Alexandria University
Faculty of Engineering
Computer and Systems Engineering Department

CS 422 Computer Graphics
Assigned: DAY, DD/MM/2023
Due: DAY, DD/MM/2023

Lab Assignment 04

Objectives

Getting familiar with OpenGL API, drawing using vertex array objects VAOs. Implement DDA, Bresenham Algorithms.

Problem Statement

You should implement an OpenGL application that writes your first name using line drawing algorithms (DDA, Bresenham)(your drawing should include **all possible** slopes). You should use VAOs to store vertices data.

Set point size to 5.

Bonus part:

Apply simple text gradient animation to drawn lines. See video for better understanding.

You can use VAOs, color animation as references.

Delivery Policy

- You should submit a report describing your code flow, screenshots of working code and challenges you faced (if any).
- You should submit the project source code (.cpp file(s)).
- You should cite any additional resources you used.
- Further details for the submission instructions will be posted later on MS Teams.

Good Luck