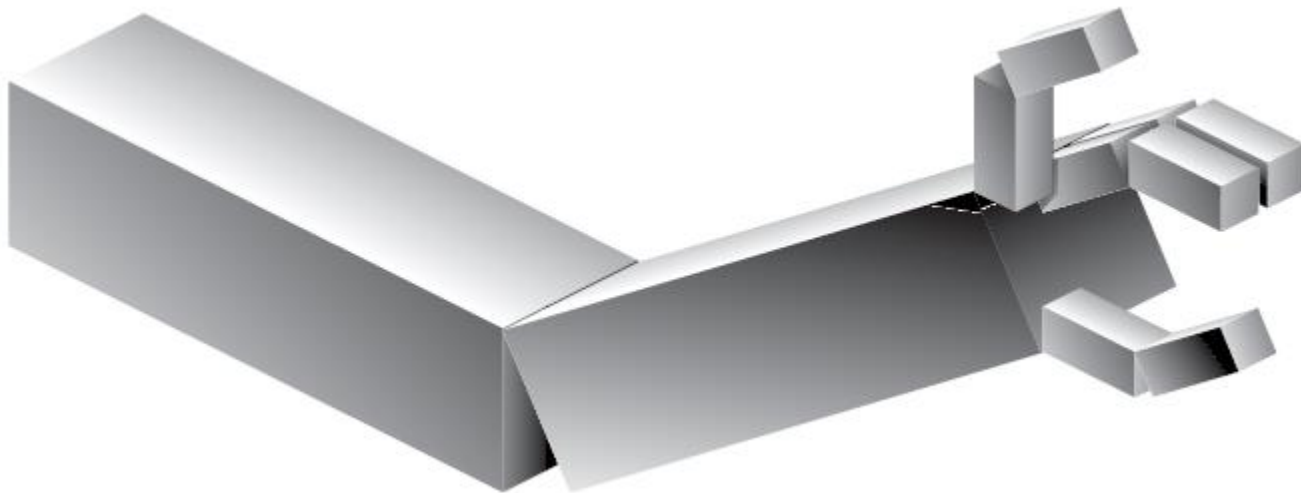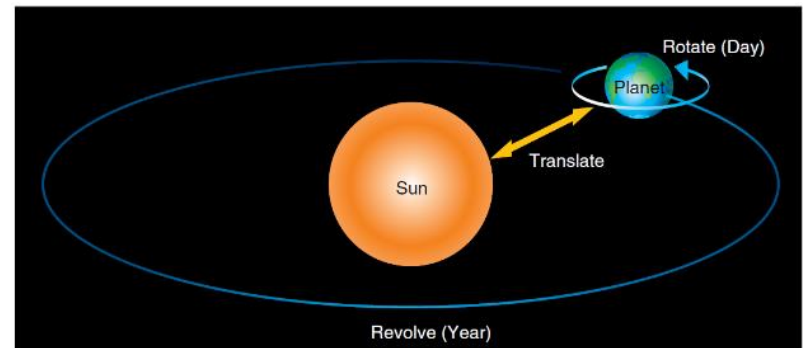# Homework 4

- Implement a program that renders the following image under the **perspective** projection
  - Use polygons to render 國立中興大學 and the logo
  - Use triangles to render National Chung Hsing University
- Each color and vertex of above polygons and triangles are manually defined by yourself

Homework 4

- Implement the following models

Homework 4

- Modify your homework 3
- Keyboard
  - W -Move forward
  - A Move left
  - S Move right
  - D Move backward
- glutIdleFunc
  - NCHU icon
    - Automatically rotate
    - Automatically change color
  - Planet model
    - Automatically rotate the planet in both self-rotation and revolving

Homework 4

- The content of the image should not be clipped
- Hint
  - You may need to create a larger view volume under the orthographic projection
  - Be sure to use Visual C++ 2019 for coding
    - Otherwise 0
  - Be sure to include glew and freeglut libs/dlls in your project
    - Otherwise 0
- Always Copy = Delay = 0

- Deadline: 11/10 23:30
- TA黃聖凱
  - g110056163@mail.nchu.edu.tw
  - Upload to iLearning 3.0
    - Zip the whole project and remove complied files!
    - Otherwise your grade will be deducted by 10 each
- Title
  - 成圖技術與應用第IV次作業_學號_學生名.zip
    - Otherwise your grade will be deducted by 50
- In the beginning of the source code, you need to add the identifications below
  - Otherwise your grade will be deducted by 40

  /***************************

  4001234567 王小明 第IV次作業11/10

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