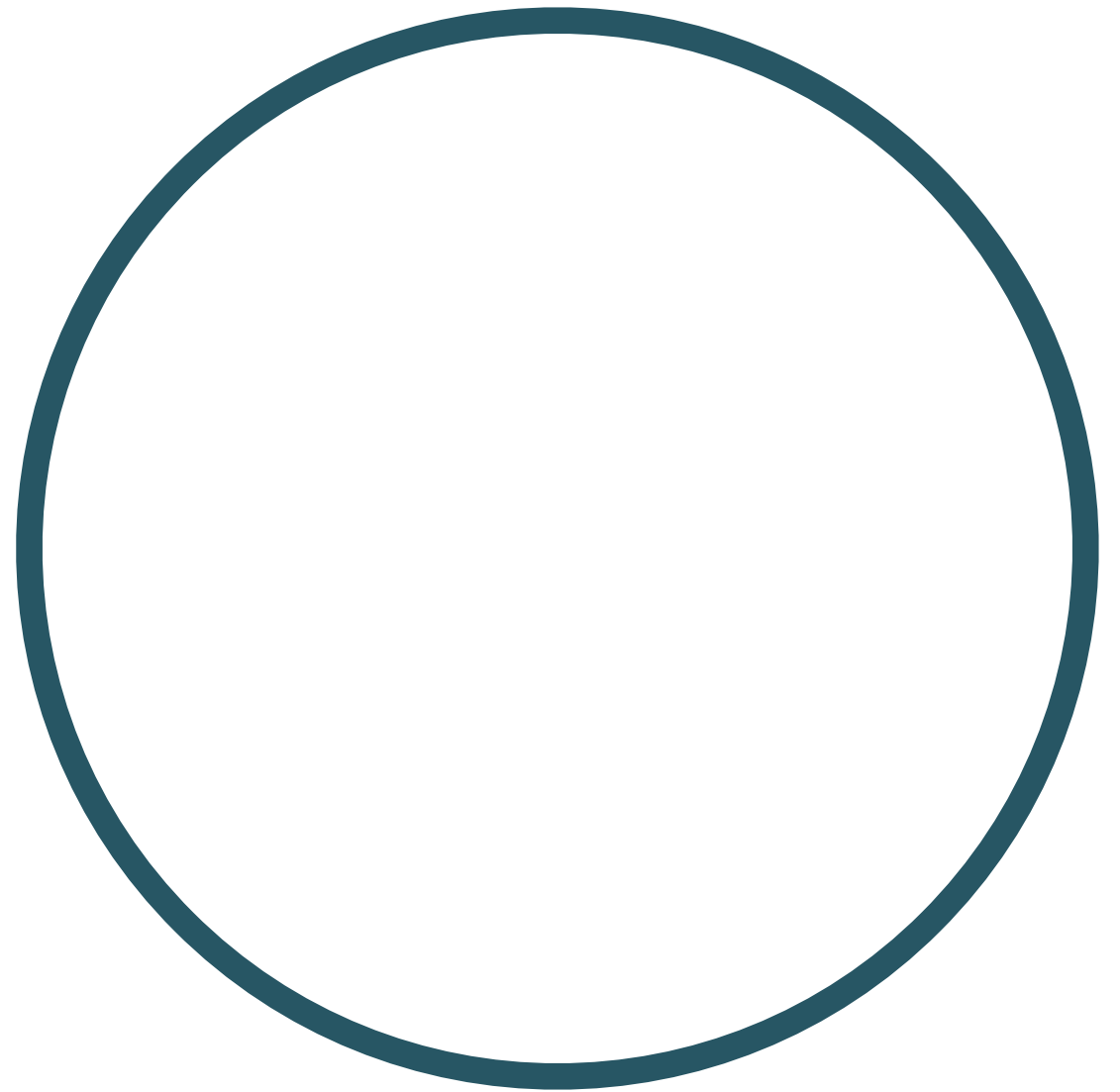


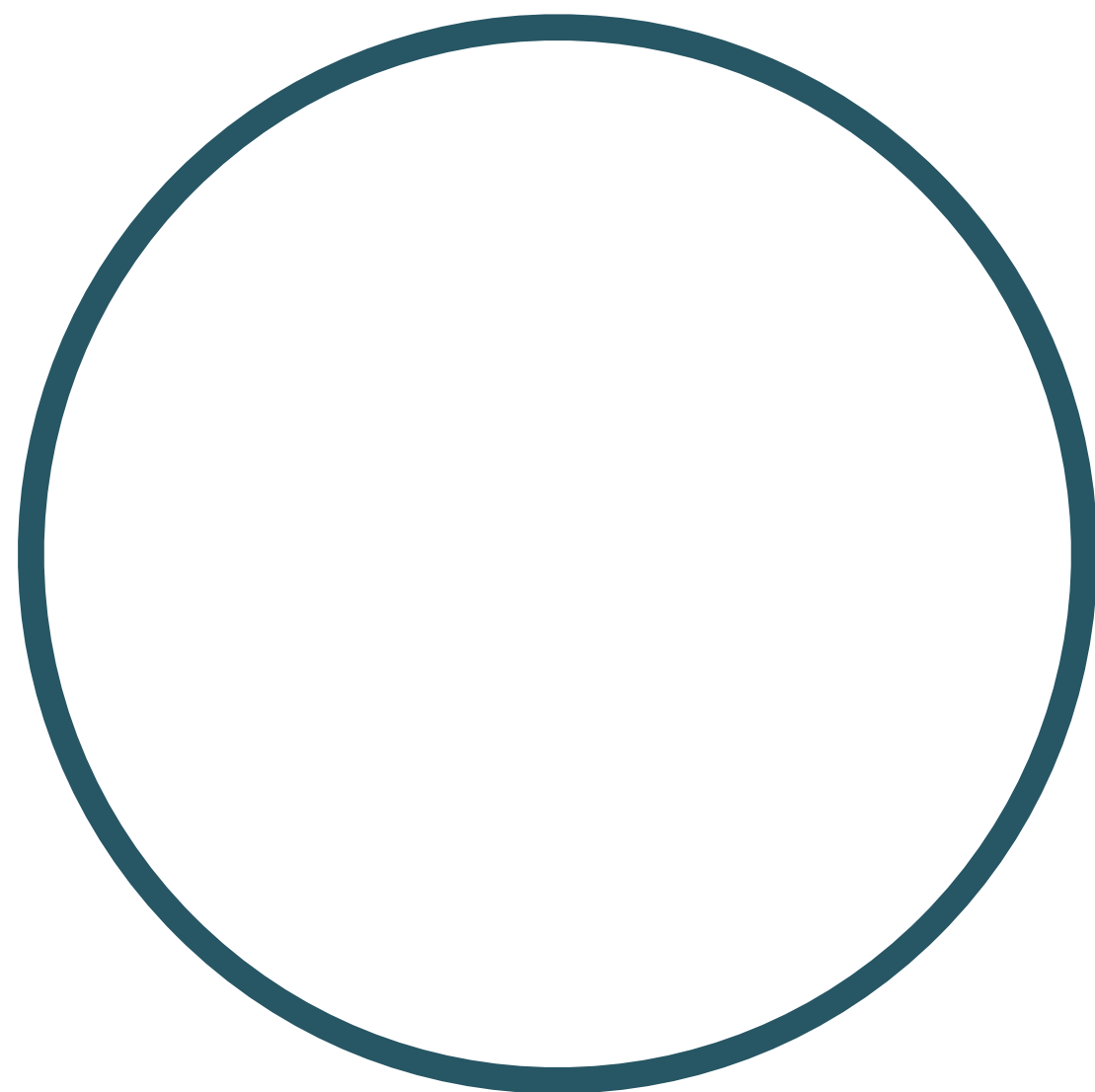
Geometric Representation

