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]