**Computer Graphics**

**IS C311**

**Lab 11 (to be submitted on 25-11-2014)**

**OpenGL Curves/Tesselation**

1. Write an OpenGL program which outputs your name.
2. Use curves (any type) to obtain a free hand drawing/ Use Tessellation (Triangle strips).
3. Do not use standard fonts.
4. Marks will be given for embellishment in the form of coloring, 3D effects and shading.