

TDT4195 LAB 4

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Multiplying `MODEL_LEG_2` into `MVP2` and `MODEL_LEG_1` into `MVP3` achieves the correct rotation of the hips.

To draw the legs differently, new datapoints had to be defined and those points rendered with `glDrawArrays`.

In order to color the different parts as instructed, different `color_buffer_data` buffers were created for each of the colors, then, like `vertexbuffer`, bound to it's own `colorbuffer`. Then for each body part the buffer in use was changed to the correct one with `glBindBuffer`.

For `RenderScene6()` all that had to be done was to ensure that the position vector, the same one as the keyboard movement buttons modify, is incremented at the same rate and dimension (Z-axis) as `MODEL_EVERYTHING` is translated. In other words, manually translating (by vector addition) the View matrix the same way the Model matrix is translated.