

# Final Project

William Fulton

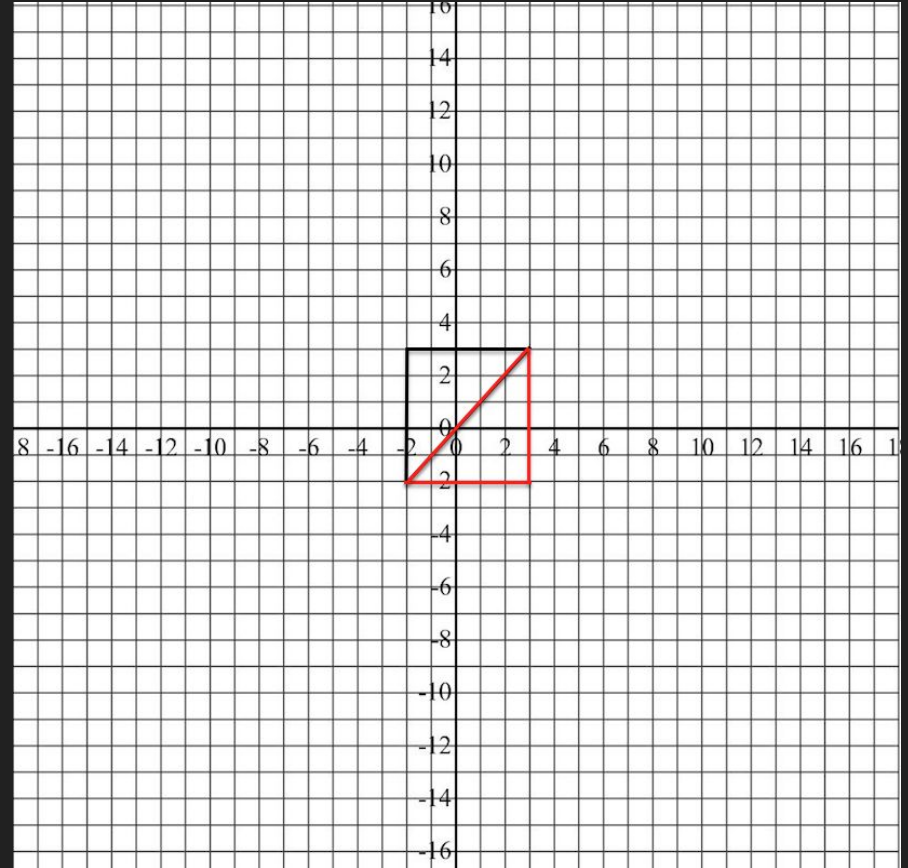
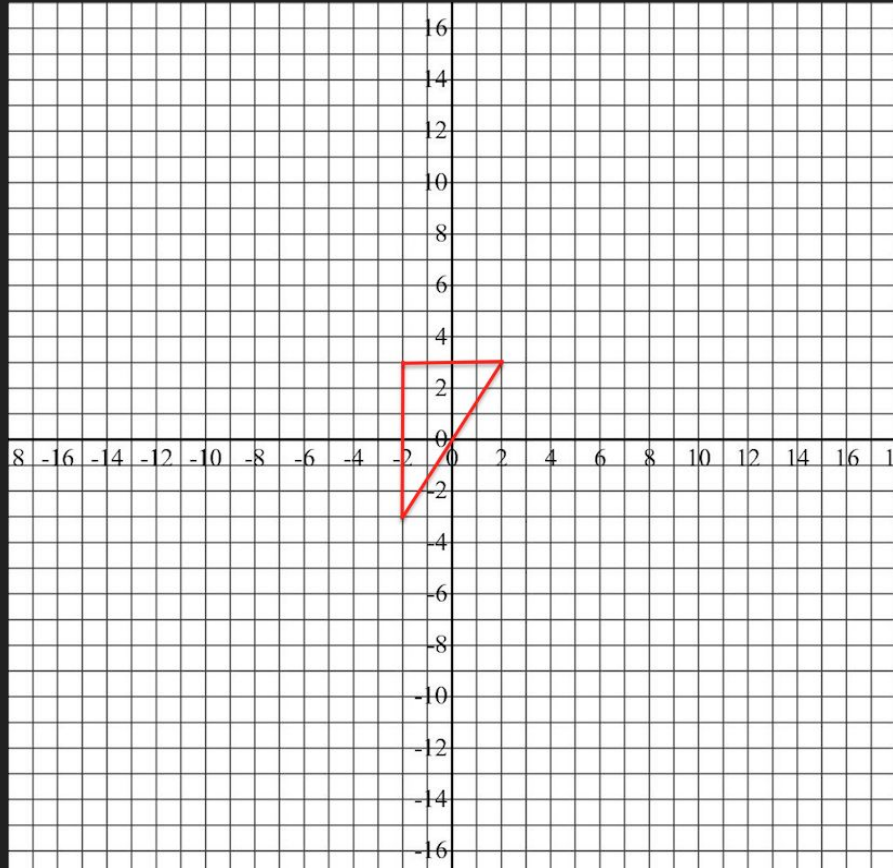
# Problem Specification

- Extension of Assignment #2
- Rendering triangles/lines to create more complex objects
- Manipulate colors to create depth

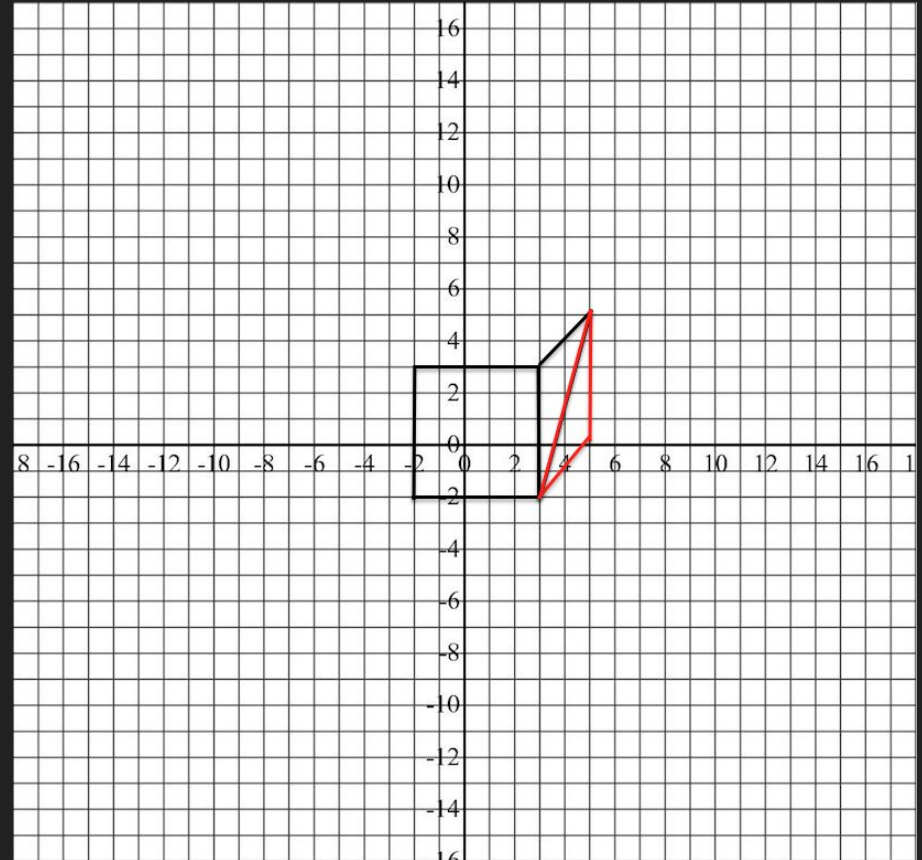
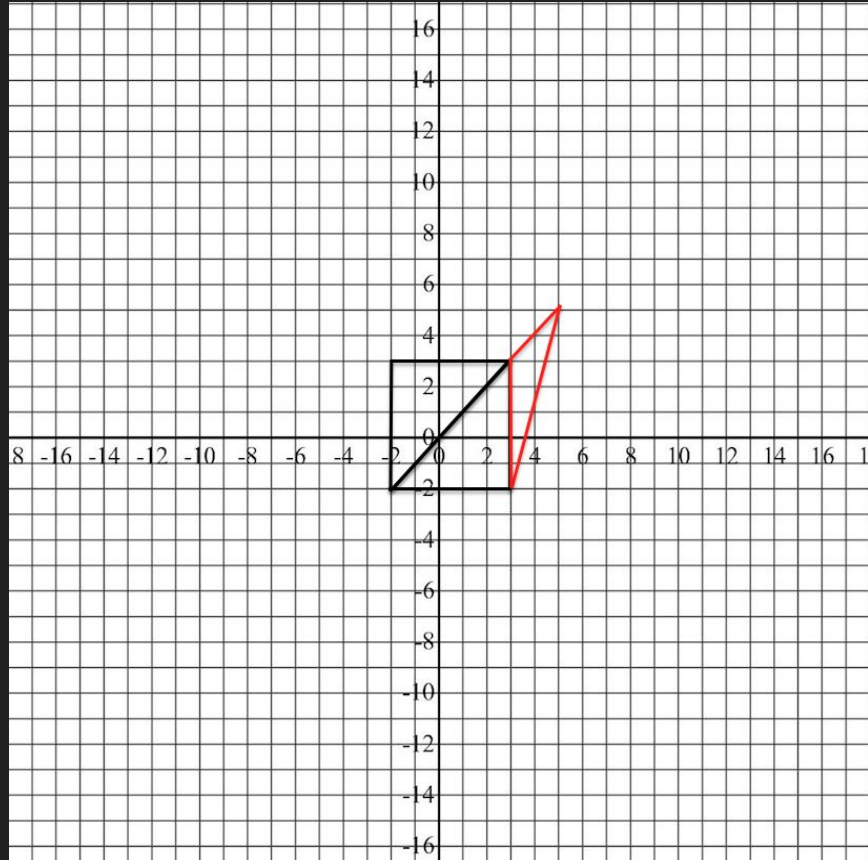
# What you'll need