CPSC 453 – Fall 2016
Sonny Chan



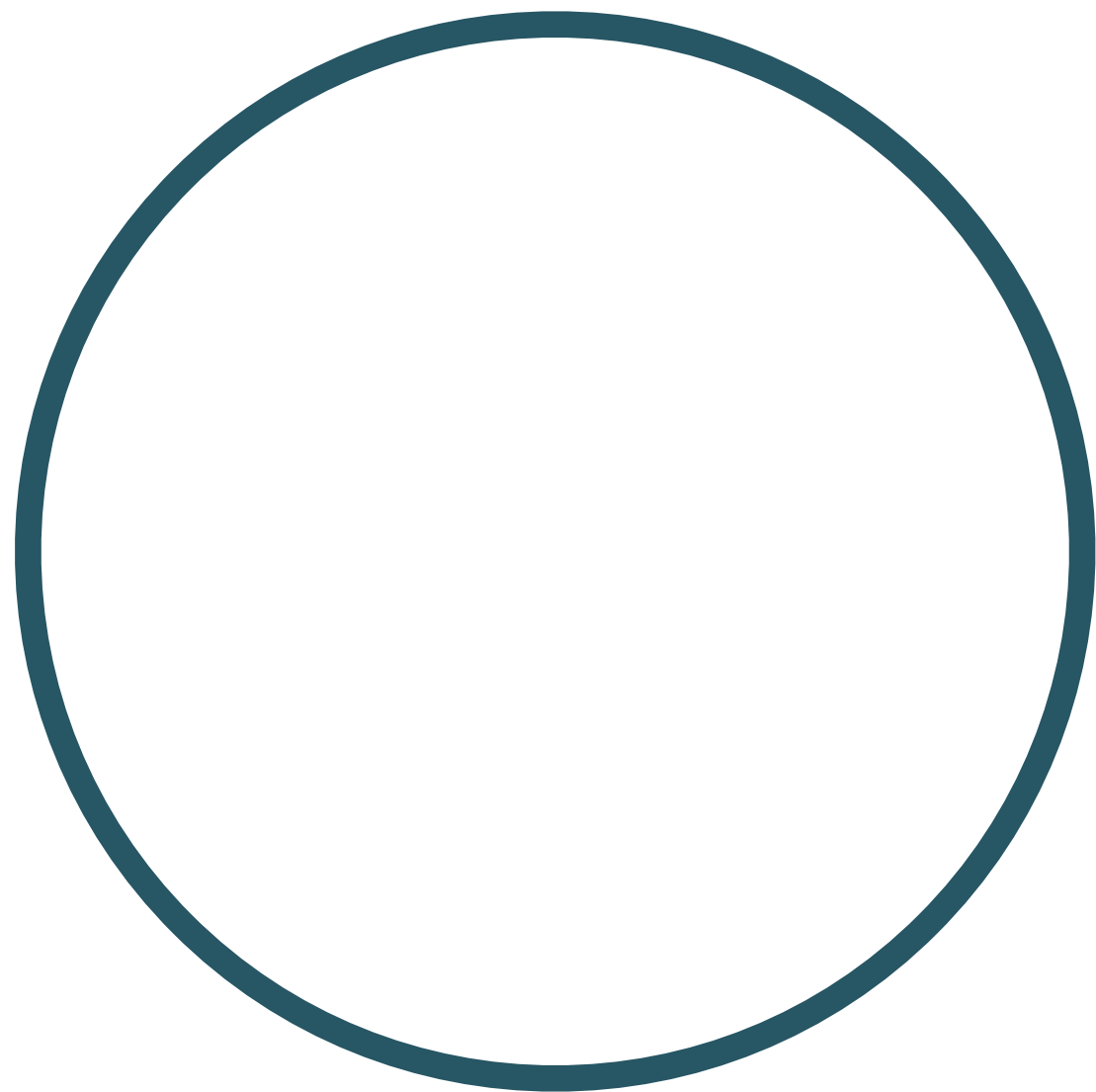
What is this shape?





