

ANKARA UNIVERSITY
Computer Engineering
2017-2018 Fall Semester
COM337 Computer Graphics
Coursework 2

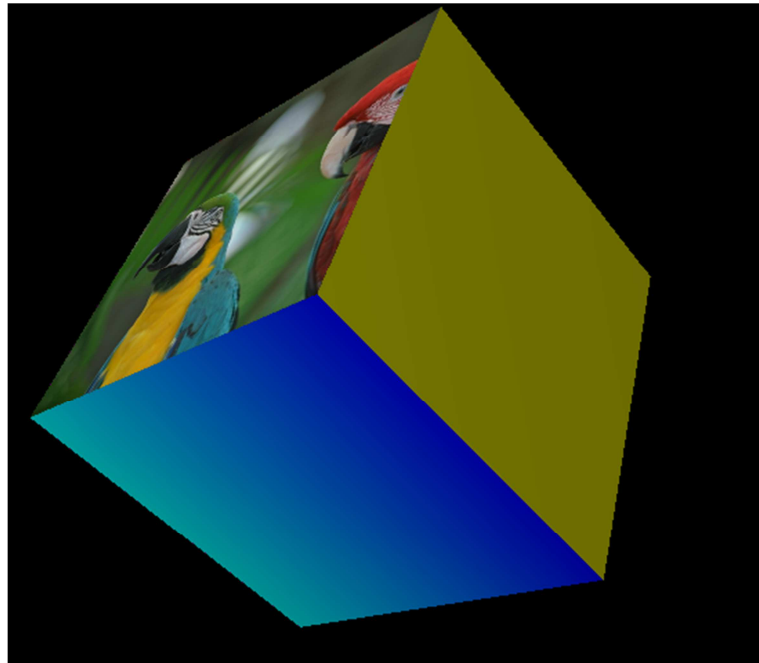
Draw a spinning cube using OpenGL. Each face of the cube should be colored with different colors. Some faces should be colored with fixed color while some of them are colored with a mixture of colors.

The cube should rotate after a key from keyboard is pressed. The cube should rotate to right (d key), left (a key), up (w key) and down (s key) when the corresponding key is pressed.

The user can change between orthogonal and perspective projection by pressing p key.

Your program should also handle window reshape.

Example screen shot: Putting a picture to one side of the cube is optional.



Warning

Your solutions will be analyzed using code similarity software. Of course you are free to discuss with your friends but your code should be your own work. If there is unacceptable level of similarity with others' solutions, it will be treated as plagiarism. In such a case, Higher Education Council (YÖK) regulations will be strictly applied.

Deadline and Submission

You should complete your work and send your source code to compeng.com337@gmail.com until **23:59 on December 3, Sunday**. Demo hours will be announced after the submission deadline.