- OpenGL
- GLFW
- GLEW

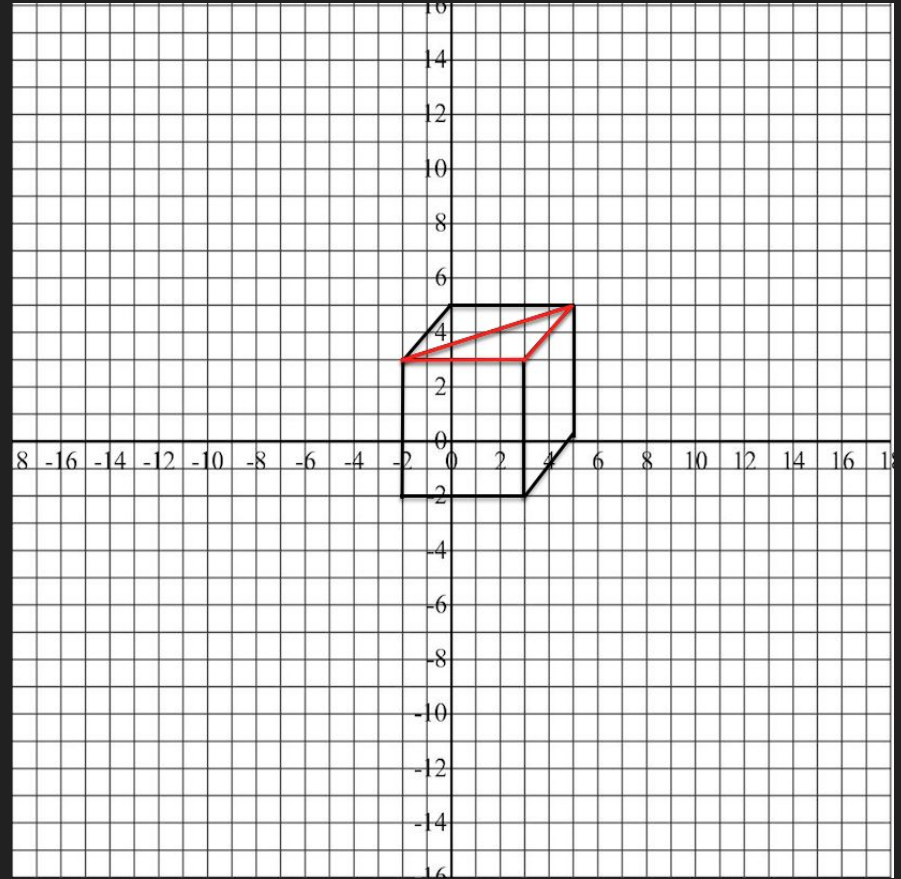
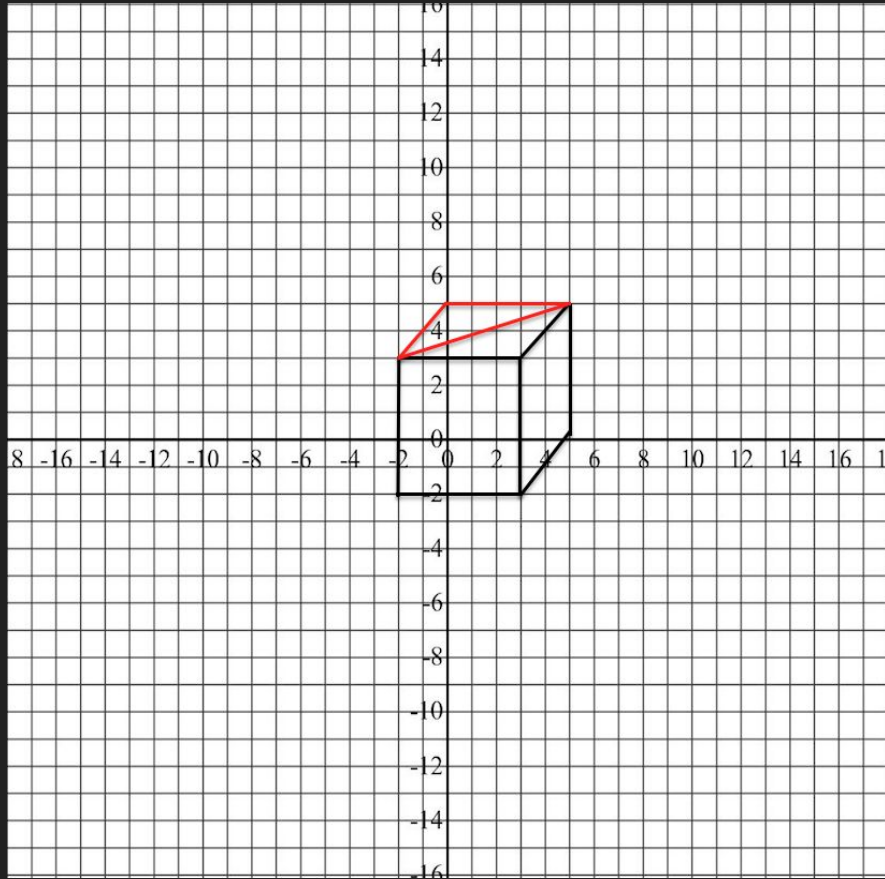
# Part 1: Create Cube



