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ME557

Homework 2

1. Triangle Strip Model (41 Vertices) :
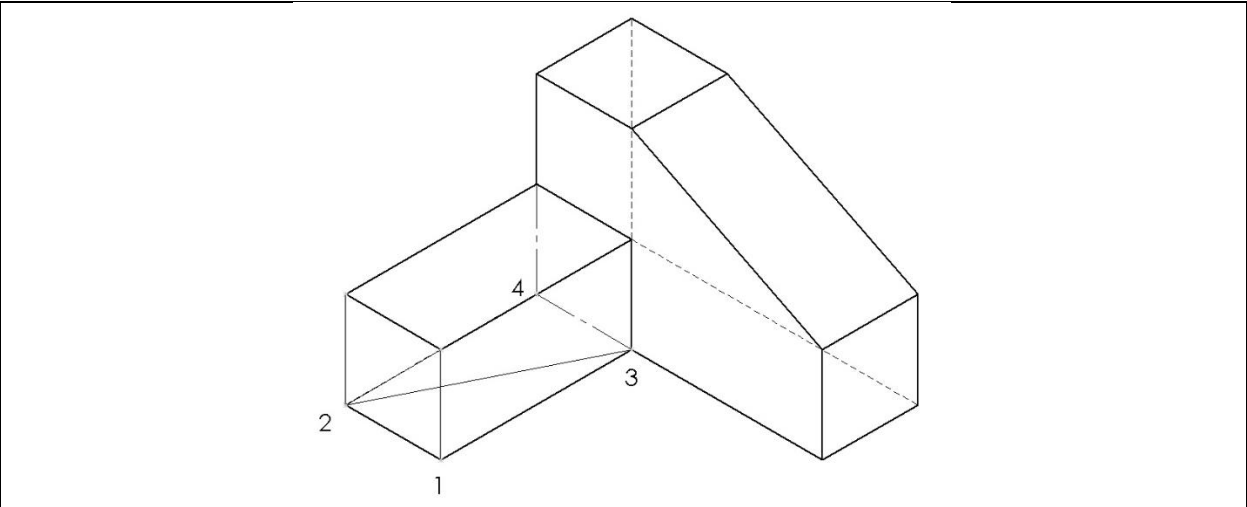
Strip 1
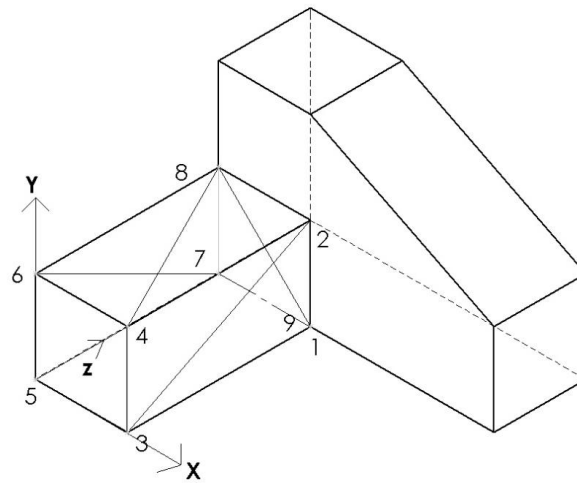
Point	X	Y	Z
1	1	0	2
2	1	1	2
3	1	0	0
4	1	1	0
5	0	0	0
6	0	1	0
7	0	0	2
8	0	1	2
9	1	0	2

Strip 2
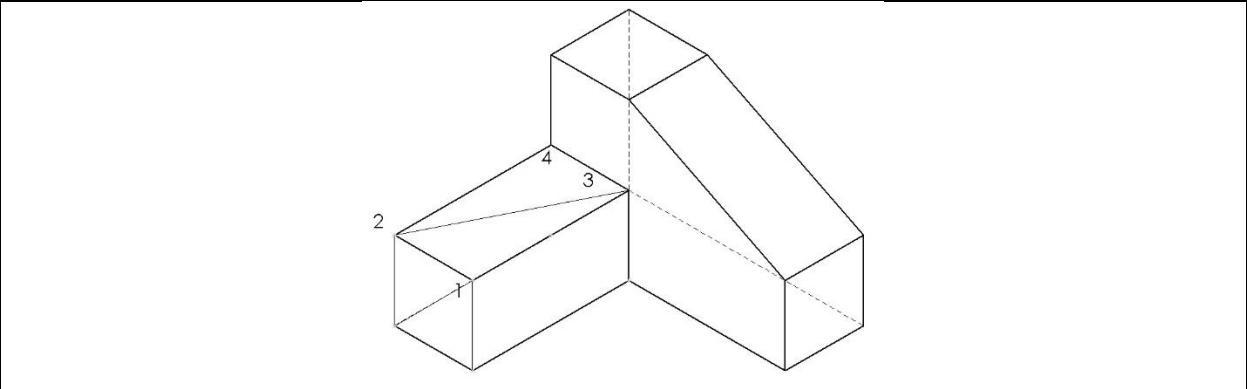
Point	X	Y	Z
1	1	1	0
2	0	1	0
3	1	1	2
4	0	1	2

