

Homework 6

- Follow your homework 5
 - 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 6

- Follow your homework 5
 - Add 3 virtual objects as monsters based on obj files
 - Collision detection is also necessary
 - Your attack should also destroy them
 - Each monster has different HP
 - They can also hurt you
 - Keyboard 'b'
 - Snipe your target with blending
 - Keyboard 'c'
 - Trigger anti-aliasing
 - Keyboard 'f'
 - Fog your scene
 - Keyboard 'p'
 - Offset your polygon



Homework 6

- 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 $\text{Copy} = \text{Delay} = 0$

- Deadline: 12/22 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6-VI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
- ```
/*
4001234567 王小明 第6-VI次作業12/22
*/
```