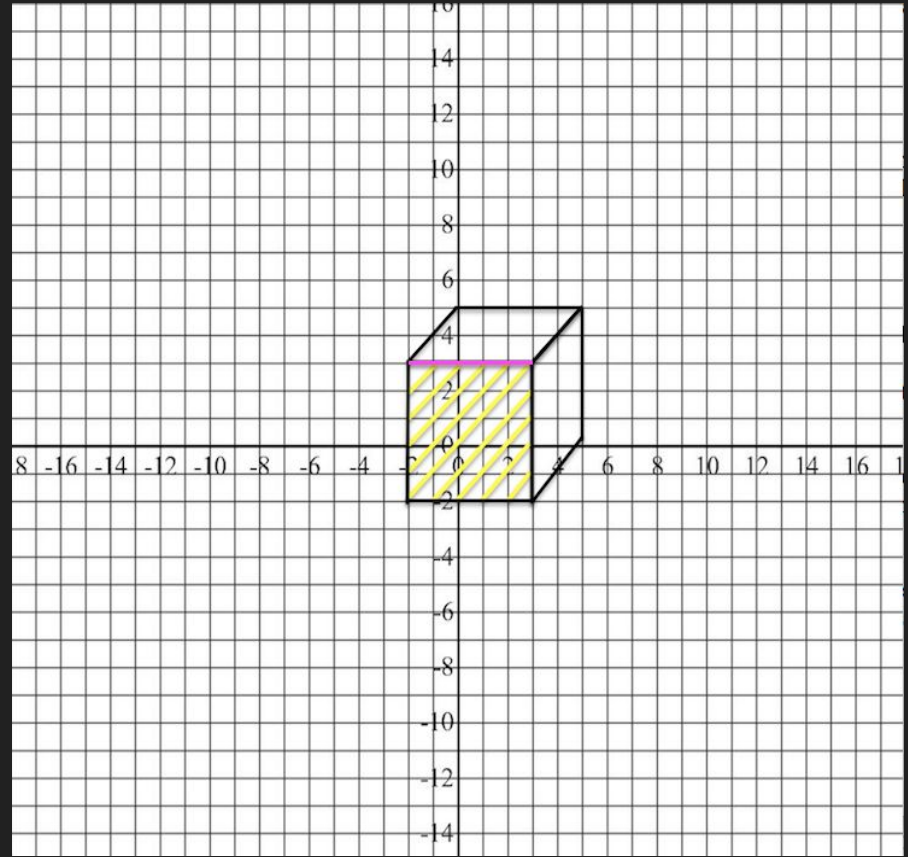
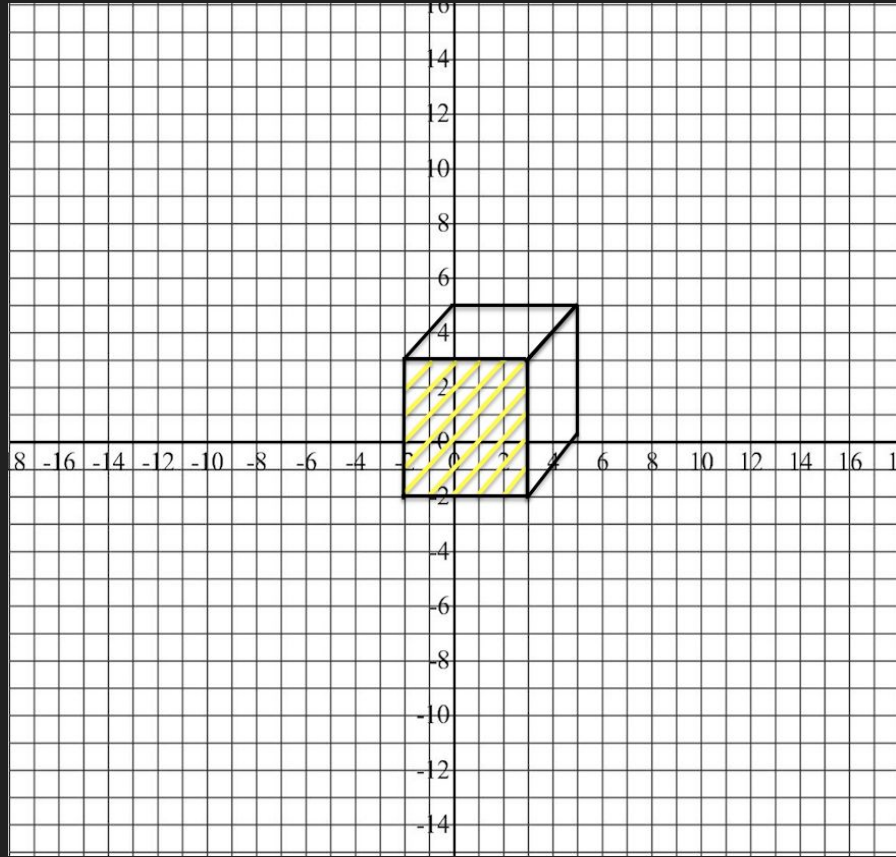
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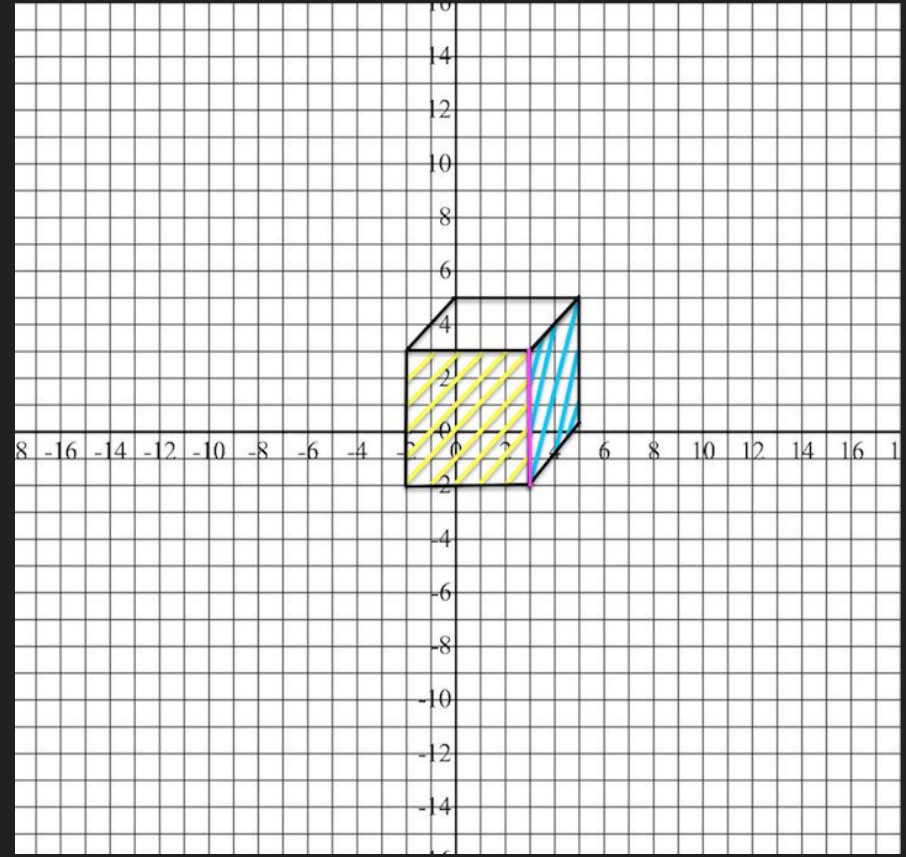
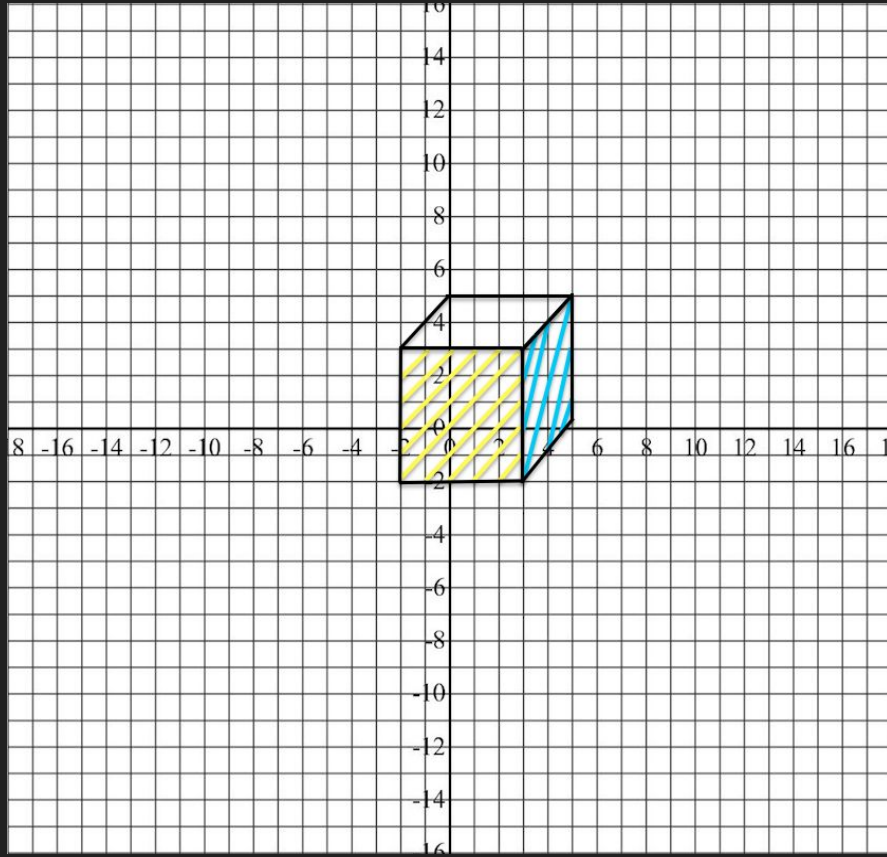
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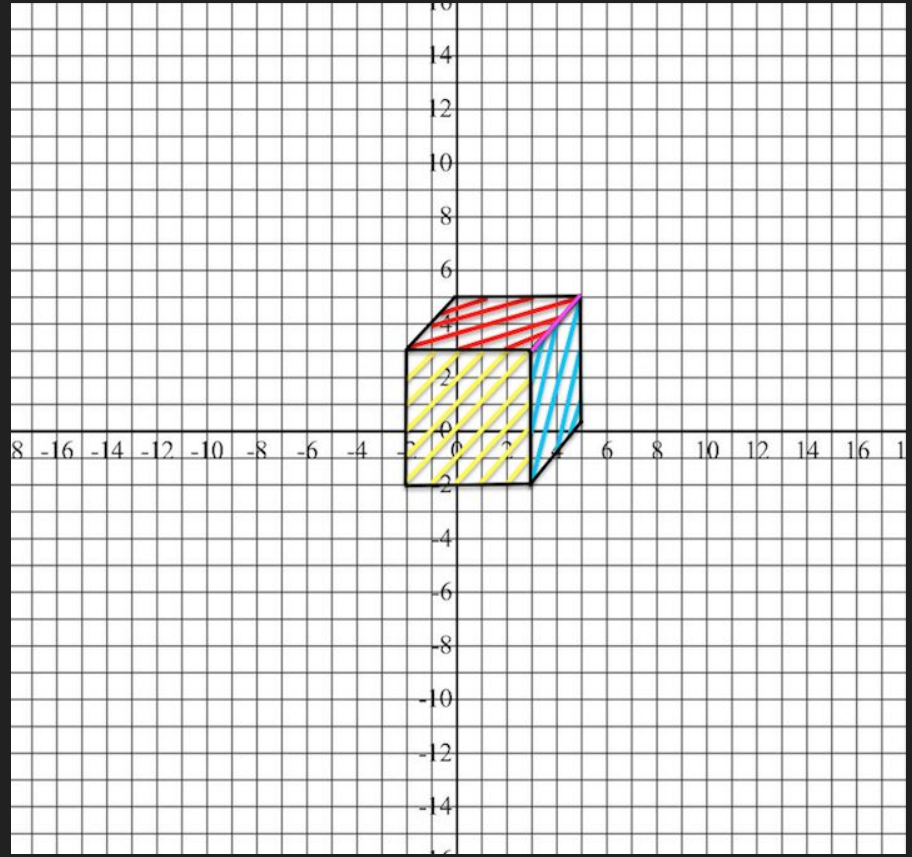
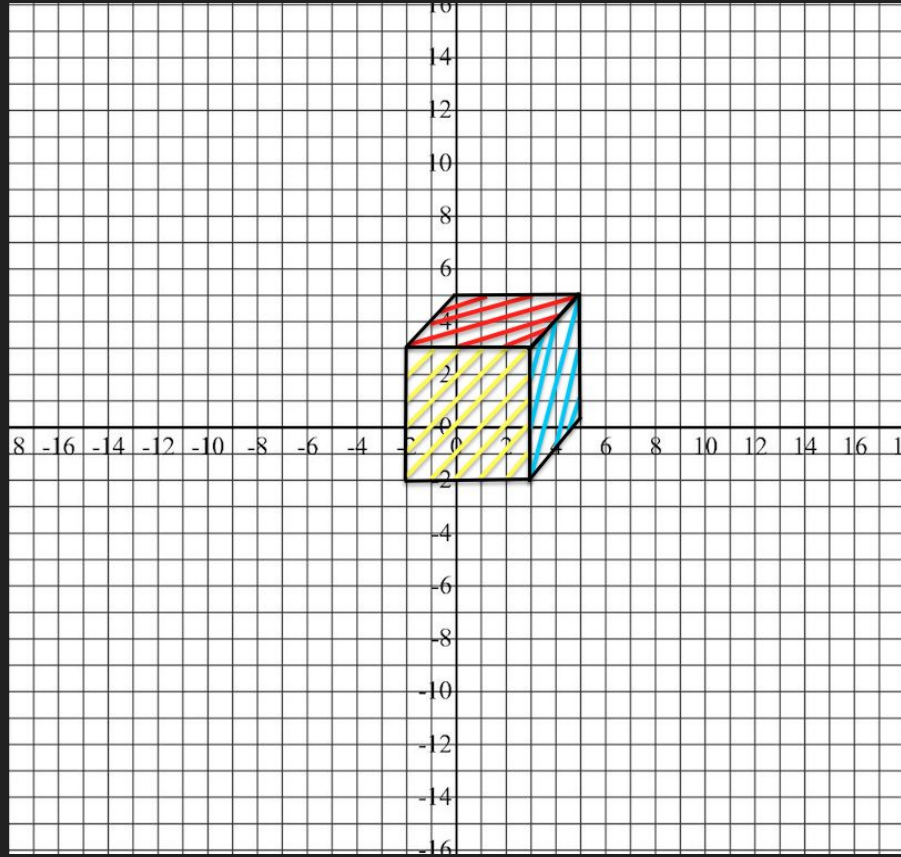


