**Computer Graphics**

**BSCS-7A/B**

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| **Lab 1: Introduction to OpenGL** |

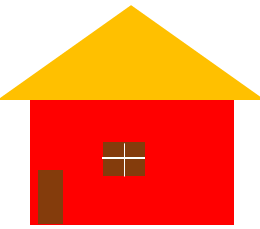
Objective(s): Upon completion of this lab session, learners will be able to:

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| 1. Use OpenGL libraries with C++ 2. Draw basic drawings using basic primitives |

Exercise 1

Write a program to draw the following points: (200,100),(400,100),(400,250)(200,250) and for this purpose, use the GL\_POINTS primitive.

Exercise 2

Rewrite the previous program in order to draw a house. The house consists of two figures: a square and a triangle. Points given above define the square. For triangle you have to find out three points. For this purpose, use the GL\_QUADS and GL\_TRIANGLES primitives.

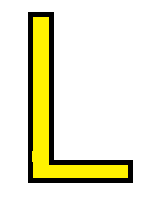
Now, let’s construct window and the door of the house.

Exercise 3

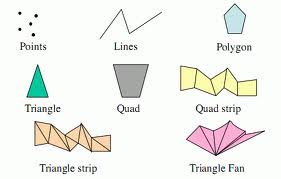
Now, add mountains, grass and tree in order to draw complete scene

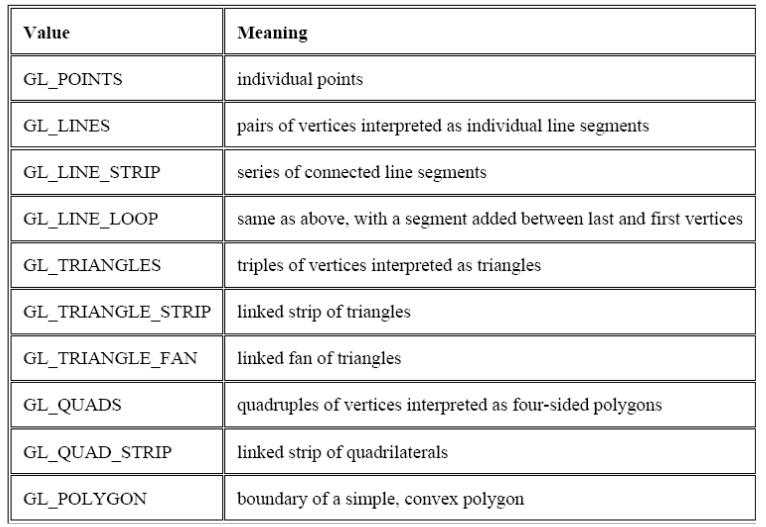
Exercise 4

Write a program to draw initial of your name at center of the window



**Primitives**

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