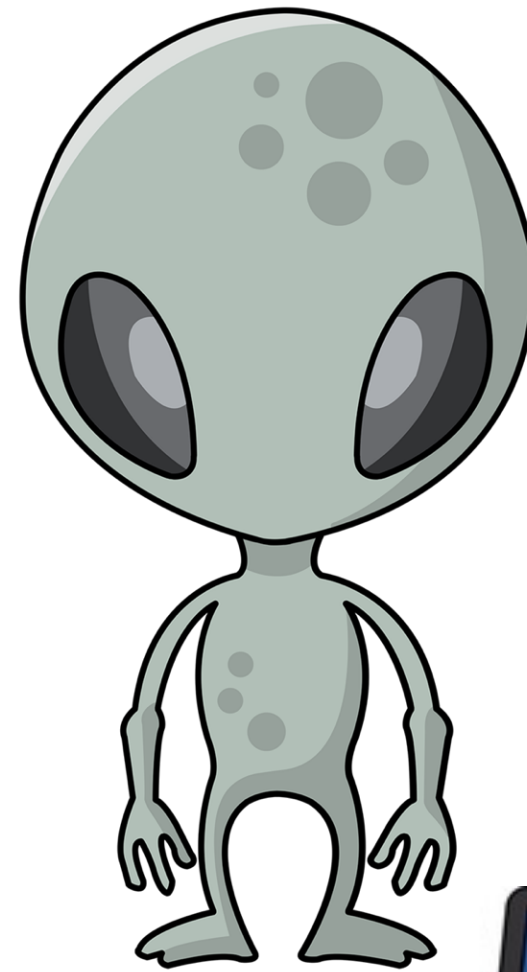
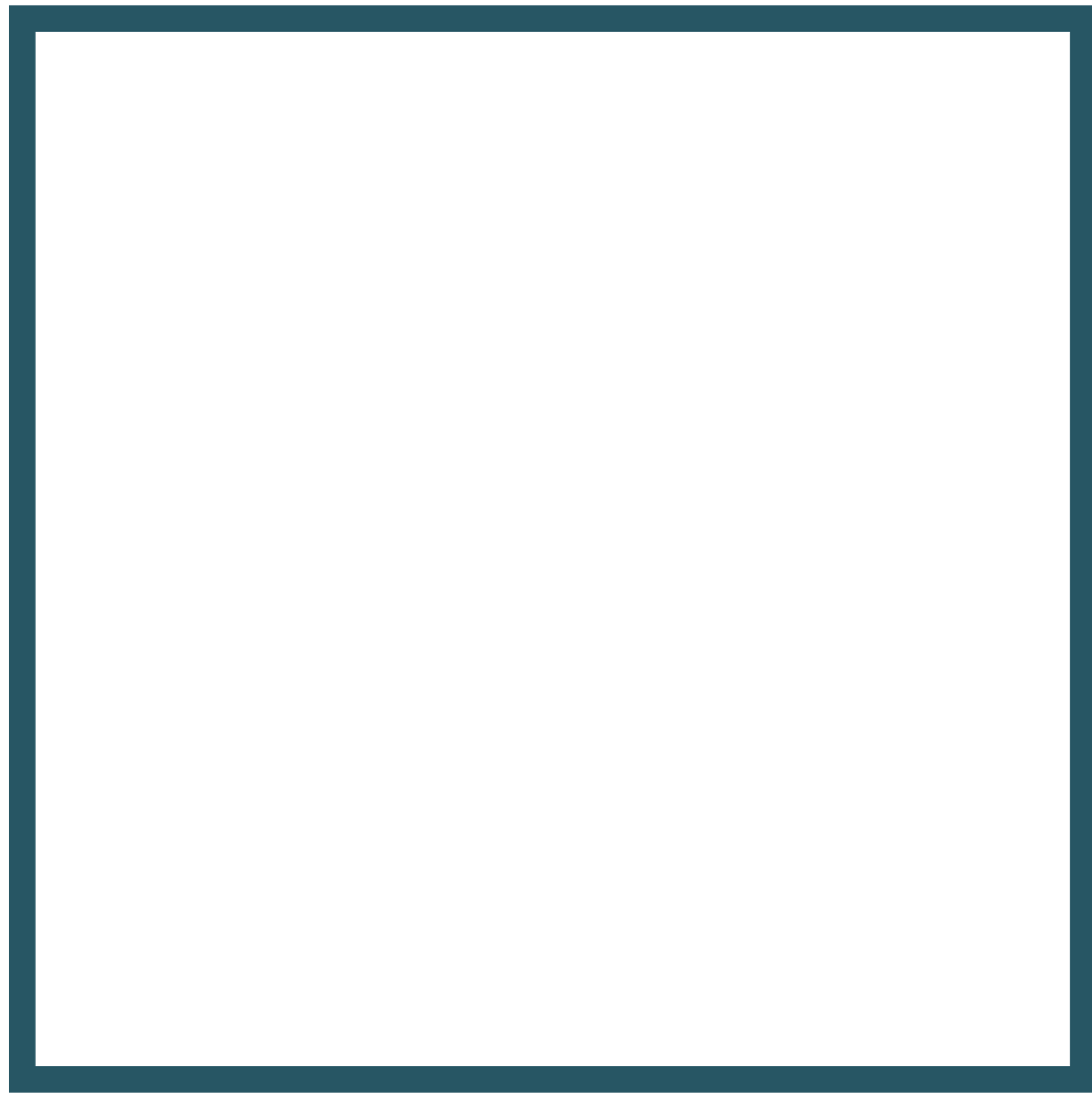
???





