

CSC 350 - Computer Graphics - Homework 2

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Problem 1 *What happens if you call `glutCreateWindow` a second time in a program? Feel free to experiment to find out (0.5 points)*

In my testing, the first window opens then the whole application crashes.

Problem 2 *Which projection will give a more realistic image, orthographic or perspective? Why? (1 point)*

Perspective projection is more realistic than orthographic as perspective mimics how images are formed on the retina via light rays traveling to a fixed point.

Problem 3 *Explain the concept of state machine. (1 point)*

A state machine is a model in which the machine is in any one of a finite number of states. The machine transitions to other states based on inputs. An example for our use in OpenGL could be setting a color. Say you set a color in your code. OpenGL will continue to use that color until you decide to change the color again.

Problem 4 *Since the routine specified in `glutDisplayFunc` takes no arguments, how do you get data from other routines to it? (0.5 points)*

Global variables or any other manner of saving data (reading in an external file, using shared memory, etc.).