

Comp 5/6400 Programming Assignment 1: Basic 2D OpenGL

Duration: 1 week

Due Date: Midnight (11:59PM), Wednesday, January 29, 2014

Requirements:

1. The window size should be at least **500x500**.
2. The window's title should be "**COMP-5/6400 Assignment 1**"
3. You should use **at least four** different colors in your scene.
4. You should have **at least 30** primitives in your scene.
5. The design should make common sense.
6. Turn in your assignment to Canvas: If you use visual studio to create the program, please zip and submit the entire project folder. If you use jGRASP, please just submit the source and the exe file.

Description:

We are proud of the excellent Student Center located between Haley Center and the football stadium. This is a place where people can do various activities indoor and outdoor. Our projects will center on this theme.

The assignment is to design and draw the footprint and the outline of this area. While you may emphasize on particular portion of this area, e.g., corridor of the east side, the bus stops, the playing field, etc., the entire student center must be included. Assume you are looking down from above. Appropriate details, such as the entrance, walkways, and steps/stairs should appear in your design. There are many other things you can do as well (if you wish) like lamp posts, trees, grass, bike-racks, people, etc. But they are optional. Use your imagination.

The point of this assignment is to become familiarized with OpenGL and have fun doing it.

Finally, if you want to do more advanced features that we haven't talked about yet (for example, animation), feel free to do so, as long as you make sure you satisfy the other requirements as well.