

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]