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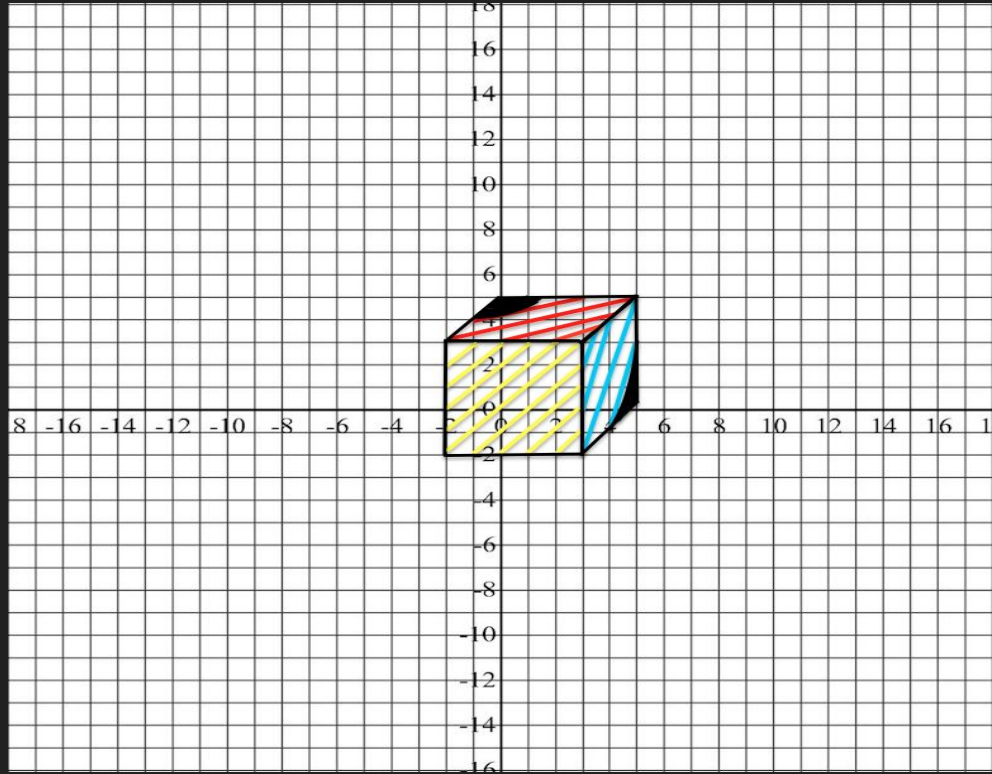




