

Homework 4

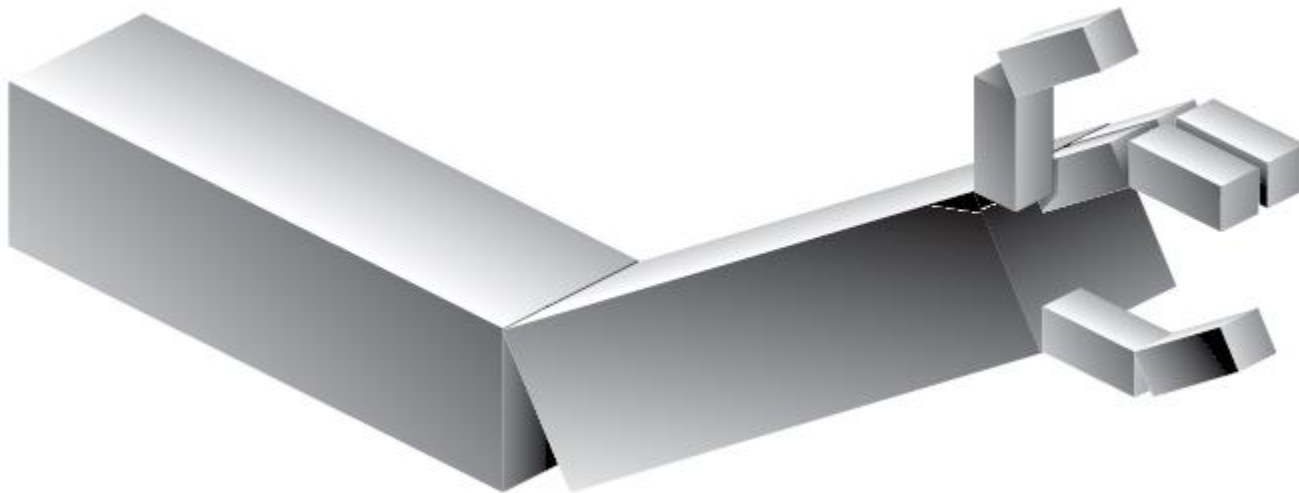
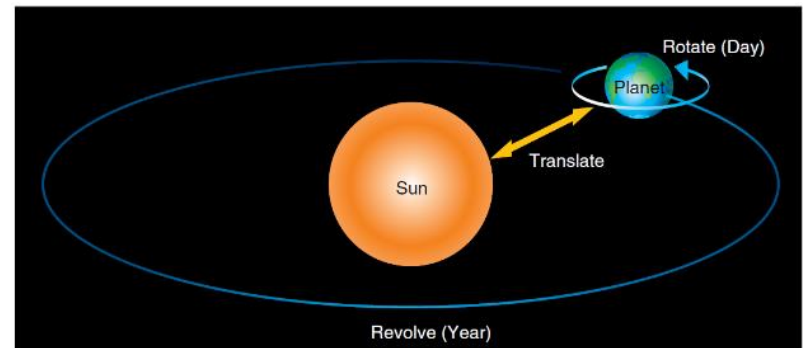
- Implement a program that renders the following image under the **perspective** projection
 - Use polygons to render 國立中興大學 and the logo
 - Use triangles to render National Chung Hsing University
- Each color and vertex of above polygons and triangles are manually defined by yourself



National Chung Hsing University

Homework 4

- Implement the following models



Homework 4

- Modify your homework 3
- Keyboard
 - W -Move forward
 - A Move left
 - D Move right
 - S Move backward
- glutIdleFunc
 - NCHU icon
 - Automatically rotate
 - Automatically change color
 - Planet model
 - Automatically rotate the planet in both self-rotation and revolving



Homework 4

- The content of the image should not be clipped
- Hint
 - You may need to create a **larger** view volume under the orthographic projection
 - Be sure to use **Visual C++ 2019** for coding
 - Otherwise **0**
 - Be sure to include glew and freeglut libs/dlls in your project
 - Otherwise **0**
- **Always Copy = Delay = 0**

- Deadline: 11/10 23:30
- TA黃聖凱
 - g110056163@mail.nchu.edu.tw
 - Upload to iLearning 3.0
 - Zip the whole project and remove complied files!
 - Otherwise your grade will be deducted by 10 each
- Title
 - 成圖技術與應用第IV次作業_學號_學生名.zip
 - Otherwise your grade will be deducted by 50
- In the **beginning** of the source code, you need to add the identifications below
 - Otherwise your grade will be deducted by 40

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4001234567 王小明 第IV次作業11/10

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