CIS 441/541: Project #2B
Due Nov 14th, 2016 (meaning 6am Nov. 15th)
Worth 7% of your grade

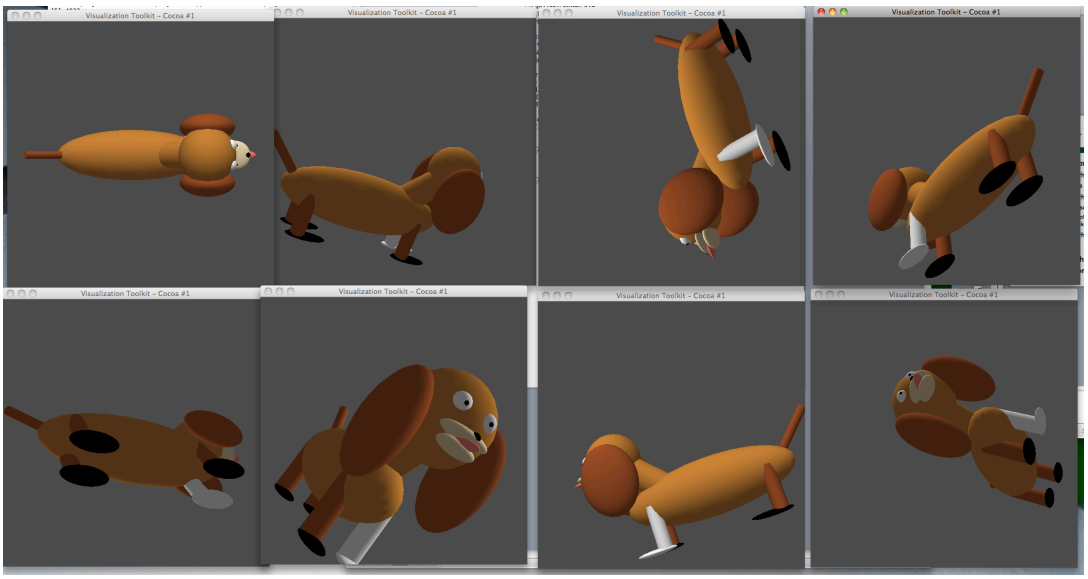
Goal:
You will make a dog out of spheres and cylinders using glPop/PushMatrix, glRotate, glTranslate, and glScale commands. This project will help you learn more about the ModelView matrix and also better understand how geometries are constructed.

There is a new skeleton program, project2B.cxx.
This program contains:

1) infrastructure that works with the VTK library
2) routines for rendering cylinders and spheres
3) code that renders some of the dog's head.

You do not need to produce exactly my dog. Your dog should:

(1) look more or less like a dog (i.e., as much as mine). The means no obvious problems with the geometry (example: the legs are super long and you left it because you didn't know how to fix it).
(2) Use the sphere and cylinder routines in project2B.cxx.
    a. If you want to use different geometries, let me know. The concern here would be if people bring in external geometries that simplify the problem too much.
(3) Have two elements that are not aligned with (1,0,0), (0,1,0), or (0,0,1). My dog has the tail and neck at an angle.



What to turn in?:

- your source code
- 3 screenshots that show off your dog