SSN COLLEGE OF ENGINEERING, KALAVAKKAM

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

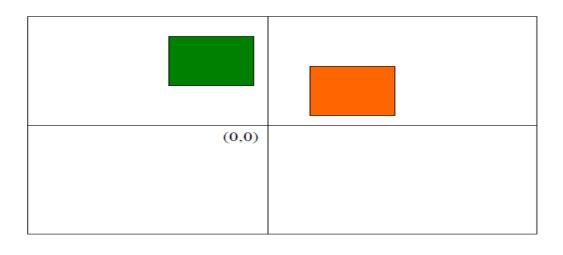
CS6513 - COMPUTER GRAPHICS LAB

Lab Exercise 4 2D Transformations

Write a c++ menu-driven program using OPENGL to perform 2D transformations – translation, rotation, scaling, reflection and shearing.

Sample Output:

For translation:



Before Translation

After Translation

Similarly for all transformations.

Note:

- 1. Draw the object using GL_QUADS by getting input for the vertices from the user.
- 2. Apply transformations to the vertices of the object [Get the input choice of transformation and the necessary transformation factors from the user]
- 3. Redraw the object after transformations

[Use homogeneous coordinate representations]