Strip 3

Point	X	Y	Z
1	1	0	0
2	0	0	0
3	1	0	2
4	0	0	2

Strip 4
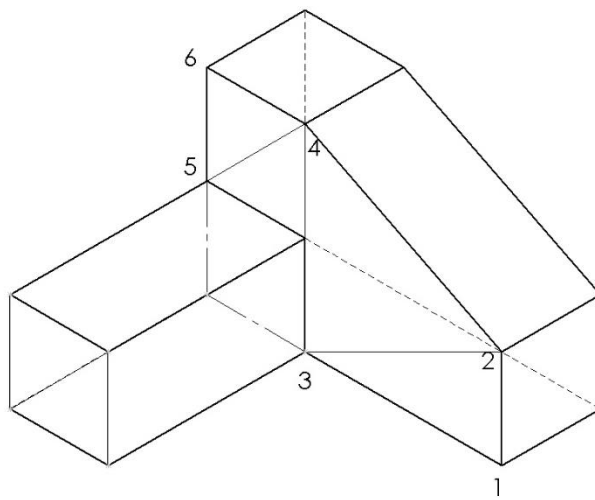
Point	X	Y	Z
1	3	0	2
2	3	1	2
3	1	0	2
4	1	2	2
5	0	1	2
6	0	2	2

Strip 5
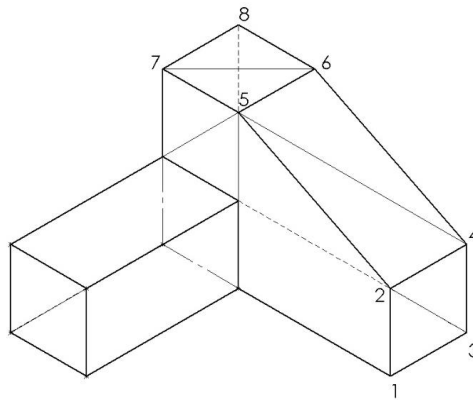
Point	X	Y	Z
1	3	0	2
2	3	1	3
3	3	0	3
4	3	1	3
5	1	2	2
6	1	2	3
7	0	2	2
8	0	2	3

