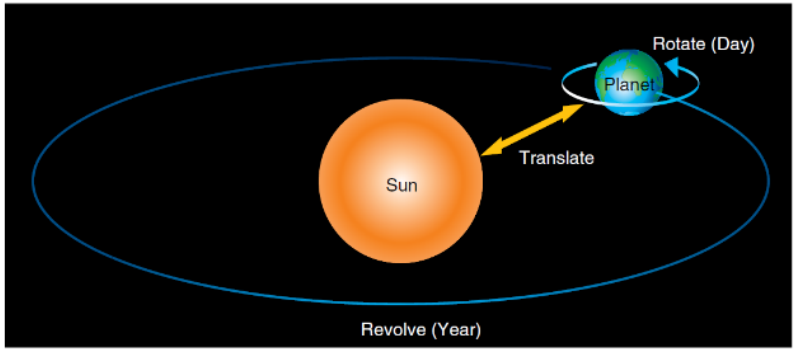
Homework 5

- Follow your 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

Homework 5

- Implement the following models
  - Replace the arms and fingers by glutSolidShpere based on scaling



Homework 5

- Your robot has two arms
  - Keyboard ‘z’
    - Fire the solar system from the left arm
    - After hitting or missing the target, redraw the system on the arm
    - You need to provide the attacking animation
  - Keyboard ‘x’
    - Swing the right arm
  - Space for jumping
    - Do not forget the gravity
  - When the attack hits the NCHU polygons
    - The hit polygons should disappear
    - Press keyboard ‘r’ to recover the NCHU polygons

Homework 5

- Light your scene by a light as a sun
  - All the fingers must have different material properties
- Add a floor
  - Restrict the user on the floor
- The content of the image should not be clipped
- Hint
  - 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: 12/8 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
  - 成圖技術與應用第五次作業_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 第五次作業12/8
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