???

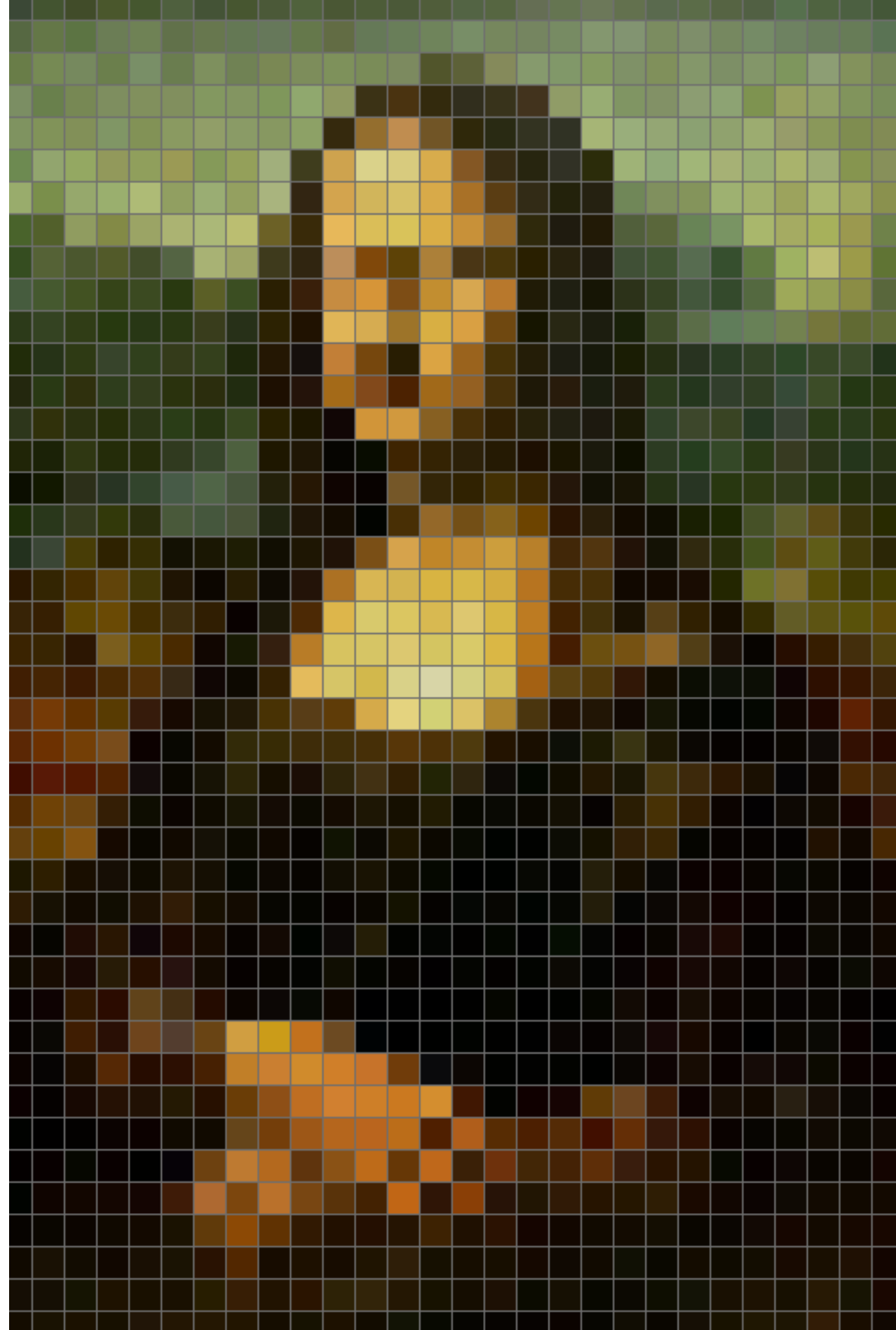
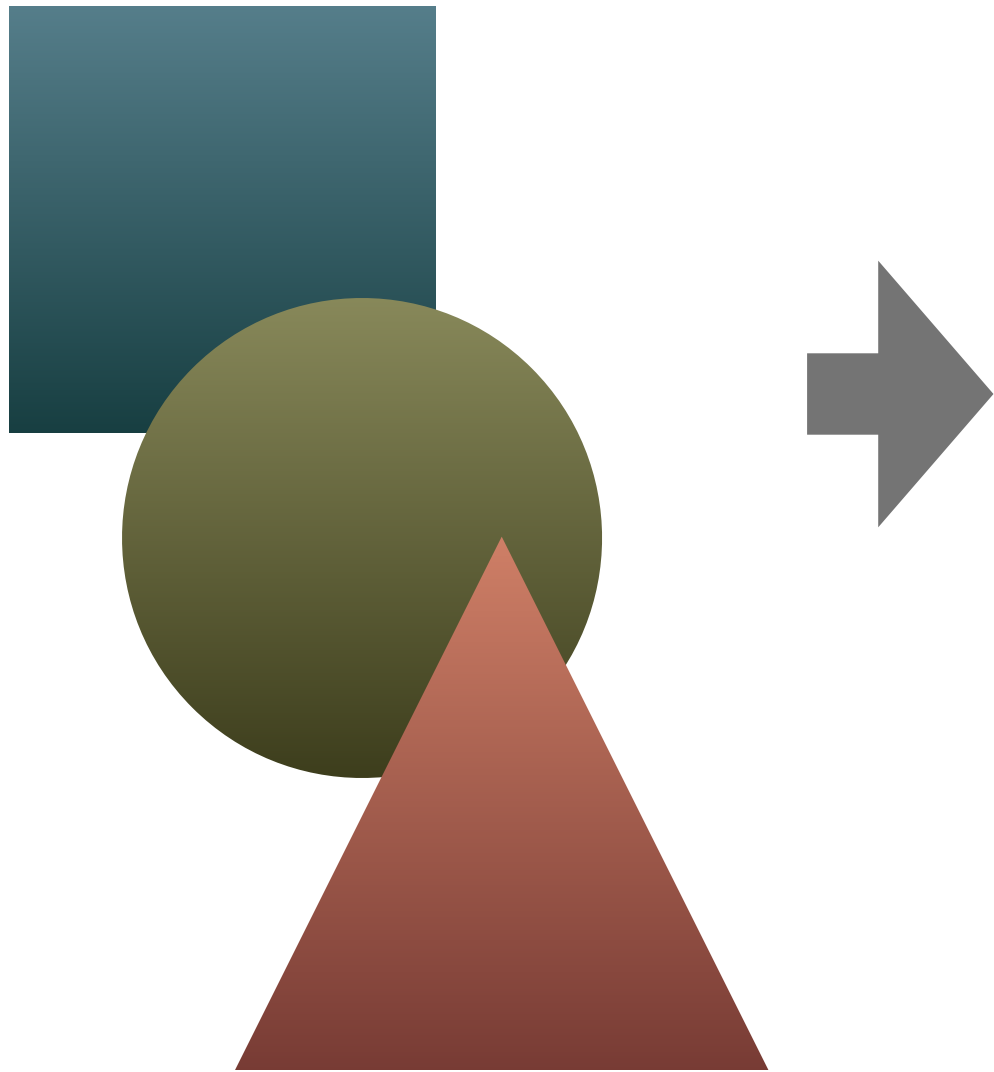