Strip 6
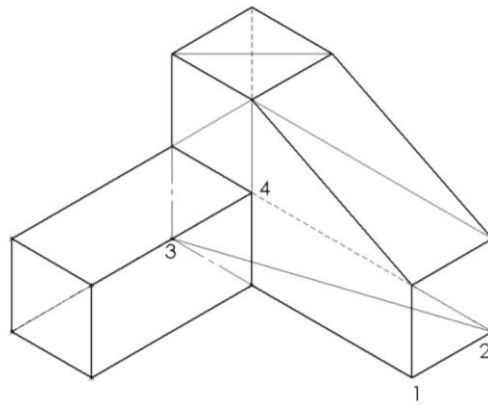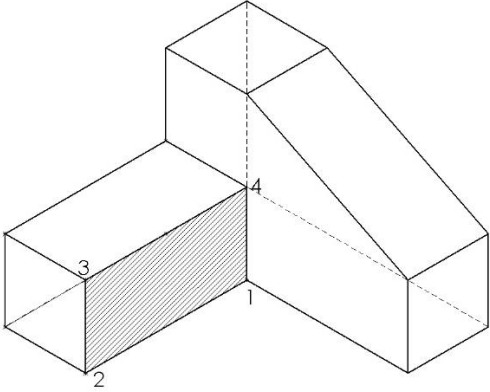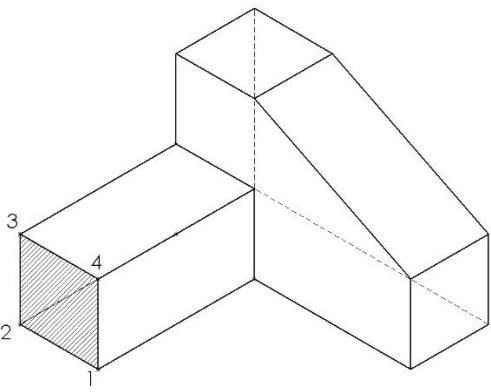
Point	X	Y	Z
1	3	0	2
2	3	0	3
3	0	0	2
4	0	0	3
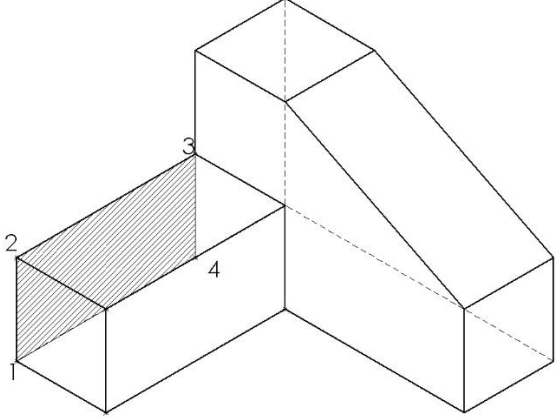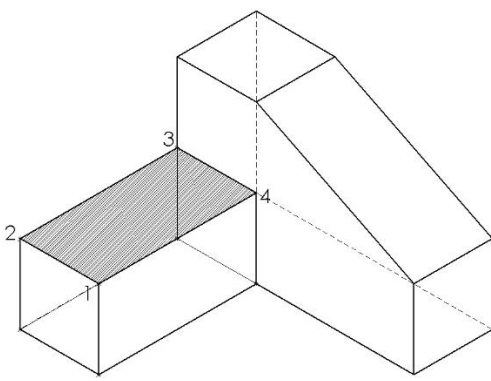
Strip 7
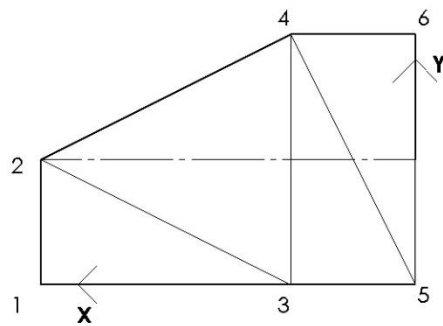
Point	X	Y	Z
1	3	0	3
2	3	1	3
3	1	0	3
4	1	2	3
5	0	0	3
6	0	2	3
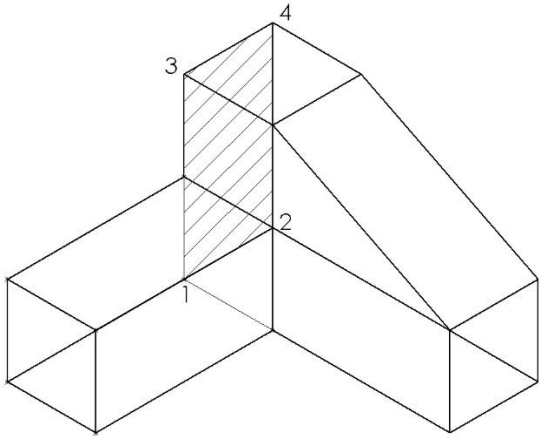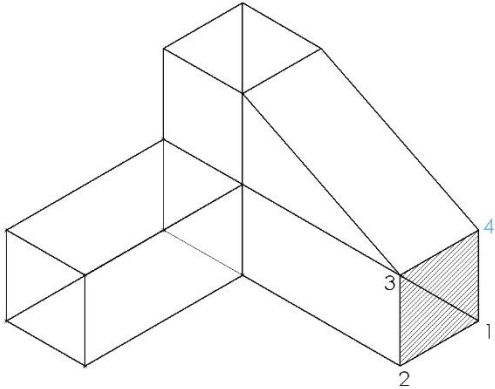
2. Polygon Model (50 Vertices)
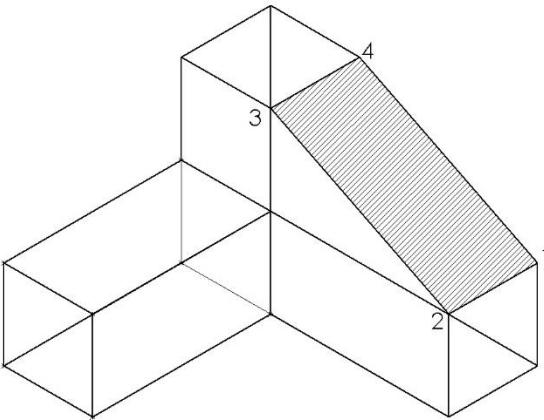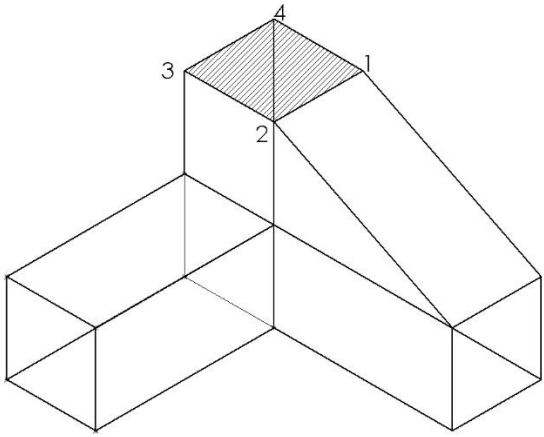
Polygon 1	Polygon 2