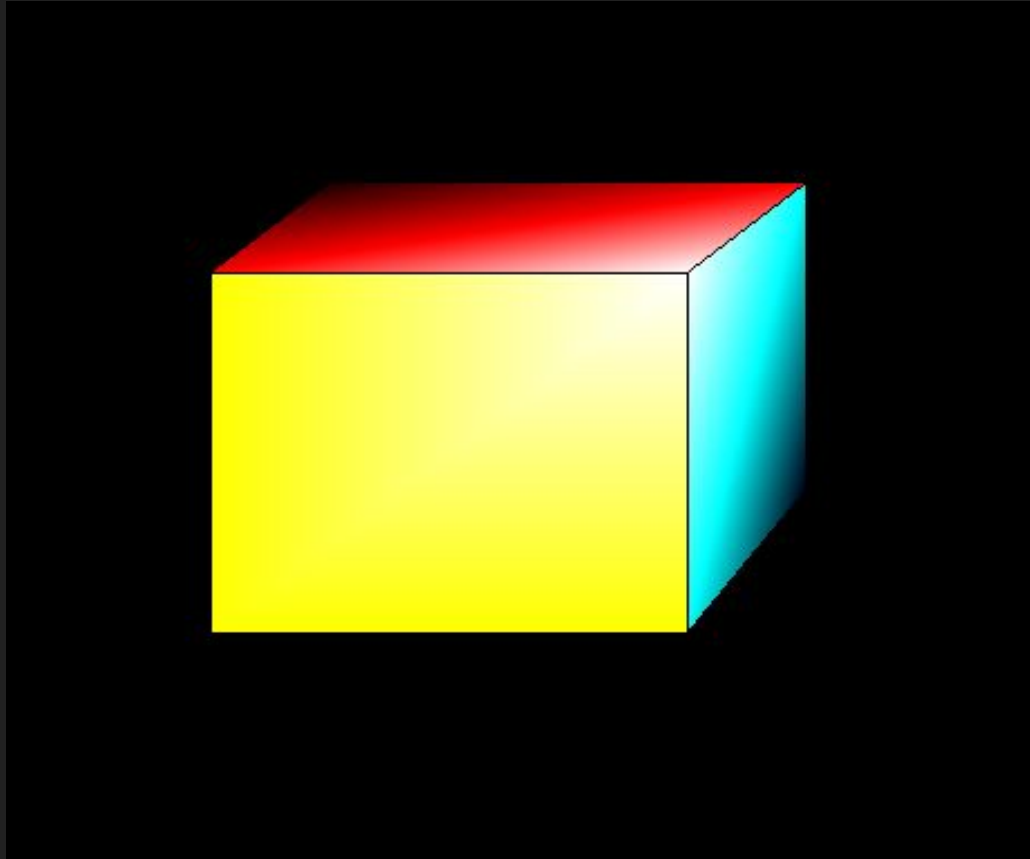
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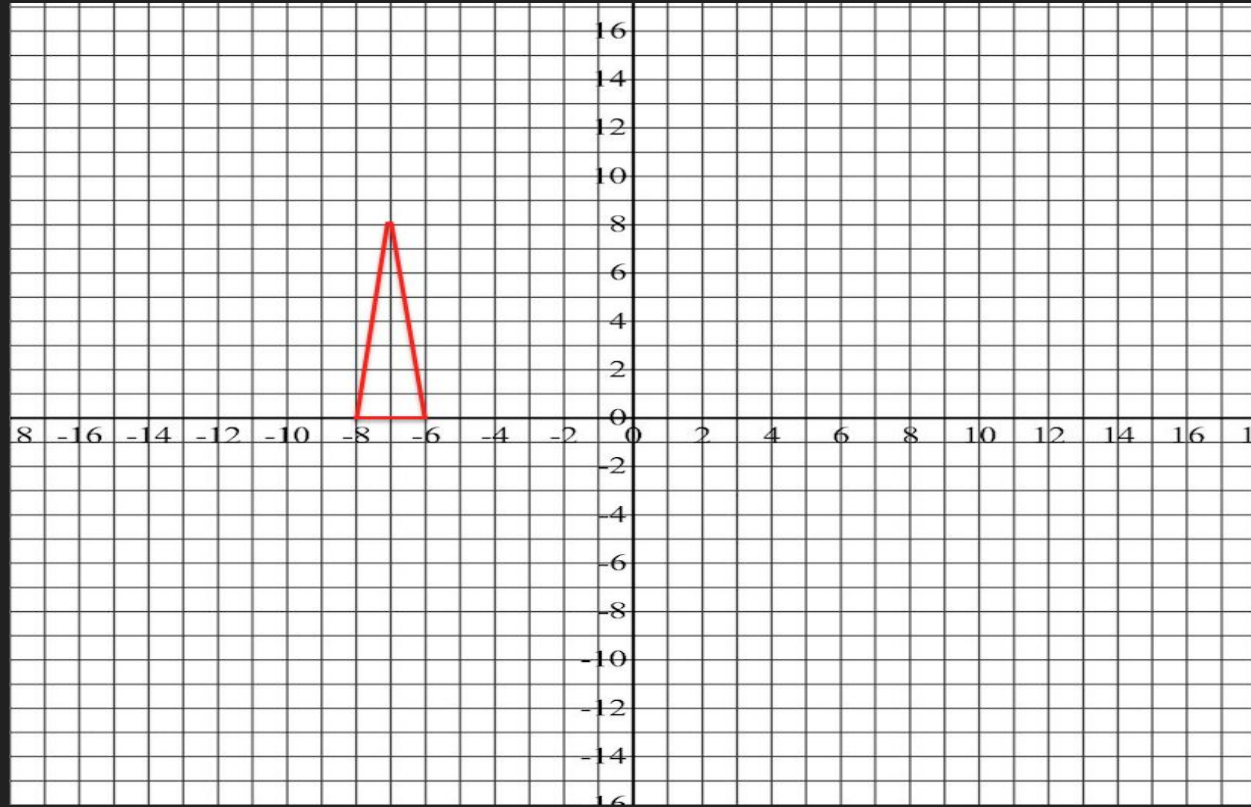
# Part 1: Result