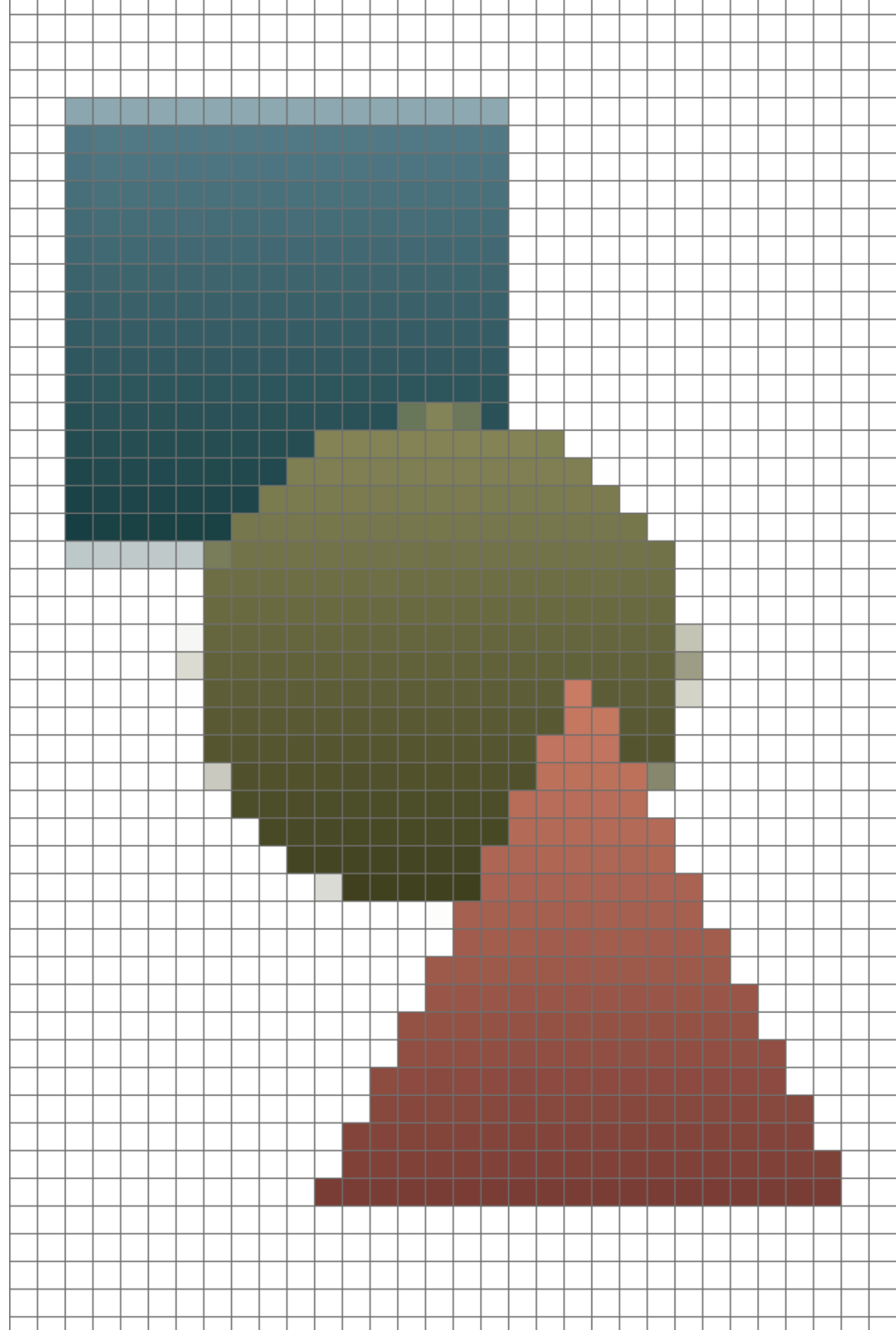
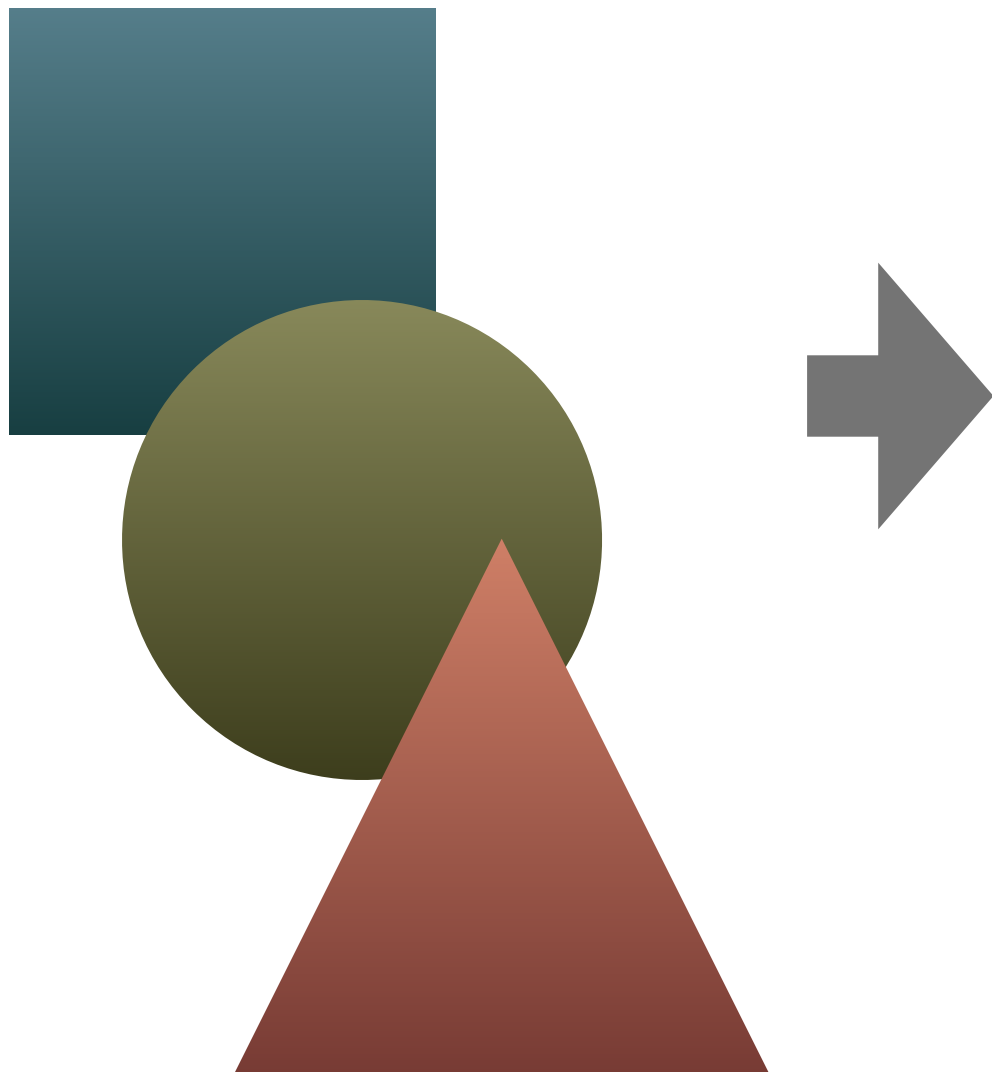
???