Point	X	Y	Z	Point	X	Y	Z
1	1	0	2	1	1	0	0
2	1	0	0	2	0	0	0
3	1	1	0	3	0	1	0
4	1	1	2	4	1	1	0
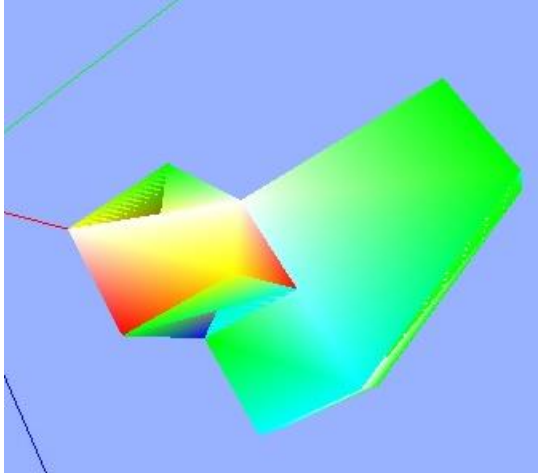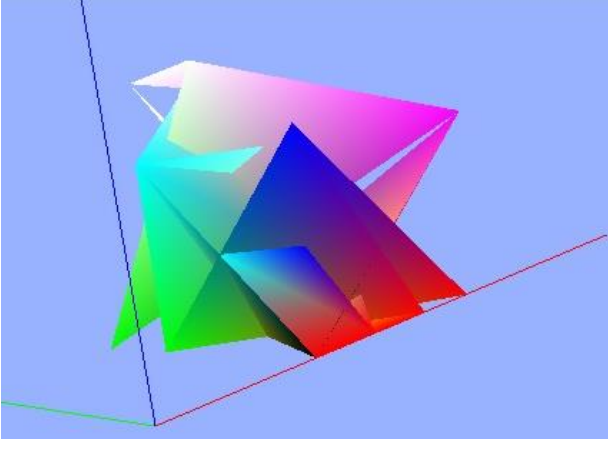
Polygon 3	Polygon 4

Point	X	Y	Z	Point	X	Y	Z
1	0	0	0	1	1	1	0
2	0	1	0	2	0	1	0
3	0	1	2	3	0	1	2
4	0	0	2	4	1	1	2

Polygon 5	Polygon 6

Point	X	Y	Z
1	1	0	0
2	0	0	0
3	0	0	2
4	1	0	2

Point	X	Y	Z
1	3	0	2
2	0	0	2
3	0	2	2
4	1	2	2
5	3	1	2

Polygon 7

Point	X	Y	Z
1	3	0	3
2	0	0	3
3	0	2	3
4	1	2	3
5	3	1	3

Polygon 8

Point	X	Y	Z
1	3	0	3
2	0	0	3
3	0	0	2
4	3	0	2

Polygon 9

Point	X	Y	Z
1	0	0	2
2	0	0	3
3	0	2	2
4	0	2	3

Polygon 10

Point	X	Y	Z
1	3	0	3
2	3	0	2
3	3	1	2
4	3	1	3

Polygon 11

Point	X	Y	Z
1	3	1	3
2	3	1	2
3	1	2	2
4	1	2	3

Polygon 12

Point	X	Y	Z
1	1	2	3
2	1	2	2
3	0	2	2
4	0	2	3

Strip Model	Polygon Model
Almost fine	Totally distorted, I think the problem maybe of how I used Gl_Polygon