Computer Graphics Assignment 1

Handed out: March 6, 2018

Due: 23:59, March 11, 2018 (NO SCORE for late submissions!)

1. Before doing practices and assignments in the course, you will need to setup a Python 3.5 environment and run basic examples to familiarize yourself with Python. To do this,

   A. Install Python 3.5.x, NumPy, PyOpenGL, PyOpenGL_accelerate, glfw as instructed in the lecture slide 2-PythonReview.

   B. Start the python interpreter in the interactive mode and import numpy, OpenGL, glfw and print the version of those modules and capture the screenshot. Refer the example screenshot B.jpg below.

   C. In the interactive mode, enter the code in page 16-27 of 2-PythonReview and capture the screenshot.

   D. Make an empty Python source file (.py) and write down the code in page 28-30, 32-35 of 2-PythonReview to the file. Then, run the source file (using Python non-interactive mode) and capture the screenshot.

   E. You can use Windows command prompt or Linux terminal or something like that for running Python interpreter.

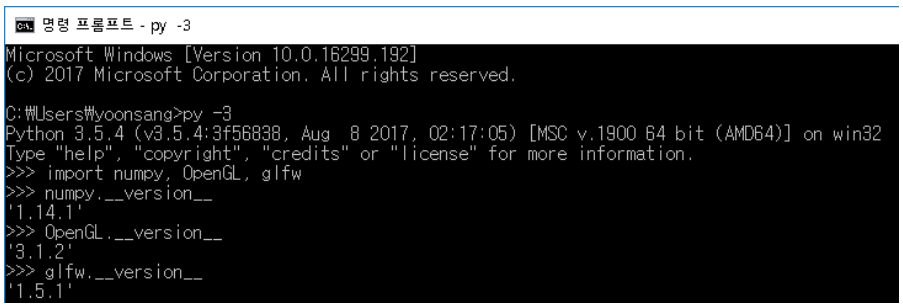
2. What you have to submit:

   A. **A compressed .zip file** of the screenshot images of 1-B, 1-C, 1-D.

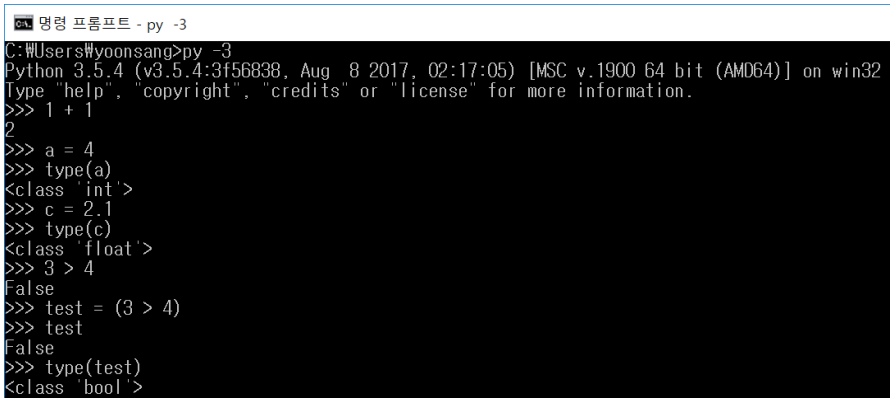
      i. The zip file name should be set to your name (e.g. GildongHong.zip)

      ii. Example screenshot images:

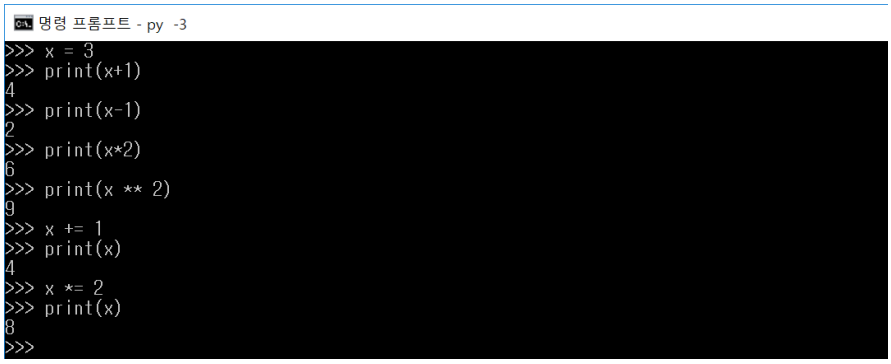
      1. **B.jpg**



2. **C1.jpg**

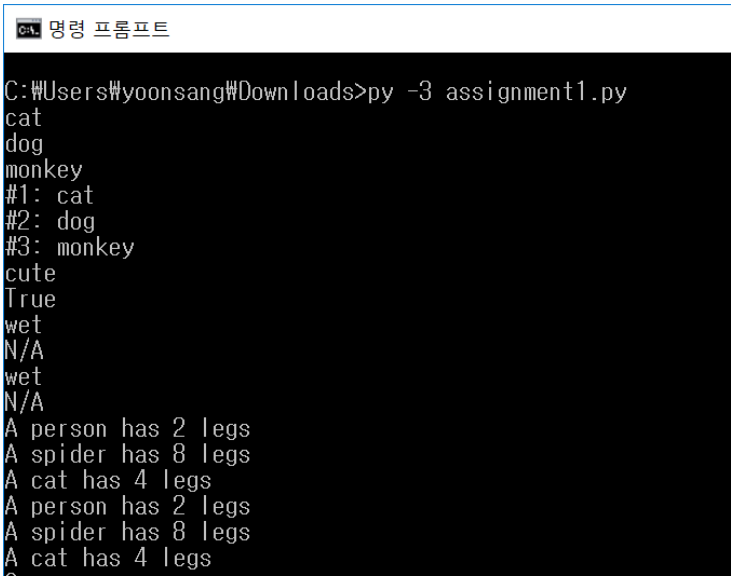


3. **C2.jpg**



4. **...** (Capture the screenshot as needed)

5. **D1**.jpg



6. **...** (Capture the screenshot as needed)