## **Computer Graphics, Lab Assignment 3**

Handed out: April 8, 2020

Due: 23:59, April 16, 2020 (NO SCORE for late submissions!)

Submit your assignment only through Computer Graphics course page on Blackboard.

- 1. Write down a Python program to draw a transformed triangle in a 2D space.
  - A. Set the window title to **CG\_weekly\_practice\_04\_studentID** (e.g. **CG\_weekly\_practice\_04\_2017123456**) and the window size to (480,480).
  - B. Draw a triangle using render() function below (DO NOT modify it!).

```
def render(T):
glClear(GL COLOR BUFFER BIT)
glLoadIdentity()
 # draw cooridnate
 glBegin(GL LINES)
 glColor3ub(255, 0, 0)
 glVertex2fv(np.array([0.,0.]))
 glVertex2fv(np.array([1.,0.]))
 glColor3ub(0, 255, 0)
 glVertex2fv(np.array([0.,0.]))
glVertex2fv(np.array([0.,1.]))
glEnd()
 # draw triangle
glBegin(GL TRIANGLES)
glColor3ub(255, 255, 255)
 glVertex2fv( (T @ np.array([.0,.5,1.]))[:-1])
 glVertex2fv( (T @ np.array([.0,.0,1.]))[:-1])
 glVertex2fv( (T @ np.array([.5,.0,1.]))[:-1] )
 glEnd()
```

C. If you press or repeat a key, the triangle should be transformed as shown in the Table:

Key	Transformation
Q	Translate by -0.1 in x direction w.r.t global coordinate
Е	Translate by 0.1 in x direction w.r.t global coordinate
Α	Rotate by 10 degrees counterclockwise w.r.t local coordinate
D	Rotate by 10 degrees clockwise w.r.t local coordinate
1	Reset the triangle with identity matrix
W	Scale by 0.9 times in x direction w.r.t global coordinate
S	Rotate by 10 degrees counterclockwise w.r.t global
	coordinate

- D. Transformations should be accumulated (composed with previous one) unless you press '1'.
  - i. You'll need a global variable to store current accumulated transformation.
  - ii. For example:

gComposedM = newM @ gComposedM; or gComposedM = gComposedM @ newM;

- E. Do not use OpenGL transformation functions.
- F. Submit a single .py file **CG\_weekly\_practice\_04\_studentID.py** (e.g. **CG\_weekly\_practice\_04\_2017123456.py**)
- G. Expected result:



