THE GEORGE WASHINGTON UNIVERSITY
Department of Computer Science
CS 6554 - Computer Graphics II - Spring 2019

Assignment 2 Due: 2/21/2019
Scan-convert & Z-Buffer

Description: Implement the z-buffer algorithm. Each polygon should be constant colored differently. Just choose a set of random colors. You need not worry about illumination models or shading yet.

Input: a) Geometric data for a polygonal objects from specified files
b) Viewing parameters

Output: Colored views of several objects with hidden surfaces removed. Demonstrate that your program works by having objects interpenetrate.

How to hand-in work:
a) Put some images from your program in the Blackboard Forum Lab 2
b) Submit your source code on Blackboard

Format of the source code: It is important that the grader understand your code. Put enough comments to make it clear what you are doing.

Extensions: You can use an illumination model to color the objects realistically. You can also add texture, transparency, shadows, etc.