

Computer Graphic

Assignment No.4

Name and student ID: _____

Deadline: 2021.12.11, 11:59 PM

In this Homework, you are just allowed to use the OpenGL to implement and it just contains 2 parts:

1. display your desired shape: at least one triangle or square (2 Points)

or also can be any other complex shape(2D or 3D) that you like (bonus).

2. use linear interpolation to color your shape (2 Points)

(The linear interpolation of the points and their colors)

Sample output:



>> Submit your answer by the deadline

- please don't forget that your code should be runnable without error and also contain reasonable comments and it would be great if you make a document for your code but it's not mandatory!
- Please write your name as author in top of your code.

Good Luck! 😊