Nanyang Technological University

**Lab 1 Report:**

**Visualization using polygons**

CZ2003 Computer Graphics and Visualization

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**Experiment:**

1. In Wireframe Graphics Mode, the edges of the polygons are displayed.

In Vertices Graphics Mode, the vertices of the polygons are displayed.

In Flat Graphics Mode,

1. The color of the shape changes as the value in *diffuseColor* field changes between 0 and 1. If the color value are less than 0, it is assigned to be 0. If the color value are more than 1, it is assigned to be 1.
2. This folder consists of 2 FVRML files, *Cube.wrl* and *hexagon.wrl* , which define a 3D cube and a 2D hexagon respectively.
3. The order of vertices defined in the coordIndex part of the code defines the visible side of polygons. When you swap the order of the vertices (for example, from 0 1 2 to 2 1 0) the visible side be flipped.