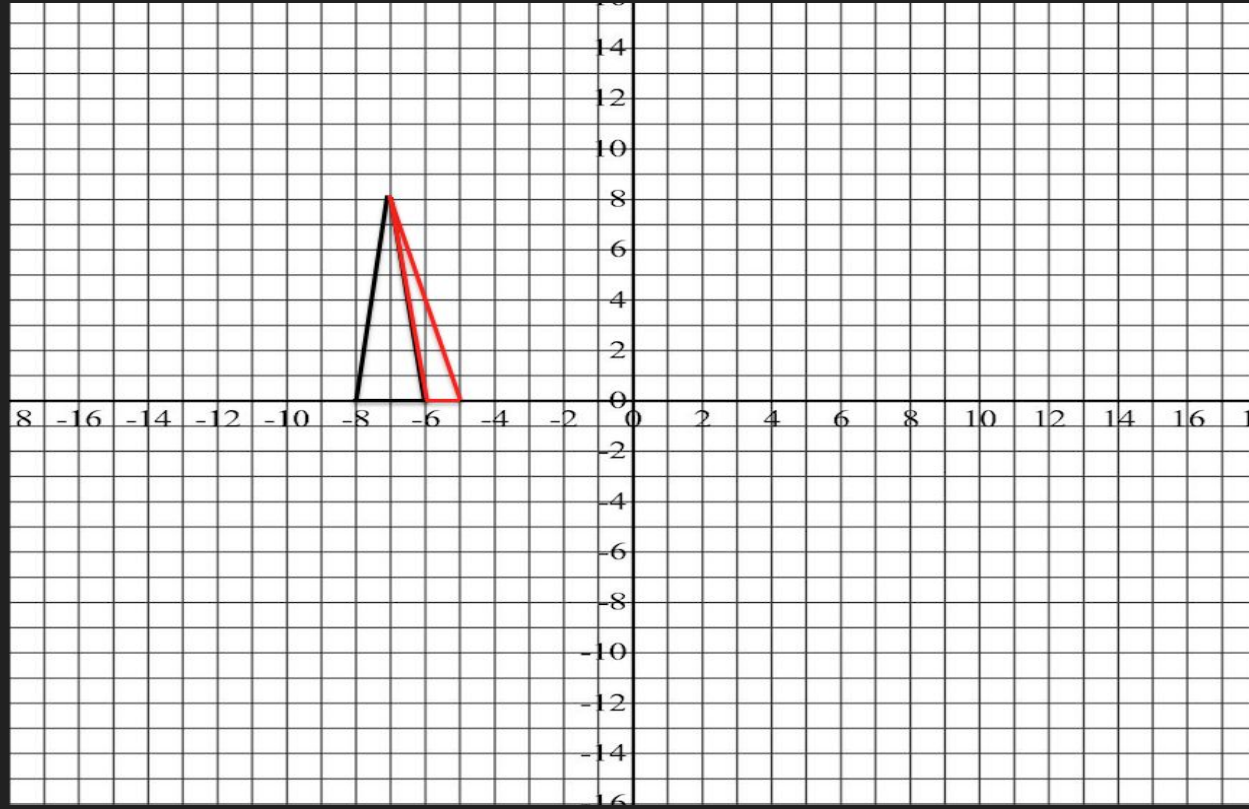
## Part 2: The Sims Logo



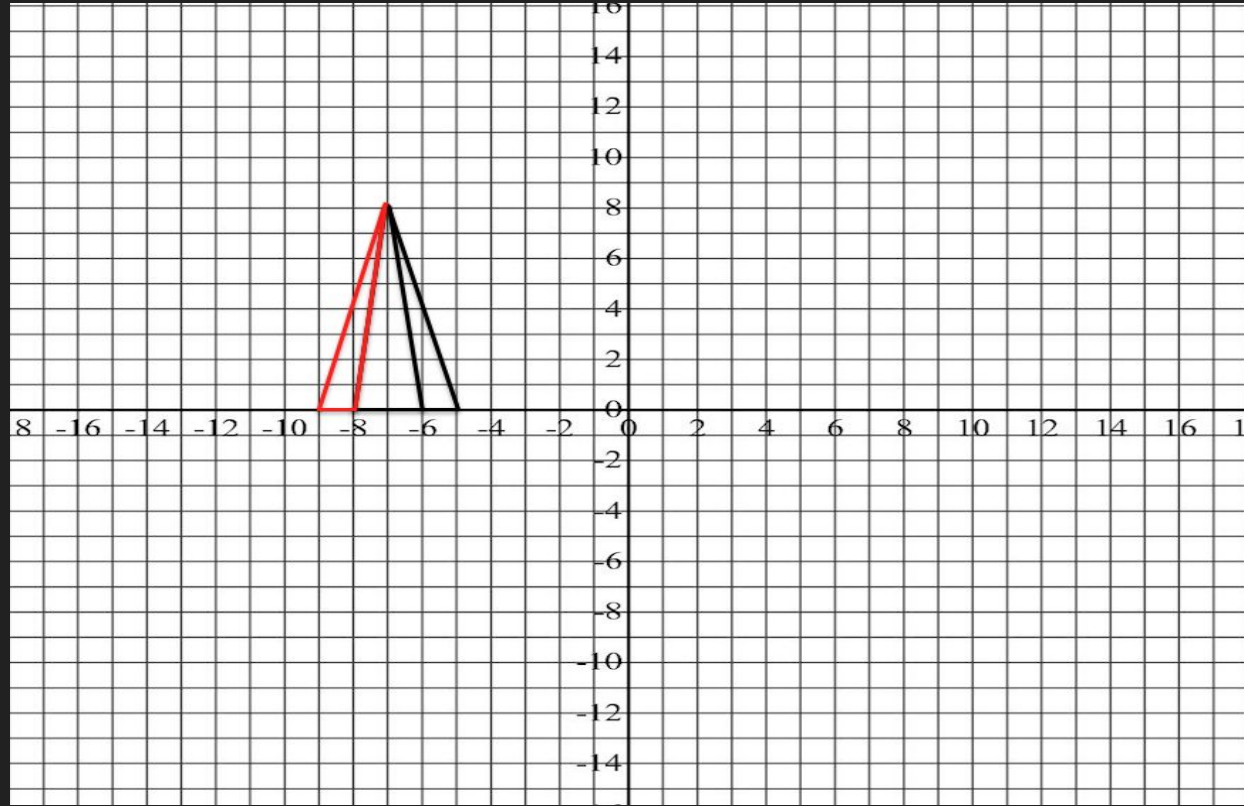
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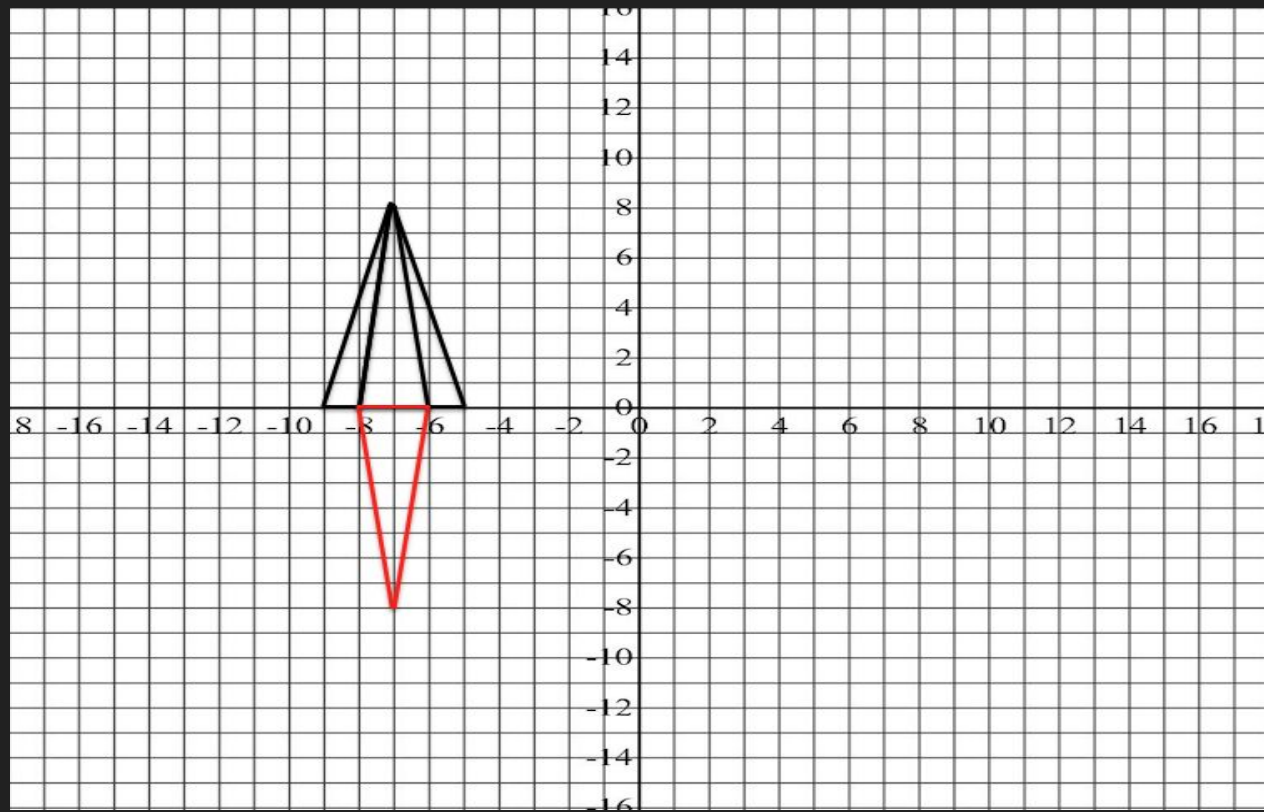
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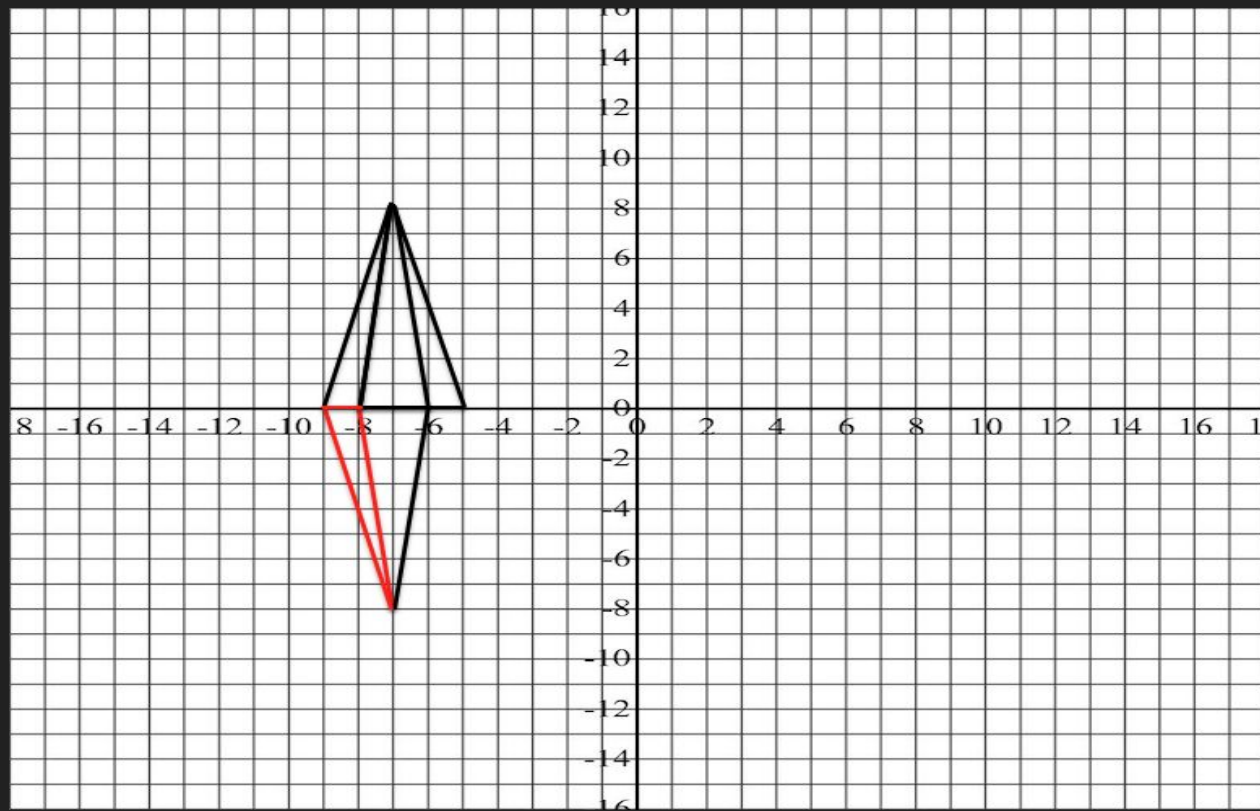


