Programming Assignment # 5

Submission Deadline: 18th November, 2014

Implement the Z-buffer algorithm for hidden surface removal for a set of cubes.

http://www.iitg.ernet.in/pinaki/Programming-Assignment-5.pdf

Also you can download relevant codes from the following links:

http://www.iitg.ernet.in/pinaki/P9_1_ZBuffer/Cube.h

http://www.iitg.ernet.in/pinaki/P9_1_ZBuffer/Draw3D.cpp

http://www.iitg.ernet.in/pinaki/P9_1_ZBuffer/Global3D.h

http://www.iitg.ernet.in/pinaki/P9_1_ZBuffer/SrfcUtil.h

http://www.iitg.ernet.in/pinaki/P9_1_ZBuffer/Global3D.cpp

http://www.iitg.ernet.in/pinaki/P9_1_ZBuffer/Line.h

http://www.iitg.ernet.in/pinaki/P9_1_ZBuffer/DrawShape.cpp

http://www.iitg.ernet.in/pinaki/P9_1_ZBuffer/Cube.cpp

http://www.iitg.ernet.in/pinaki/P9_1_ZBuffer/WMain.cpp

http://www.iitg.ernet.in/pinaki/P9_1_ZBuffer/DrawUtil3D.h

http://www.iitg.ernet.in/pinaki/P9_1_ZBuffer/SrfcUtil.cpp

http://www.iitg.ernet.in/pinaki/P9_1_ZBuffer/ZBuff.cpp

http://www.iitg.ernet.in/pinaki/P9_1_ZBuffer/Line.cpp

http://www.iitg.ernet.in/pinaki/P9_1_ZBuffer/DrawUtil3D.cpp