IS F311
Computer Graphics
BITS Pilani, Hyderabad Campus
Assignment -2
Due Date : 2nd April 2021 (by Midnight IST)
Total Marks: 20 (weightage : 10%)

Objective: Objective of this assignment is to understand openGL transformations, matrix stack operations, and 3D viewing pipeline.

Part I: Create a scene of your choice with the help of simple primitives such as cubes, cuboids, torus, Utah's teapot etc. Use openGL transformations to create props in the scene such as table, chair, benches, etc. Incorporate few objects made in 3D modelling software such as blender into your scene. Everything should be solid colored and you are not allowed to use textures. Try to be creative.   **[6]**

Part II: Write functions to interact with your scene. Write functions to pan, zoom, pitch, yaw, and roll the camera.   **[5]**

Creativity: 4   **HTML Documentation: 3**   **Doxygen Document: 2**

General Instructions:

1. This assignment will be done in groups as already made for 1st assignment.
2. You need to submit your working code and HTML pages in zip file to me by the deadline.
3. The name of the file should be **id1_CG_A2.zip**.
4. The zip file should be uploaded on CMS.
5. **You can discuss with your friends but refrain from copying the code and submitting. Also please do not use code downloaded from internet.**
6. You have to demo the code to the instructor on a scheduled date and timing after submission. **It is important to attend the demo, as absence from demo will amount to no credit for the assignment.**