

IGVC Assignment 1(Open GL)

1. Write a program to display the different colored stippled lines and colored stippled Polygons (use both convex & concave polygons).
2. Write a program to display an object (represented by collection of triangles) using the greedy tri-stripping (triangle Strip winding & triangle Fan winding) and use:
 - a) GL_TRIANGLE_STRIP
 - b) GL_TRIANGLE_FAN

**** Programs should be properly commented.**

****During evaluation you should know which api function is doing what.ss**

****Assignment will be evaluated in next lab(13th August 2018)**