

glutdemo

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Lab 1 submission:

controls:

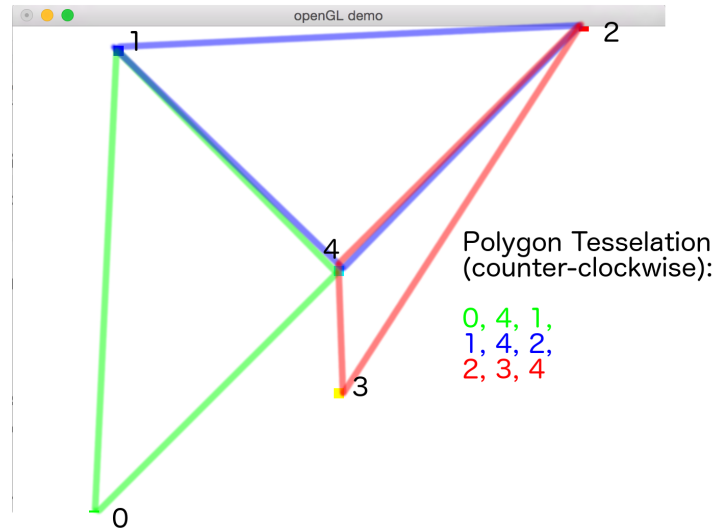
scene

- 1: view square with black outline
- 2: view hsv wheel
- 3: view green concave polygon

camera keyboard controls

- w, a, s, d: translate camera
- i, j, k, l: two degree of freedom rotation
- e: zoom out
- q: zoom in

polygon tessellation



Here is a diagram that I used to produce the tessellated index array for the concave polygon.

credits

This project uses the following library dependencies

- [freeglut](#)
- [devIL](#)
- [glew](#)

In addition, I make use of utility functions from these sources:

- [Zed Shaw's Learn C the Hard Way](#) (debugging macros)
- [hinmath.h, C vector header](#) (public domain)