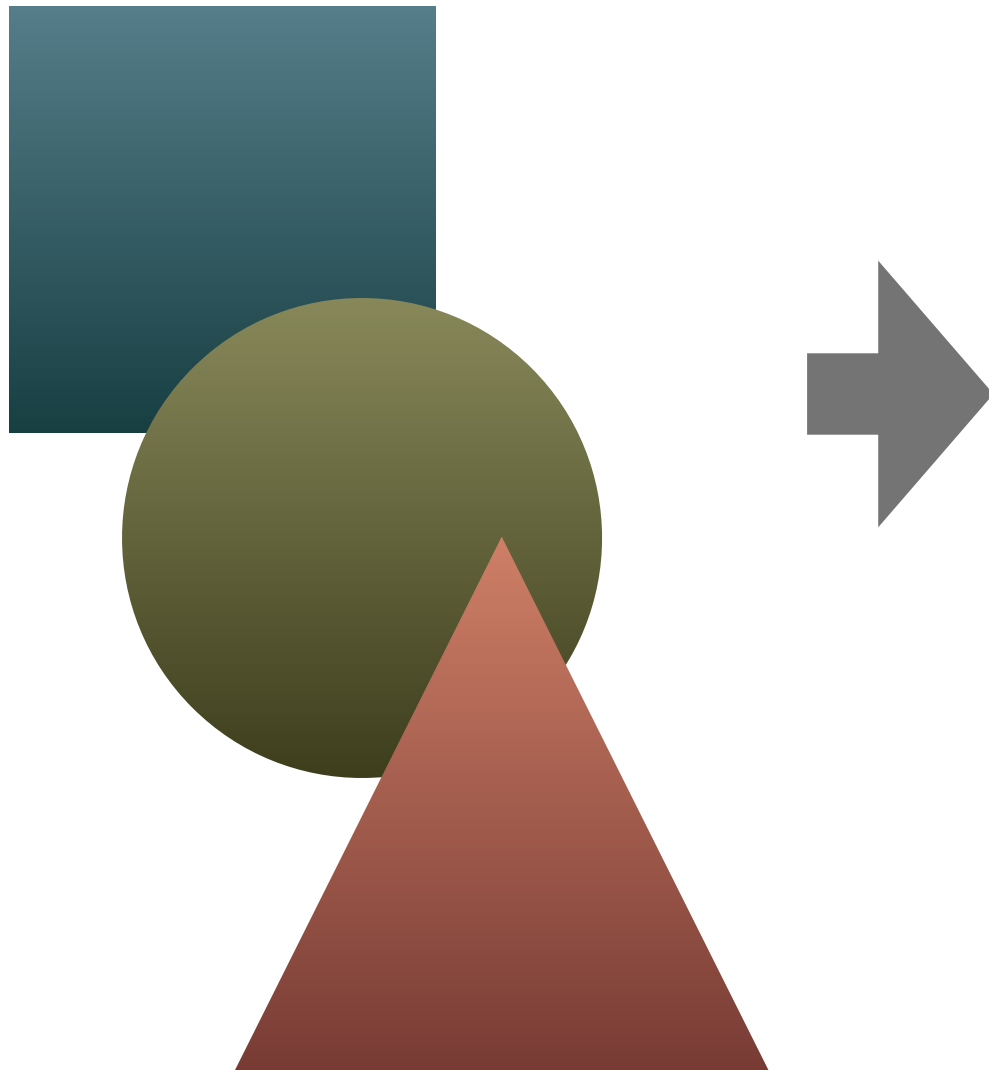
Remember our goal:



