CSE4020-11789 Computer Graphics

ClassAssignment3 Report

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1. Which requirements I implemented

I implemented all requirements except extra credits in ClassAssignment3

2-A. Manipulating the camera in same way as in ClassAssignment1 using my code.

2-B. Load an obj file and render it.

2-C. Lighting

4-A. Toggle [shading using normal data in obj file] / [forced smooth shading] by pressing S key.

4-B. Load & render a mesh that does not have the same number of vertices of all polygons using glDrawArrays() or glDrawElements()

1. A few screenshot images of my program with downloaded obj files

모니터, 사진, 여자, 화면이(가) 표시된 사진

자동 생성된 설명실내, 검은색, 서있는, 하얀색이(가) 표시된 사진

자동 생성된 설명컵, 커피, 테이블, 사진이(가) 표시된 사진

자동 생성된 설명사진, 모니터, 하얀색, 말이(가) 표시된 사진

자동 생성된 설명

1. Lighting configuration
2. I used only two light sources.
3. First one is on (-1.0, -1.0, -1.0) and another one is on (1.0, 1.0, 1.0)
4. Every light source is directional light.