

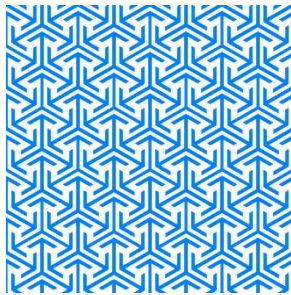
Assignment N°8 – Transformations

Goal

Getting started with transformation using GLM

Exercise

- Create three hexagons arranged according to the configuration depicted in the Figure 1 below using the textures background.jpg and ball.png (below).



background.jpg



ball.jpg

- Press the "up" and "down" key to change how much the texture background.jpg or the texture ball.png is visible.

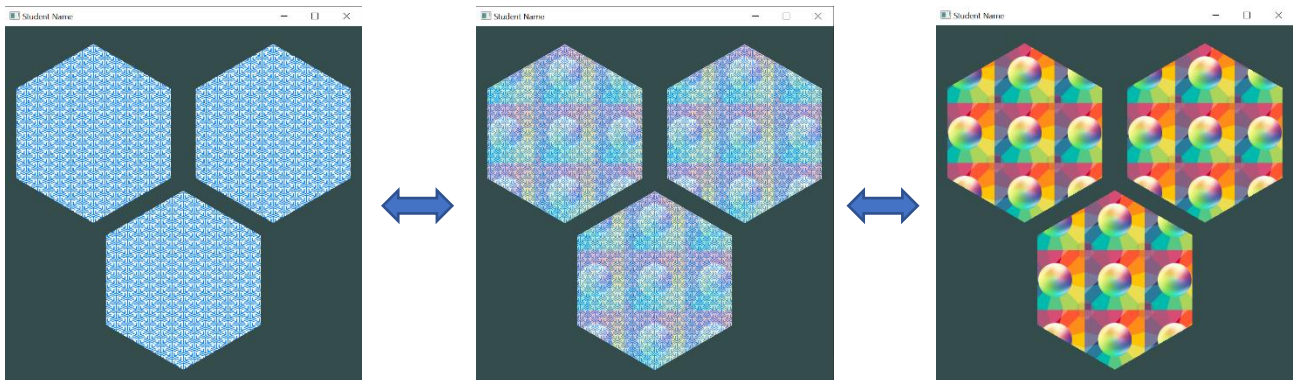


Figure 1

- Rotate the two hexagons above: one clockwise and the other counterclockwise. Simultaneously, automatically rotate the hexagon below in a clockwise direction and adjust its scale up or down.

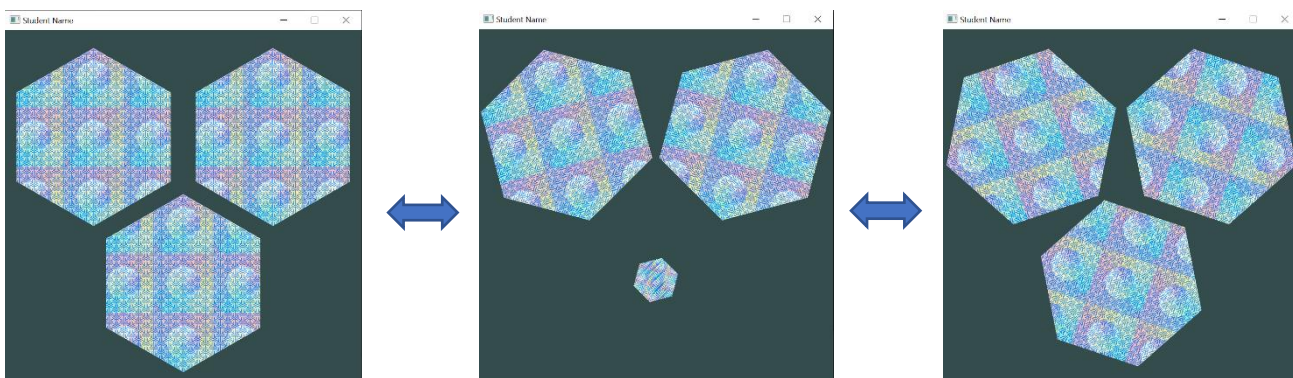


Figure 2



- Windows name = Student name
- Window size = 800 pixels x 800 pixels
- Exit the program: E

Deliverable (a zip file - StudentName_AssignmentNumber.zip on blackboard)

- Screen capture
- Source code
- Compiled program

References

<https://learnopengl.com/Getting-started/Transformations>

https://www.glfw.org/docs/3.3/group__input.html#gaeaed62e69c3bd62b7ff8f7b19913ce4f

https://github.com/nothings/stb/blob/master/stb_image.h

<https://glm.g-truc.net/0.9.8/index.html>