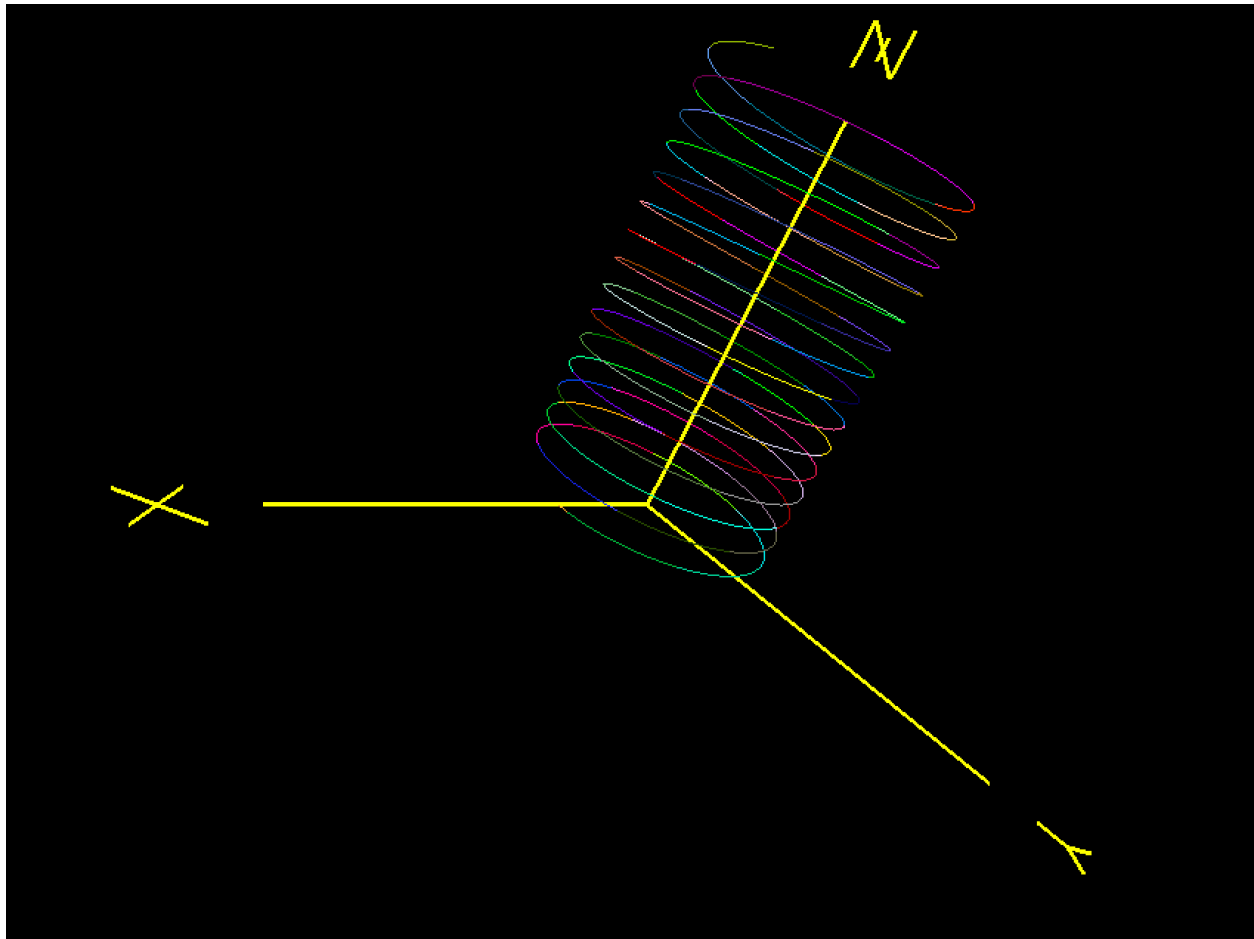


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CS450
MW 10am - 12pm
10/5/23

Project 1 Write Up

I used the sample code provided on the cs450 class resource page. I then modified the “initLists” function in the ‘sample.cpp’ file. I created a slinkyList object and then used “GL_LINE_STRIP” to draw the slinky. I used ‘glVertex3f(RADIUS*cos(ang), RADIUS*sin(ang), z)’ to create a circle—‘ang’ and ‘z’ where updated at every new vertex. Every 10 vertices, I updated the color format to something slightly different from before. I also multiplied the ‘dang’ variable by 30 to increase the number of circles that were drawn. That basically covers everything I did.



Video Link: https://media.oregonstate.edu/media/t/1_9vl2pkfh