
Welcome to OpenGL

Exercise is not graded !

Likely, you will not finish everything today, but you are expected to finish the exercise at home, even if it is not graded.

1 C++

Compile the programme : `g++ -lGL -lGLU -lglut -I . *.cpp`
Execute the programme using `./a.out`

2 GLUT

Take a high-level look at the part of the code that is indicated to be read. You will find many comments that will help you.

The most important functions are `display`, `keyboard`, and `animate`. `display` is where you can draw and use OpenGL, `keyboard` is where the keyboard interaction is taken into account, `animate` is not intended for use of OpenGL, but this function is called in each frame and can be used to animate objects.

First, become familiar with the enum `DisplayMode`, which defines what is drawn in the function `display`. The mode is chosen in the function `keyboard` (numerical values input during execution will change the mode).

- Add all cases to the function `display`.

3 Building a simple model

- Go to the function `drawTriangle` and follow the assignment
- Go to function `drawUnitFace` and follow the assignment
- Go to function `drawCube` and follow the assignment

4 Hierarchical Animation

- Go to the function `drawArm` and follow the assignment

5 Light

- Go to the function `drawLight` and follow the assignment

6 Optional : Drawing a full model

- Go to the function `drawMesh` and follow the assignment

Good Luck !