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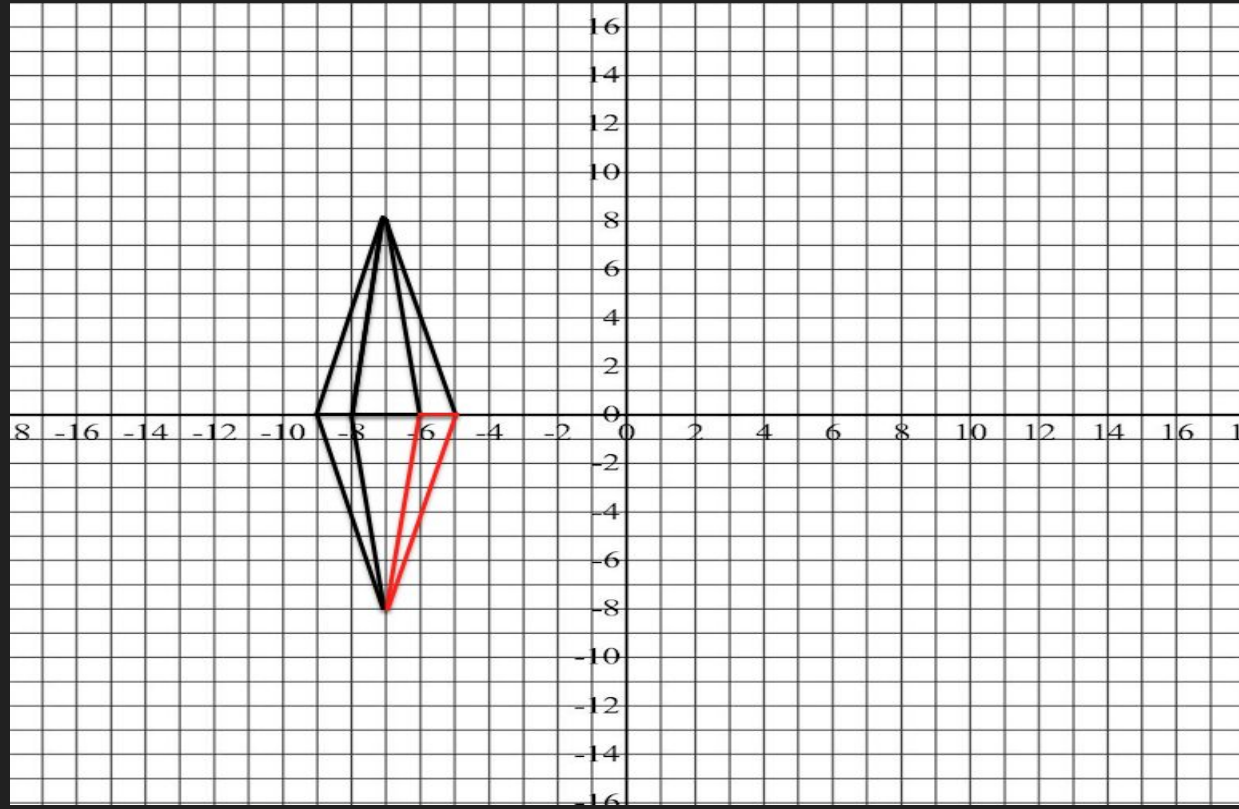