Remember our goal:

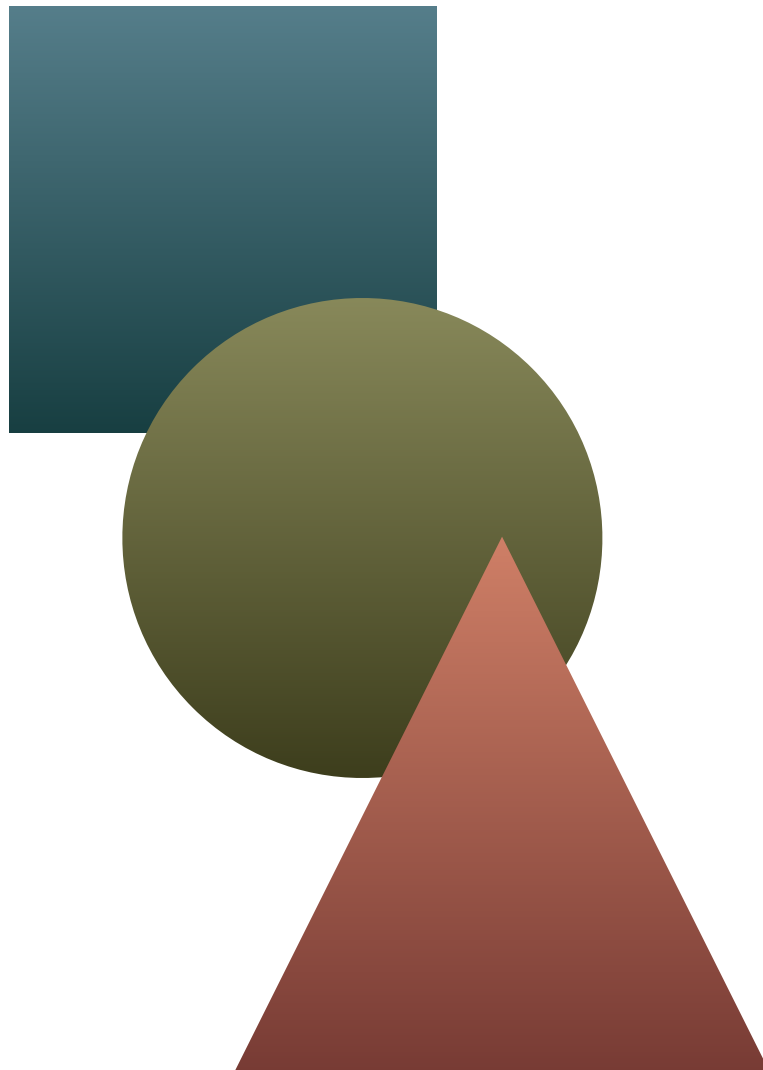


Remember our goal:



