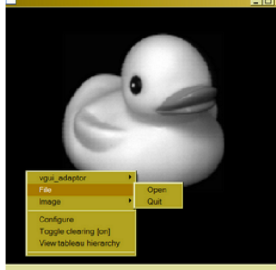


1

Lab Assignment

1. Read Obj file and render
 - Obj input file is selectable
 - Command line input for other files
 - Popup menu to select among the given 4 files
2. Support Rotation/Translation
 - Use Keyboard control
 - Use a key to reset the object to the origin



2

Obj File Format

```

v -1 -1 -1          f 1 3 4
v 1 -1 -1           f 1 4 2
v -1 1 -1           f 5 6 8
v 1 1 -1            f 5 8 7
v -1 -1 1           f 1 2 6
v 1 -1 1            f 1 6 5
v -1 1 1            f 3 7 8
v 1 1 1             f 3 8 4
                    f 1 5 7
                    f 1 7 3
Note: ignore lines start with
Other characters     f 2 4 8
                    f 2 8 6

```

3

Draw Triangle

```

// Draw a triangle:
glBegin(GL_TRIANGLES);
glVertex3f(-1.0f, -0.5f, -4.0f);
glVertex3f( 1.0f, -0.5f, -4.0f);
glVertex3f( 0.0f, 0.5f, -4.0f);
glEnd();

```

4