HACETTEPE UNIVERSITY Computer Science and Engineering Department

BBM 414 Computer Graphics Laboratory

Experiment 1

Name : Hülya Şermin

Surname: KARAKAŞ

E-mail : hulyasermin.karakas@gmail.com

Main Program : <b21591198>.zip

          |-- project.zip

          |-- report.pdf

In this project, the necessity was the drawing same centered two circles with red background. While I am working on the project, I used Visual Studio 2013 win32 console application with glew and freeglut libraries.

In my code, the big circle has twice radius of small circle. I draw them by using float array and declaring cos and sin values as x and y. (I did not used triangle fan method because I could not consider how to use them without using deprecated features of the API.)

For the background, I used the given code and simply changed the color code of background to red.

The loadShader method takes two parameters (vertex and fragment shaders) and creates a program object. In this example of program, loadShader took two glsl file and create a circle.

The changeSize method takes two parameters (width and height of the screen) and changes the size of the screen without breaking the shape of the circles.

The display method is the most important method of the program, because this part contains the initializing of all shapes and measuring the values like radius of the circles.

I did not make any change on the given code at the keyboard and main methods.

Glsl file is an OpenGL shading language file. In this project, the main purpose of glsl file is to clarifying the position and color of the expected shape.