00000000	0000	0001	0001	1010
00000010	0000	0016	0000	0028
00000020	0000	0001	0004	0000
00000030	0000	0000	0000	0010
00000040	0004	8384	0084	c7c8
00000050	00e9	6a69	0069	a8a9
00000060	00fc	1819	0019	9898
00000070	0057	7b7a	007a	bab9
00000080	8888	8888	8888	8888
00000090	3b83	5788	8888	8888
000000a0	d61f	7abd	8818	8888
000000b0	8b06	e8f7	88aa	8388
000000c0	8a18	880c	e841	c988
000000d0	a948	5862	5884	7e81
000000e0	3d86	dcb8	5cbb	8888
000000f0	8888	8888	8888	8888
00001000	0000	0000	0000	0000
*				
00001300	0000	0000	0000	0000
000013e0				

This is Computer Graphics



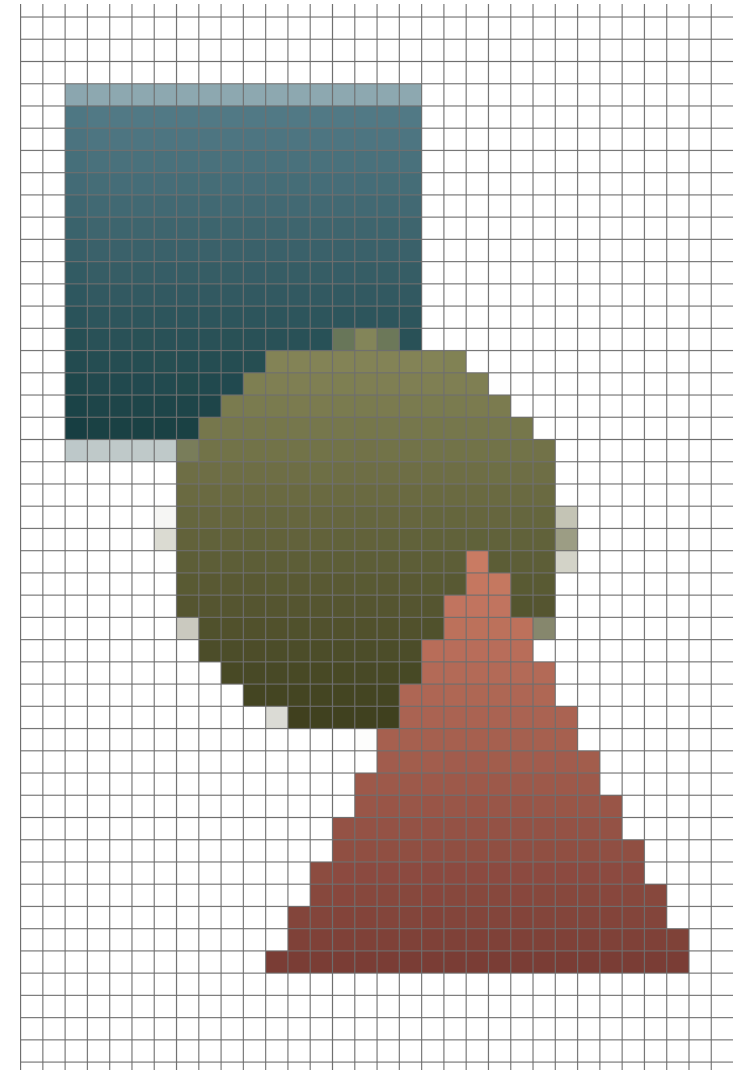
0000000 0000 0001 0001 1010
0000010 0000 0016 0000 0028
0000020 0000 0001 0004 0000
0000030 0000 0000 0000 0010
0000040 0004 8384 0084 c7c8
0000050 00e9 6a69 0069 a8a9
0000060 00fc 1819 0019 9898
0000070 0057 7b7a 007a bab9
0000080 8888 8888 8888 8888
0000090 3b83 5788 8888 8888
00000a0 d61f 7abd 8818 8888
00000b0 8b06 e8f7 88aa 8388

```
void RenderScene(MyGeometry *geometry, MyShader *shader)
{
    // clear screen to a dark grey colour
    glClearColor(0.2, 0.2, 0.2, 1.0);
    glClear(GL_COLOR_BUFFER_BIT);

    // bind our shader program and the vertex array object
    glUseProgram(shader->program);
    glBindVertexArray(geometry->vertexArray);
    glDrawArrays(GL_TRIANGLES, 0, geometry->elementCount);

    // reset state to default (no shader or geometry bound)
    glBindVertexArray(0);
    glUseProgram(0);

    // check for an report any OpenGL errors
    CheckGLErrors();
}
```



(some board work happened here)