

SSN COLLEGE OF ENGINEERING, KALAVAKKAM
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
UCS1712 – GRAPHICS AND MULTIMEDIA LAB

Lab Exercise 1 : Study of Basic Output Primitives in C++ using OpenGL

- a). To create an output window using OPENGL and to draw the following basic output primitives – POINTS, LINES, LINE_STRIP, LINE_LOOP, TRIANGLES, QUADS, QUAD_STRIP, POLYGON.
- b) To create an output window and draw a checkerboard using OpenGL.
- c) To create an output window and draw a house using POINTS, LINES, TRIANGLES and QUADS/POLYGON.