COSC 4370 – Homework 2

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1 Problem

In this assignment, we will be learning how to create several 3D scenes with OpenGL. The first part of the assignment is to reproduce three images. The second portion of the assignment is create using familiar techniques and being creative.

2 Method

You will only be using the main.cpp to write out your code. We will have to fill in the functions for problem 1, 2 3 and 4. For each of the three reproductions, you should be able to create the image using only glutSolidTeapot, glutSolidCube, and OpenGL's transformation mechanisms like glPushMatrix, glPopMatrix, glTranslatef, etc.

3 Implementation

I can't explain what I did on main.cpp since I didn't had time to code it. I once again, completely forgot and it is 11pm at night and I am trying to do the report portion hoping for some credit. I do want to apologize for it. It just been a rough semester, since I have two jobs, 5 classes and in the L'Space program with NASA. It was hard to time manage everything. I do plan to do better and get myself a planner to help me manage everything. Hope to do HW3 and HW4 on time and coded.

4 Result

If the coding portion went well, you should get images that looks like this:

Image is on the second page.