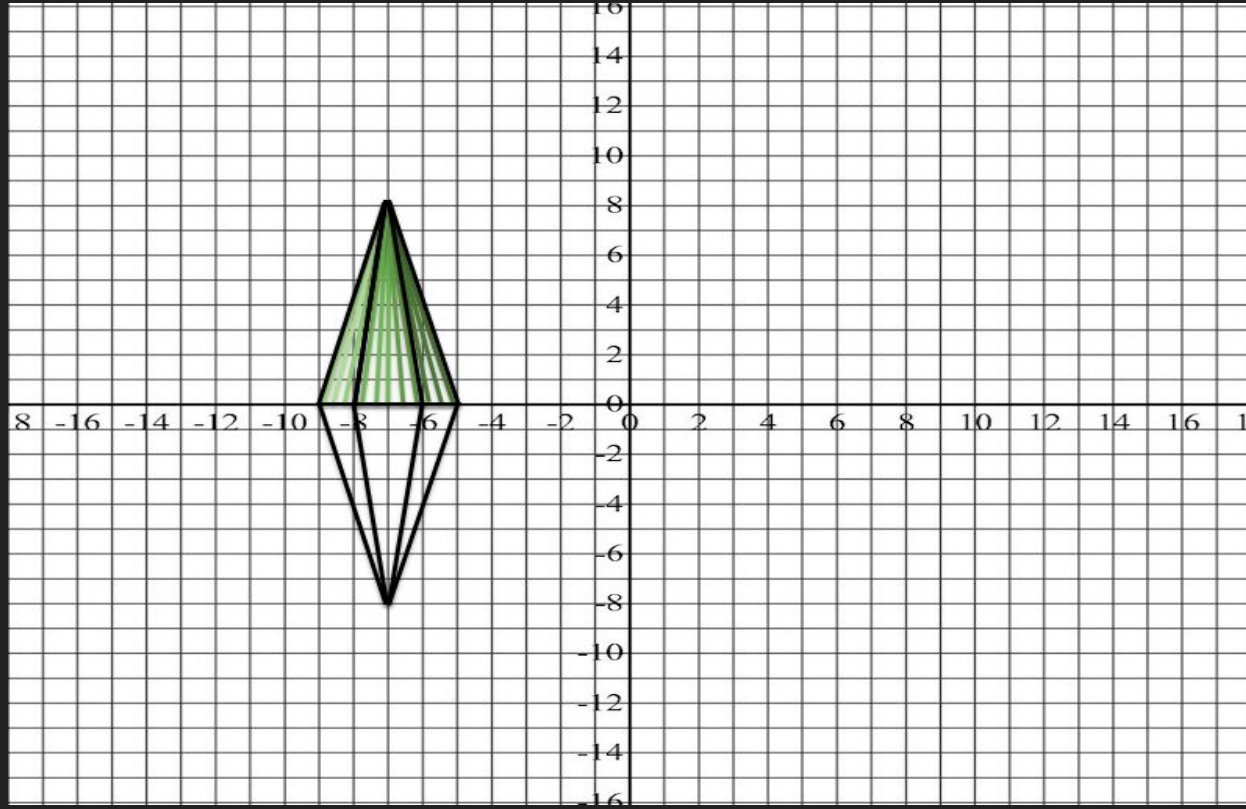
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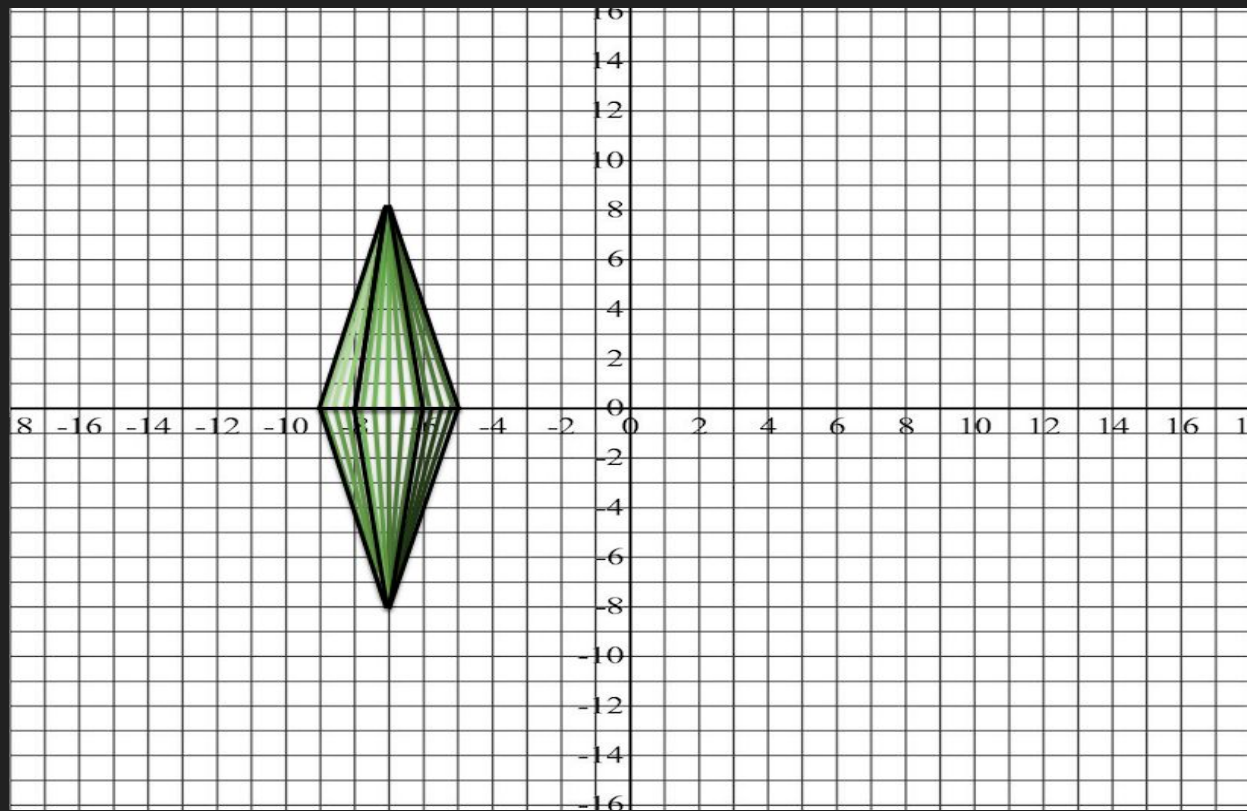
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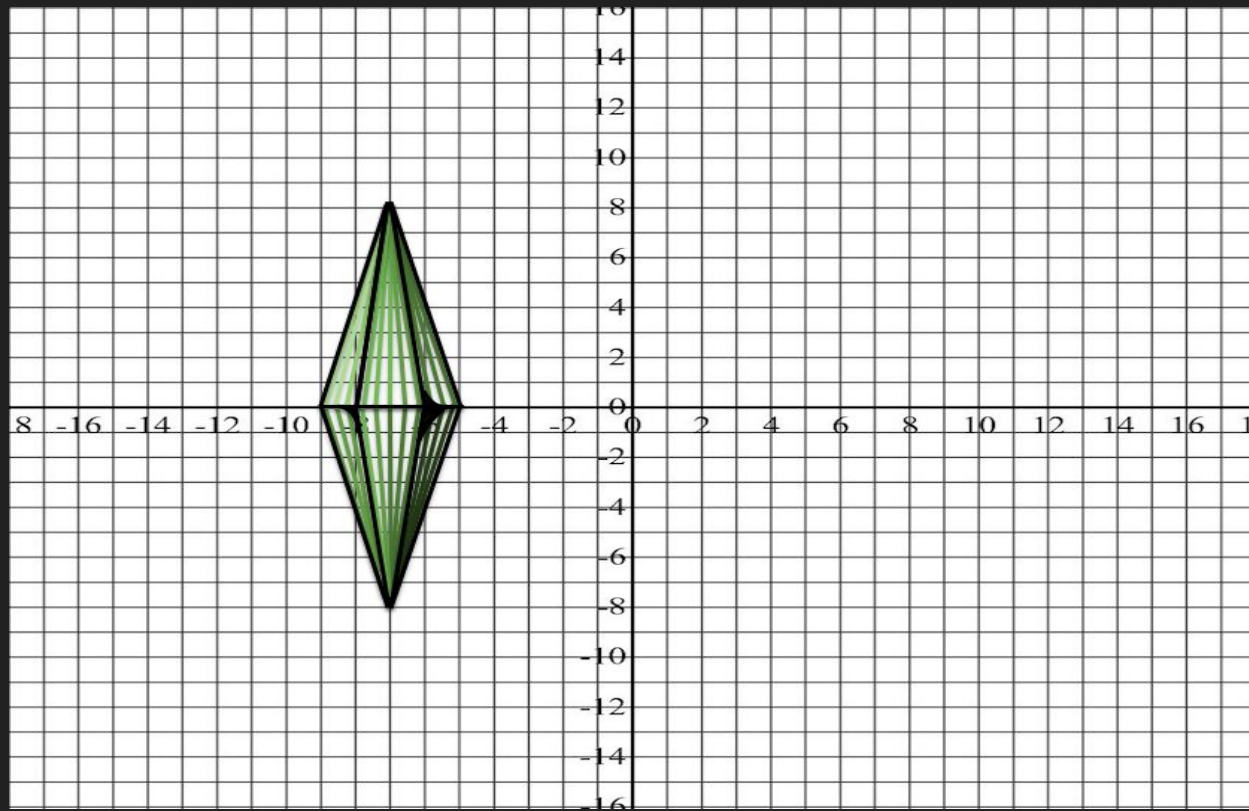
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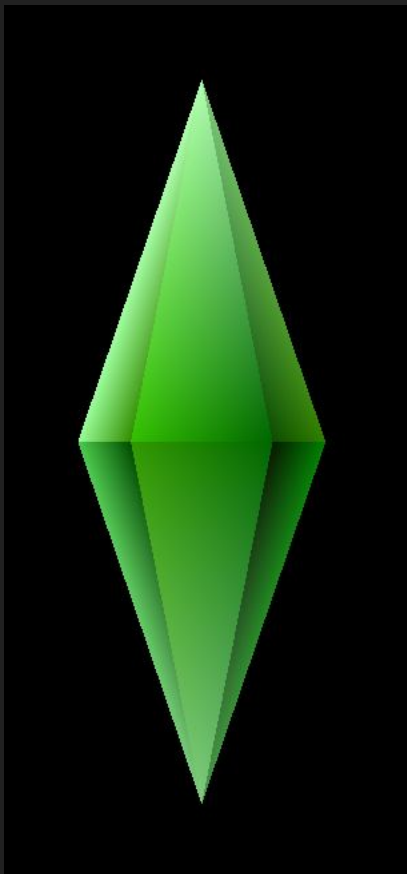
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## Part 2: Result



# Result

