

It took me around four days to complete this assignment. Since it is my very first time in the OpenGL and Computer Graphics environment, I needed to loop up a lot of materials even before starting this assignment. I have never heard of Lorenz Attractor, and I needed to analyze the principle of the Lorenz Attractor. At first, I tried to code it using "graphics.h", but I figured out this wasn't recommended when I was having a meeting with a professor. Additionally, I was also trying to code it with python using pygame, but both methods are not in OpenGL system, so it was not recommended, and I realized that I was going the harder way. At first, I was not focusing on example codes, and I realized how important to understand all the example codes in the class. I was mixing my ideas and example codes, however, there were a lot of errors. I figured out that it was because I didn't use the same header files as the other example codes have. Then, I put it, but now it was a different error called "Segmentation fault". A segmentation fault occurs when the data got overflowed usually, but when I was having a meeting with a professor, we figured out that it was not because of overflow. We were trying to print out specific messages line by line to figure out where the error occurs. It was because I got rid of the part: "if (glewInit()!=GLEW\_OK) Fatal("Error initializing GLEW\n");" and "Fatal" function, when I was mixing them up. I obviously was using the GLUT for the whole system and of course, to use the GLUT, I needed to use this "Fatal". Thanks to the professor, after having meetings more and more, the deeper and the closer I get to the computer graphics.

The interesting thing about Lorenz Attractor is that I got impressed by the looking of the graphics. How that delta, etc. mathematic calculation can bring it to the collections of all those dots that lead to that pretty graph? It was very intriguing.